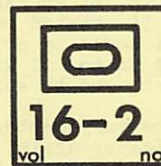


THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

In the last issue of the Kommandeur I asked for a volunteer(s) to coordinate activities at the San Mateo, CA, ORIGINS convention July 2,3,4. Since the silence is deafening, I thought I might ask again. Someone in the Bay area, even as far away as Sacramento, could easily help out on this. At a minimum, we would need someone who might know a good place to eat and meet for an AHIKS dinner. If you can select someplace by June 1, I think we can get the Editor to put out the next K a tad early and announce the location of the dinner in June. In past years, the coordinator has also brought some membership applications with him to pass out. I believe AHIKS attendees also pencil a red dot on their name tag for easy recognition. With a few easy ideas such as these, AHIKS members can really have some fun. Please write me today.

Mike Bonkowski has written to me about coordinating the AHIKS "presence" at Game Con One, Salem, OR, June 26-28. We are going to pay for a small ad in the convention program, a literature-pass-out table, and Mike is even checking into holding a PBM seminar, complete with supporting aids from our library of PBM methods, OOBs, etc. The idea of sponsoring a tournament was suggested, and I am holding approval pending exploration of funding requirements. Members interested in this Con can send inquiries to Dave Grant, Pacific Regional Director.

About a year ago, I mentioned the idea of forming a Canadian Region if anyone would step forward to become the prospective RD. Any takers this time around?

For those following the national basketball scene, the sudden elimination of the Phoenix Suns prompted the following headline: "Suns face usual questions after usual playoff collapse." Uh, huh.

A continuing problem with publication of the AHIKS multi-player zine, Origins West/Pacific Diplodeur, has prompted the Committees to establish a post of Multi-Player Games Coordinator (MPGC), whose duties will include the establishment of AHIKS publications for the support of such games, as well as the out-placement of member matches to non-AHIKS zines when opponents cannot be found. We are debating the final format of financial support to be given to publications, but the commitment to the MPGC concept is firm, and we feel this is an important service in that about a quarter of the US region's members subscribe to OW/PD. Tentatively, John Ratzenberger, already acting as match coordinator for multi-player games, will be the MPGC.

In response to John Ratzenberger's comment in the last K about forming a playtest group in AHIKS, Steve List has written a sort of "white paper" on the concept, which I understand will be printed in this issue of the K. I think this idea can be of some

value to our hobby in general, and the game publishers in particular. I also think it will be one heck of a lot of fun for the participants. Steve has offered to act as the coordinator for this effort, and I would like to see interested members work with him to see what we could do.

Remember the Member's Guide, including the PBM Guide? Well, it is finally, all of it, loaded into the word processor, and review copies are going to selected Committee members, after which final revisions will be incorporated, and the Committees can vote on adoption.

Speaking of which (computers), I would like to offer some advice to anyone contemplating purchase of a micro or personal computer. I speak as one experienced in programming, purchasing, and screaming at a computer. If spending \$70,000 and getting the shaft rates as experience, I am an expert! When you are thinking of buying, accept no substitute to an actual, complete demonstration of BOTH the computer and the programs (or games) you plan to use. There can be severe "adjustment" problems getting some programs/games to run on certain computers. It is also impossible to really evaluate how much fun a game is going to be without trying it out yourself. At worst, wait for someone else to buy it and see what he has to say about it. Especially when buying by mail, at \$50 bucks for a game, you can get some nasty surprises. I would be particularly leery of the "handyman specials" in the computer business: some slick sales clerk in a computer store waves his hand and says how easy it is to put a system together yourself (he doesn't mention you need a PhD in computer science, and a complete set of tools). Unless you really have great expertise, spend the extra money to stay with the simplest, pre-packaged hardware/software combinations, which you yourself can operate on the showroom floor. In any event, don't give them a nickel until they have fully demonstrated that your actual machine is working.

RULINGS BY THE JUDGE: Someone apparently thought that there was some AHIKS appeals procedure from a ruling by Ron Teleucky. No. Any ruling by the Judge is absolute and final. The only time any other procedure can be used is if the Judge is playing in the game, in which case the President makes the ruling.

I still have no takers on my request for a trial game of Longest Day. If anyone is interested, please drop me a note.

Membership is approximately 525.

Pete Menconi

April 21, 1981



editorial

John Ratzenberger's comments about Avalon Hill and "Air War" in the last issue have stirred up what every editor likes to see in his publication, (but not in his life)-controversy. In this issue we have a defense of AH from Alan Moon (who doesn't defend Kevin Zucker) and further comment from Steve List, who also has a serious proposal for the membership. Everyone is urged to read his letter.

The start of summer has not caused any great changes in my life- I'm still forced to let my gaming go to a very low level. (Yes, summer. It started on April 15 this year). I had hoped that I would be able to visit "Origins" this year, but such is not to be. I wish those of you who are more fortunate the best, and be sure to promote AHIKS.

I'm sorry to disappoint the many members who wanted me to print the picture of Our Leader again, but Pete was over to my house the other day and seized it. I still have a copy, but it will take some time to get it out of the vault. Someone asked me if Pete had invented "Rail Baron", since they had never seen anyone railroad a club like Pete does to this one. Just remember: "A forceful leader is the best leader." (Is that the way you said it, Pete?)

Jim Pratt

21 April 1981



RIFLE & SABER

- Walter Compton -

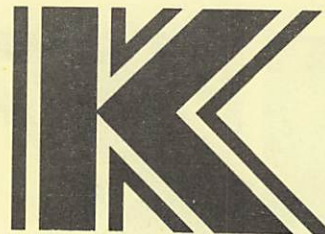
I would like to promote a 1973 SPI game based on tactical combat for the period 1850-1900 called Rifle & Saber. The game lends itself to postal play in that the rules are structured so that each side can receive the others move and results from the prior turn all in one mailing. In other words, one side fires, moves and then engages in shock combat. The opponent then resolves, with the ICRKS, the combats, fires, moves and sets up his shock combat and returns the turn for the next half turn. For a tactical game on the company level I find the movement ability and firepower and shock attack ability of the rules to be good for the period and quite playable FTF as well as by mail. As this game is no longer in print and no one seems interested in continuing to play it, I would like to set up a game for 6 players (3 to each side) using the rules as they are but with myself as Game Master so that each side could send in their turn and have the results on a simultaneous basis. Due to the differences in firepower for the decades involved I would ask each player to send his preference to me as to one of the five decades and I would allocate troops to each depending upon the majorities wishes. The scenario would be based on each player handling some 15 to 25 counters each and it will be necessary to have the map and a set of the rules to play. In order to facilitate this for those who do not own a set I would ask all who wish to sell their game of Rifle and Saber which is sitting in the closet or under the bed to send me a card with the requested price and address of the seller and the condition of the game. I will list these and anyone wishing to purchase the game will receive a list of those sellers which advise me. I do not wish to sell my game as I find it very playable and requiring little set up time for PBM or FTF. So, if you are a buyer or a seller or a PLAYER please let me hear from you and maybe we can get a small battle going through the mails. I would try to end the game within 18 months or by the end of 1982 at the latest and would need about once a month mailings from the players.



PLAYERS WANTED

Wanted: Four players for DIPLOMACY. Already have three. If interested contact Joe Dubinsky, 34 Grove St, Massapequa, NY 17758

Two players need a GM and other players for a new game of BLOODY APRIL. Write Joe Hruby, 803 East Fir, Mt. Vernon, WA 98273



THE KOMMANDEUR VOLUME 16 NUMBER 2 APRIL 1981

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
Bill Salvatore
2841 Summerfield Rd.
Falls Church, VA 22042

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
Doug Ryder
255 High Street
Solihull Lodge
West Midlands B927RX 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 DIPLODEUR/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.

INTERIOR LINES

Four new members to say "Welcome" to this issue. Darwin Romley of Chicago, Fred Shoemaker of Waverly, OH, Raymond Noll of North Ridgeville, OH, and John Yazvac of Novi, MI.

Darwin is the secretary of the Chicago Wargaming Association and appears to be an avid collector of games. He says his collection contains over 1500 games and related materials. He is currently publishing a booklet on used game prices and is trying to organize a Game Collectors Guild, which he says invites mature experienced collectors. Anyone interested in such an activity, drop him a line. Bromley's address is: 1 East Schiller, Apt. 18B, Chicago, ILL 60610.

Fred is a sales clerk for the Ohio Department of Liquor Control (now there's a man to know!). He learned about AHIKS from George Fornsel (Centereach, NY). Atta boy, George.

Raymond is an Auditor/Examiner of Nursing Homes for the State of Ohio. He was in town here (Columbus) a couple of weeks ago, and gave me a ring. Naturally, when Ray called I was tied up in a long, complicated, and drastically overdue personal history form for the Feds, and I had to decline his invitation for some time. Again, I'm sorry, Raymond. Next time you're in the vicinity, please try again. I do visit North Ridgeville from time to time (my brother lives there) I'll at least return the call the next time I'm there. Maybe we can get together then.

John is a structural engineer who says one of his reasons for joining is to find opponents for "unpopular" games. I'm sure Les Deck can help you search for those opponents, John.

I now have a question for any AHIKSer who reads this column. An applicant has asked me: "Are any games currently being played via THE SOURCE or any other telecomputing network?" I'm not personally into computer games, so the terms "the source" and "telecomputing network" mean nothing to me. Are any of you out there familiar with what he's asking? He's not a member yet (he may be waiting for my answer to his question, which I said I would try to obtain). If anyone can help out, how about drop a line to: Steve Fatula, 2080 W. 101 St., Cleveland, OH 44102.

JEFF CLARK or DARWIN BROMLEY: How about letting the membership know how the convention went? Both in general, and especially concerning anything which would interest AHIKS. You are cordially invited to write a piece to Jim Pratt, or if you would rather I included it in our next issue, send me the info.

WILLARD JOHNSON: The same invitation is for you and your scheduled ftf meeting in June (see our last issue for info in that).

Jim Mueller

6 April 1981

Pacific Theatre

This has been a fairly active period. I have mailed out several packets of information--two to Australia. I hope that something materializes from this to beef up our membership there. It appears that there ought to be enough members in the south of Australia to merit an attempt at a mini-con if these two join. Two new members were processed. Chester Hendrix is a printer who hails from Gridley, CA. He is especially interested in PBM Starship Troopers and has developed a kit for PBM. Joe McLean is opening a karate school in Coos Bay, Oregon. Welcome to both.

Mike Bonkowski of Beaverton, OR, enclosed the following after-action report on his Jan. 31st min-con.... "The 1st annual Beaverton mini-con opened Jan. 31 at 10:00 AM with a game of Pea Ridge. As an AHIKS gathering it was a very mini-con, with only two AHIKS members present: the host and John Caton. However, 5 other local players rounded out the ranks. Other games played were Wooden Ships & Iron Men, Swashbuckler, and Wizards Quest.

The host got badly mauled as the Union Player in Pea Ridge and resigned the game just prior to the Confederate's fulfilling the first day victory conditions. The game of Swashbuckler sounded interesting from across the room with cries like "Duck, he's throwing another mug." "Blackbeard swings from the chandler and kicks. Oops, no table to land on. He's lying on the floor stunned!" Everyone joined in a game of Wizards Quest where the host assuaged his ego by winning."

Thanks, Mike, for sharing that report. Anyone else have one to print? Mike will be attending Game Con One in Salem, June 26-28 and representing AHIKS there. He will be running a seminar on "PBM-What and How". Thanks, Mike, for being willing to advertize for us. Others should take note of his initiative. If you will be attending a convention, perhaps you could offer a service of similar kind. Speaking of conventions, I believe Origins is only a week later. I'll be unable to attend either, as I'll be in Colorado at a week of meetings for our

national church association. I do hope someone will respond to the call from the last "K" to represent AHIKS there. With the large number of Bay Area Gamers surely someone(s) can organize a AHIKS sub-get-together.

The above mentioned idea for recruiting brings me back to what is evidently a raw nerve in our society: members who choose to violate our *raison d'etre* (i.e. are discourteous or don't respond). With wider recruitment and the understandable difficulty R.D.'s have in discerning dependability by reading an application, it is possible to get members who are out-of-synch with our standards. Perhaps a new member should be on probation for his first year unless recommended as reliable by a present member. The probation would consist of a "probation match" played with a reliable member who would judge the applicant's fitness for continued membership. This would not disallow other matches. In fact, it would work best if the applicant doesn't know which match is the "probation match". This would require a corps of willing members to serve the society like the DD escort screens the carrier in a task force. This is an idea that may be impractical. Drop me a line if you are violently pro or con. Otherwise it will die along with my campaign idea of a tournament.

Currently plans are afoot for a Seattle area mini-con in Marysville on Memorial Day, May 25th. Gaming will start at 9 AM and go to about 8 PM. We will meet at Dave Grant's (my place), 3526 100th Pl. N.E. Marysville. Bring \$1 for munchies plus cash for the Colonel for dinner. I've added a new room, so we have enough space. RSVP by postcard with the number you will bring. We'll send a map to those interested. Let's hope this gets better response than last year's pre-Mt. St. Helens get-together (definitely the opposite to that Lady's dramatic demonstration). I'm definitely interested in playing Pea Ridge (possibly multi-commander) the right way (!) and would enjoy AMF if enough came and want to try it.

David Grant

April 2, 1981

THE WESTERN FRONT

Third Reich has certainly proven to be one of the all-time favorites with wargamers. This in spite of problems with rule interpretations along with articles that reflected tactics or moves that were not correct. These problems appear to be finally resolved with the publishing of the 3rd edition of the rules. If you enjoy the game I urge you to obtain these new rules, if for no other reason than they address themselves to many points that needed better clarification.

The 3rd edition of Third Reich is far more than just a cleanup of the rule book. There are many new rules that have been added and a number of rules have been changed from the 2nd edition. The map has also been changed. It will be very important to make sure that both you and your opponent are using the same edition of both the map and the rules. For example, The Hague is in a different hex and the river that was to the east is now to the south and so no longer affords the Dutch defenders a tripled position from direct assault. Sevastopol is now a fortress hex and other cities have been added. Coastlines are clearly defined along with what are playable islands and what are not. The map itself has major improvements in graphics and color.

In an effort to separate the changes or additional rules from those that are just clarifications of the previous rules, I will try to highlight only those areas that have been added or changed. If I have not called attention to a rule in this article it's a pretty safe bet that the rule was there in the 2nd edition and you can make use of the cleaner version in the 3rd edition for purposes of clarification. Space will not permit a detailed explanation of the changes so I shall only call your attention to the sections of the rules where changes have occurred.

9.4 Bridgeheads..Bridgehead counters must be removed when they are no longer required for supply and there are no enemy ground units within 3 hexes by land of the bridgehead.

10.2 Strategic Warfare resolution..Starting in the 1943 YSS the exchange rate of ASW counters to submarines is increased. In addition any YSS that a SAC counter remains after exchanges with interceptors there are additional penalties to the German force pool. If Britain is conquered prior to American entry into the war there are some additional SW penalties.

10.3 BRP Calculations....The permanent BRP base can only be reduced by SW losses. Any other deficit carried over to the new YSS reduces only the new BRP total for the coming year.

*14.33 Exploitation movement....Limitations have been placed on how exploiting armor may move from the breakthrough hex.

15.4 Unit Construction.....France may not build units in Corsica. Italy may not construct new units in Sardinia or even Sicily.

15.6 Reinforcement.....Russian now receives some free builds starting in Winter 1941.

18.31 Attrition Option.....Losses in an attrition option may no longer be taken from a country unless that country has ground units in contact with the attacker.

19.4 Pass Option.....New restrictions have been added to movement if within 4 hexes of enemy air units.

21.4 Declarations Of War.....A major power that declares war on a minor must be able to attack forces of that minor power or be able to move forces into that country on the same turn or forfeit the DOW cost.

22.1 Minor Country Operations.....In addition the minor countries neutral forces are now set up after front declarations have been made.

24.23 Conquests Of Minor Countries.....Restrictions have been placed on S.R.'ing armor units in an attempt to cut supply lines of hostile forces in a minor country just conquered. This does not apply to conquests of Major Powers.

26.7 Conquests Of Major Power - Italy.....New provisions for the surrender of Italian forces have been added without the fall of Rome.

26.924 Conquests Of Major Powers - Russia.....The penalty for not maintaining the 45 factor German garrison in Russia after Russia has surrendered, has been modified.

28.442 Interception - Air.....All interceptions must take place in the target hex. Enemy units flying DAS may not be intercepted while moving from their base to the hex to be protected.

29.13 Naval Warfare.....Rules have been changed concerning operations from Kiel as a two-front port. In addition the ports of Suez and Istanbul have also been added to the list of two-front ports along with Gibraltar.

29.42 Sea Transport.....Movement point costs have been added to units embarking and debarking when using sea movement. (See 29.423 & 29.425 for details).

29.54 Naval Interception.....All fleets based at the same port must attempt to intercept the same naval mission. They may not be split up to intercept different missions.

29.65 Sea Escort.....The ports of Kiel and Istanbul operate in the same manner as Gibraltar for handling Sea Escort over two fronts.

29.8 Construction - Naval.....When a 9 factor fleet is to be rebuilt the player must name the port the naval unit will appear at one year hence. Should the port fall into enemy hands during this time the fleet is lost.

32.12 Partisans.....3 Partisans can now be built in England after England is conquered. Also 1 Partisan can be built in Italy after the Italian surrender.

33.5 Intelligence Table.....A new Intelligence table has been added to the game.

33.6 Foreign Aid.....Specific conditions have been placed on the handling of BRP grants to other powers.

34. Anglo-French Cooperation.....The city of Marseilles and Vichy have been added to Paris and the Maginot line hexes where British forces are restricted from occupying. In addition French forces may not enter England or any British colony except to assist with a possible recapture of the colony if it had been lost to Axis forces previously.

35.5 Axis Forces In North Afrika.....Conditions have now been added for limiting German units east of the Suez canal. The islands of Cyprus, Crete or Rhodes are now used in a similar manner as Malta to the west.

36.22 Lent Italian Forces.....There is now an SR cost on the turn Italian forces are loaned to Germany or returned.

40.4 Lend-Lease.....The Lend-Lease supply line can also be cut by the capture of Grozny, Astrakhan, and Krasnovodsk by the Axis.

41.2 Malta.....A declining air unit based at Malta may not fly any other air missions for that entire game turn.

42.364 Murmansk.....Conditions for resolving and opposing the Murmansk convoys have been changed.

44. The Russian Winter.....New rules have been added that outline conditions that must be met for declaring the first winter turn restrictions on the Axis player. (see 44.2 & 44.3).

47.3 Suez Canal..... Some new rules have been added concerning the blocking of and damage to the Suez Canal. The additional penalty of 10 BRP's for a year end deficit caused by the loss of the canal has been dropped.

49.2 Vichy France....A number of changes has been made in this area. One of the modifiers has been dropped from the table and the die roll results have been changed. The specific sections that are new in respect to this rule are 49.2, 49.4, 49.41, 49.42 & 49.5.

51.3 Diplomatic Agreements...Some new restraints have been placed on this aspect of the game but nothing major.

I hope the above outline will help you to make use of the new rules even when playing by the second edition rules. I think they are a major improvement.

The final results are in on the game survey. There are just a few changes from what we reported in the last issue but to bring you up to date here are the top 20 PBM games for this year.

- | | |
|------------------------|-----------------------------|
| 1. Russian Campaign | 11. Blue & Grey Quad I. |
| 2. Afrika Corps | 12. Panzer Leader |
| 3. Panzerblitz | 13. Napoleon's Last Battles |
| 4. Battle Of The Bulge | 14. Fortress Europa |
| 5. Stalingrad | 15. Air Force |
| 6. Anzio | 16. Squad Leader |
| 7. Blitzkrieg | 17. Blue & Grey Quad II. |
| 8. Waterloo | 18. Midway |
| 9. D-Day | 19. Third Reich |
| 10. Diplomacy | 20. Submarine |

The Top 20 FTF games for this year are:

- | | |
|----------------------------|-------------------------|
| 1. Squad Leader | 11. Fortress Europa |
| 2. Russian Campaign | 12. Afrika Corp |
| 3. Third Reich | 13. Kingmaker |
| 4. Victory In The Pacific | 14. Battle Of The Bulge |
| 5. Midway | 15. Rail Baron |
| 6. Panzerblitz | 16. War At Sea |
| 7. Wooden Ships & Iron Man | 17. Dungeons & Dragons |
| 8. Panzer Leader | 18. Blue & Grey Quad I |
| 9. Air Force | 19. Dauntless |
| 10. Stalingrad | 20. Diplomacy |

In the last issue of the 'K' John Ratzenberger had some heated words over the revised version of Air Force. From what I have heard, John had a right to be steamed over the way Kevin Zucker handled this redevelopment. On the other hand, I don't fee that the other members of the staff at A/H should be held accountable for the actions of Mr. Zucker. Of all the game companies I have been in contact with I have found them to be far more receptive to suggestions and interested in doing more for our PBM interest in this hobby.

From the grapevine I have heard that Yaquinto's album games have proven very popular. If any of our members have tried some of them I'd like to hear your comments. I also have been told that their new Mythology game is one of their best so far although not truly a wargame in the full sense.

One last item before I get off my soap box. Would Jerome Trigano, who wrote to me from Marseille, drop me a line. I'd like to have your address in Texas so I can get in touch with you.

Don Eisan

March 20, 1981



THE BARRAGE

There is little activity to report in the region this month, beyond answering a few inquiries from prospective members. Therefore, I thought I'd unload on you a few statistics concerning our region.

As of 20 January 1981, there were 70 members in our region, accounting for about 13.5% of the total AHKS membership of 518. Our members continue to be heavily concentrated in three states: Florida (11), Maryland (17), and Virginia (12). Next came Alabama (5), Georgia (6), and Tennessee (6); the rest are scattered, with 1 member each in Puerto Rico and Venezuela. We continue, I guess, to represent the demographic pattern of our section of the country, with Alabama and Tennessee, especially, showing a slight membership increase. Florida would appear to have some potential for a micron of some kind. Anyone down there interested in trying one? Mailing lists, aid in mailing, and some financial support are available through me for this kind of thing.

Otherwise, not much to report. Fortunately, we again have got through the year with only a few complaints about non-replying opponents. All of these, your RD was able to clear up by letter without having to resort to formal discipline; in each case the delinquency appears to have resulted from circumstances beyond the gamer's control. This happy situation is a tribute to the courtesy and maturity of the gamers in our region. Let's keep up the good work!

Graham A. Cosmas

30 March 1981

K

NORTHEAST PASSAGE

At this time the Northeast Region consists of 88 members: New York 31, New Jersey 25, Massachusetts 10, Rhode Island 6, Main 4, Connecticut 4, Canada 4, New Hampshire 3 and one member in Illinois. (How did he get in here?)

At Omar Dewitt's Regional get-together recently I received nine more requests for membership; I have also been processing two more. In addition I would like to welcome Mike Pierarski of Clifton Park N.Y.

If these prospective members do join, it would put the Northeast Region at an even 100 members (yes, I can add). With this group as a base, it would be a good bet that any weekend gathering of Local AHIKS members could draw at least a dozen people; Omar's drew considerably more.

With this in mind I will try to put something in the way of a gaming weekend together for the Albany, New York area with a target month of maybe July. If anyone has any ideas or suggestions please do let me hear from you.

Thomas Holtz

24 March 1981

K

REPORT ON AHIKS/ELIZABETH/'81

- Omar DeWitt -

When the pizza delivery man knows a wargame when he sees one, can the world be far behind? The 6th annual AHIKS gathering at the Vail-Deane School in Elizabeth, NJ, took place on the weekend of March 13-15. When I arrived at 4:30 there was already a game of CIRCUS MAXIMUS in progress with Stu Schoenberger, Paul Qualtieri, Pete Landry, Jeff Power, and George Fornsel whipping their teams, the other teams, and the other drivers. Les Deck was on hand with his books, checking records with the members and trying to talk the janitor into joining AHIKS. "Vas iss these vargames?"

Friday night was the most popular yet: 19 gamers showed up with their games for sale and games for play. One far-sighted gamer bought SALAMANCA; the rest of you will wish you had, too, then collectors start paying \$100.

Real-life problems seem to present themselves this year. One group decided to send out for pizza and concluded, after some discussion, on their order and beverage wishes. Two hours later one of the group yelled, "Did anyone phone for the pizza?" Apparently they had only been rolling the die for supplies; after the phone call, which must have added 5 to the die roll, the pizzas arrived fairly quickly. Interestingly enough, the pizza-delivery man had a copy of STALINGRAD, but he declined the invitation to stay, and Les was unable to sign him up. Last year another pizza-delivery man bought a game from the sale table.

A giant game of SQUAD LEADER was set up on two tables near the front door; there were eight boards and mounds of counters. Among others, Alan Gopin, Bob Wielgus, and Walt Kluska spend two hours setting the game up. After they had been playing a couple of hours, someone opened the front door, letting in a gust on wind which picked up a CRT chart and whisked it across the mapboard, scooping up half of the counters. The game was abandoned, and the perpetrator was pounded (verbally for the most part) into the floor.

JUNTA was very popular, as was CIRCUS MAXIMUS. Bill Perry seemed to be in on most of the JUNTA games; he had his copy with him, and when I sat in on a game, I could see it had been used a lot--the print was almost worn off some of the counters. Bill has an excellent ability of being able to explain rules, and after a short explanation from Bill, most players can participate knowledgeably. But most silver linings have a cloud, and the cloud is that Bill wins most of the time. Bill is such a nice guy that most gamer's don't mind, but I did notice that in CIRCUS MAXIMUS that Steve List went out of his way to run Bill down as he was sprinting for the wall.

FORTRESS EUROPA got several tries. Also seeing action were RUSSIAN CAMPAIGN, AFRIKA KORPS, VICTORY IN THE PACIFIC, and cameo appearances were made by BIG RED ONE, MACHIAVELLI, BONAPARTE IN ITALY, COSMIC ENCOUNTERS, SEA STRIKE, and GRENADE. There were others that I missed or couldn't spell. Steve Curley set up the SIEGE OF JERUSALEM but couldn't get enough people interested.

Mike Truex made his yearly appearance in gaming circles Friday night and was even seen playing a game this year! R.D. Tom Holtz kept his speech to under 15 minutes. In fact he had no speech at all, claiming it had been eaten by his dog just before he drove down. Joe Seliga, just off a plane from somewhere, stopped packing for his next trip long enough to stop by with Alan Kidd. After the double-double cross he got in a JUNTA game, Joe was glad to get back to the dog-eat-dog real world.

Dale Wetzelberger won the long-distance award, driving up from Baltimore. Matt Perna showed great self control in several multi-player games, being set upon by the untrustworthy in MACHIAVELLI and gunned down at the bank by his own Prime Minister in JUNTA. John Heydt could find no takers for his offer to play TITO and had to indulge in more mundane fare.

Every year there are a few members who say they are coming and then don't. This year 6, about 25%, were no-shows. It is inevitable that occasionally last-minute complications will thwart the best-laid plans. If you ever plan a get-together, never count on a particular number showing up at a gathering.

Over the entire weekend, we went until about 4:30 on Sunday, 33 gamers showed up. 20 were members and 13 were guests of members. Tom said that around 6 indicated some interest in joining AHIKS. After seeing what a great group we are, how could they not?

K

OPINIONS

- Alan R. Moon -

I am writing this letter for Don Greenwood and myself and for Aval on Hill in general. I hope you will print it.

Playtesters are not a necessary evil to us. The work they do is the most important part of game development. We could not publish our games in a polished form without them.

We do not treat our playtesters as "damn little people". Far from it. And don't take my word from it. Ask your fellow members. Don Eisan, Western Regional Director, was one of my FORTRESS EUROPA playtesters. Though we have never met, I consider him one of my closest and warmest friends. Likewise, I am sure that anyone who worked with Don on the THIRD REICH revision or CRESCENDO OF DOOM would not feel as Mr. Ratzenberger does. We listen to our playtesters because we respect them as people and as gamers. They are interested and enthusiastic co-workers.

Part of the enjoyment I get from my job lies in the new friendships I make through involvement with other gamers on my projects. I try not to lose sight of the fact that part of the reason I am a hobby member and a AH staff member is the enjoyment I receive from the social aspects of gaming.

I am not condemning Mr. Ratzenberger. He is certainly entitled to his opinion. But I feel it is necessary to make it clear that each AH staff member handles his development projects differently. Mr. Ratzenberger's broad insinuations (and intimations) about AH are simply unfair and untrue.

As for the specific remarks about Mr. Zucker. Well, I have passed on the copy of the K to him.

K

- Steve List -

This is to some extent a response to John Ratzenberger's letter and follow-up on Zucker's revision of AIR FORCE, and specifically, his closing comments. John wants to be able to "use AHIKS to force companies to clean up their acts." Perhaps the word "persuade" would be better than "force". Even in a hobby whose membership is as small as that of board wargaming, a group of 500 people is not very big, and if we should start off with a belligerent attitude, I am afraid it would look a lot like sour grapes and do little to influence people not in AHIKS, let alone the publishers (and that is assuming the membership could be mobilized to about 90% to support any given position). It might be more productive in the long run to emulate the various engineering and other professional societies which formulate the so-called "voluntary standards". For instance,

the American Society of Mechanical Engineers has for almost 100 years been writing and refining a standard, the ASME Code for Boilers and Pressure Vessels. The original impetus for this was the endemic disease of boiler explosion which killed people in wholesale lots during the 19th century. Today, in many states conformation to the code is a legal requirement, and where it is not, any one who wants insurance at a reasonable rate finds that the underwriters will require it. Standard such as these now have the power of persuasion because they have demonstrated their utility in producing a desirable product, not because anyone (except market forces) "forced" their adoption.

We are a long way from having a "AHIKS Code of Game Design for Playability", but John is right in pointing out that unless we as consumers find some leverage on the publishers, they will always be able to write off malcontents as a minority of cranks who will not seriously impact overall sales. "If you have the original, don't waste money on the revision." Coming from John, that might influence a small number of people familiar with him not to buy a game. Coming from the "AHIKS Evaluation Board" or some such pretentiously named organization, it could have a much greater impact on people, even those who aren't really sure what AHIKS is. But to get to that point, we/AHIKS or whatever sub-group, must establish a track record of impartial dealings with both the publishers and the buyers. We must be perceived by others as a fair and objective source of criticism and evaluation. If we come across as just a bunch of self-appointed game critics praising and panning based on personal likes and dislikes, our efforts will be no more useful than the many games reviews now being published, and would have impact only in relation to the reputation of the individual producing a given opinion.

I offer this as an outline of a possible form of organization and procedure. First off, the effort by AHIKS members must be voluntary (again citing the engineering societies, their standards committees are unpaid volunteers doing what they feel is needed for the betterment of their professions), and dedicated-dropping the job halfway through will impress no one with our competence. Support by AHIKS should be limited to such mundane items as reimbursement for postage and similar costs, and the use of letterhead paper (do we even have any?), and even this must be confirmed by the membership either directly or by the elected officers acting as representatives of the membership. Secondly, the effort must be broadly based. If the same dozen or so people do all the work while the rest yawn them on, then John is right about sheep in the organization.

Accordingly, I think that at this point a poll is in order. Voting in this poll is restricted to those who care enough to spend a stamp or post card and the time to respond. Responses should be sent to Pete Menconi and should be one of four opinions:

- 1) Approve
- 2) Approve but would like changes (detail with response)
- 3) Disapprove unless changes made (detail with response)
- 4) Totally disapprove

The deadline for response is the first of the even-numbered month following publication of this poll. The specific proposals to be voted on are these:

- A) A Steering Committee of approximately 4 volunteers to be selected by the President is to be established.
- B) The Steering Committee will contact game publishers as official representatives of AHIKS to discuss the publishers' willingness to use individual AHIKS members as playtesters, and their willingness to respond objectively to input from all playtesters. In addition, the publishers should be asked if they would be willing to help AHIKS defray the cost of publishing their evaluations of games, regardless of how favorably or unfavorably said evaluation may be of a particular game.
- C) The Steering Committee will contact publishers of wargaming periodicals to discuss the possibility of obtaining gratis or at discounted cost space in those periodicals to publish AHIKS evaluations.
- D) The Steering Committee will prepare a report summarizing the results of efforts B and C and submit it to the President. Upon approval of the President, the Steering Committee will prepare a poll for the membership at large to determine if further action should be taken.

Should something similar to what I have described become a reality, I envision it operating in this manner. Each game publisher will be asked to make AHIKS aware when it desires the services of blind (ie, not on-the-premises) playtesters. The steering committee will maintain a file of names of volunteers based on various categories of desired service (eg, by company, scale, topic, format; someone could volunteer to test only role-playing games on WW I air combat by Bearhug Publications, to pick an absurd example). Those who have expressed an interest in such a game will be notified and will contact the publisher involved. Those selected by the publisher will be formed into a sub-committee; while they will each act as playtesters individually, as a group they will have to produce a consensus report on how the game meets criteria as set by AHIKS. (NOTE: defining these criteria will probably be the hardest job. Ideally they should be developed by the Steering Committee or a Standards

Sub-committee for approval by the membership as a whole.) This evaluation would then be published by AHIKS, ideally in every gaming periodical. If companies publish games in which AHIKS has not been involved as described above, these games should also be evaluated by a volunteer group and the results publicized as above.

Obviously this scheme will depend on the good will of publishers, and since most periodical publishers are also wargame publishers, to get unfavorable evaluations into print with their blessings will mean that the evaluations must be completely objective. They cannot be negative without justifying the negative aspects in terms that even the publisher in question can accept. This may in practice be impossible, as we have to deal with real people rather than paragons of logic. All too many individuals in my experience have taken criticism of their games as criticisms of themselves and reacted accordingly. Yet if the publishers let only favorable evaluations make it in to print, the validity of the system breaks down. AHIKS cannot afford to purchase advertising space just to blow off steam about games, so if we/AHIKS wish to regularly publish such evaluations, it will be only with the cooperation of most if not all of the publishers.

Having stuck my neck out to this extent, I'll have to make it official that I am volunteering for the Steering Committee as I have proposed it. In that respect, I would like to take another poll (send your responses to me, please): How many of you have ever been blind playtesters? For what companies? For how many games? For what individuals at the companies involved, and your opinion as to those individuals' responsiveness to your input?

In my experience, Avalon Hill has been most forthright in their use of blindtesters. They announce in the General what games they need testers for, and while my experience with Kevin Zucker parallels Ratz's, Don Greenwood and Alan Moon have been excellent in maintaining two-way communication. I have done some testing for GDW, but they no longer seem to publicly solicit testers. SPI is the worst. They claim to use blind testers, but what is published in many cases belies this. All I can say for sure is that I have been "associated" with SPI in some form or another since their office consisted of Jim Dunnigan's apartment, yet in the last 5 years I have gotten to blind-test only one game despite repeated requests to do so. The good games they produce seem to come about in spite of their system, not because of it.

I urge everyone to vote on this Steering Committee question, and I think that the more discussion on this that sees print, the better we will be able to determine just what, if anything, AHIKS as an organization can hope to accomplish, and even more importantly what we should attempt to accomplish.

K

CLASH OF EVIL ARMIES

- Frank Freeman -

I am engaged in a game of RC with the contest seeming to depend on a vicious series of actions around the city of Rostov. This city is the great southern anchor of the Russian line. If the German can take and hold Rostov the Russian line may be stretched to the breaking point.

The German enemy took Rostov by invasion in Sept. '41. I was unable to garrison the port because every single unit was needed to hold the main line. I was not too worried because this German enclave was so far behind my lines I thought I could retake it before he could bring up his main forces. I managed a 1 to 1 attack in Nov.-Dec. '41 but this failed. I could not attack again in Jan.-Feb. '42 because my Guard units had great opportunities for a winter counterattack near Kiev.

Meanwhile his Army Group South was inching forward, helped by some amazing die rolls including successful 1 to 1 attacks against Dnepropetrovsk and Stalino and a 1 to 2 against Sevastopol! But his losses near Kiev and his major thrust toward Rostov isolated a large formation in the southern steppes.

Here is your first problem: The weather for Mar.-Apr. '42 is snow. The German has 3 units in each of these cities: Dnepropetrovsk (16 attack factors), Stalino (14), and Rostov (13). He also has a 4-4 on hex HH15 next to Rostov. You have a 4-7 on FF13, a few unimportant 4-3's here and there, and Guard units available to be railroaded to the Rostov front. Can you "guarantee" the fall of Rostov?

Here's how: Before you read take a second to figure it out, you should get it easily. On second impulse, attack the misplaced and lonely 4-4 with two 7-4's on hex HH14 and the 4-7 on hex GG14. Get a sluff attack against the Rostov garrison (I lost the new 6-5). No matter what the die rolls, the turn will end with two 7-4's adjacent to Rostov. If you have placed the 4-3's correctly, the Rostov garrison will be forced to attack at low odds and an AR will annihilate them. In addition you can risk an invasion of HH17. A successful

invasion will block enemy units from entering hex HHL5 and the German counterattack out of Rostov must be made across the Don River against doubled Russian Guards.

- Dan Hughes -

In the actual game I invaded successfully with a 2-5 replacement which moved to hex HHL6 on second impulse and aided with the destruction of the hapless 4-4. But my vicious opponent with two lucky die rolls, both 5's, managed to save Rostov. Can you figure out how he did it?

Here's how: The units in Stalino and Dnepropetrovsk total 30 factors. Twenty of these AV the 2-5 (I should have risked a 3-5). The remainder engage the 4-7 at 1 to 1 (an exchange) and undo the attack of the Rostov garrison against the two 7-4's, raising the odds to 1 to 1 (another exchange). On the second impulse, the lucky fool moves back into the three cities.

But in May-June '42 the Russians took both Rostov and Dnepropetrovsk and isolated Stalino. Army Group South is chewed up to almost nothing.



units 8, 16, or 24 hexes away is determined at the beginning of the turn not the end.

- I believe that AVALON HILL holds that by merely passing through a hex, in any manner, the German can eliminate the status of an invaded supply hex. I personally feel that with the previous interpretation, supply for the Allies becomes very difficult to obtain and should not be lost because a German unit merely runs through or is retreated through a hex. It is my opinion that the German unit should be occupying the hex at the beginning of the Allied turn; EXCEPTION - if a German unit on his second turn of isolation manages to occupy an invasion hex after all combat then that hex would no longer qualify as an invaded supply hex even though the German unit, due to isolated elimination, would not be in the hex at the beginning of the Allied turn. This reasoning is due to the fact that although halved the German unit is still capable of combat.



I was prompted to write this article due to problems encountered in a recent D-Day match concerning supply. There seems to be some confusion as to the way the rules on supply are written and their intent. AVALON HILL made an effort to clear this up in the Question Box of the General Vol. 16 #3, but in my opinion, still left some question as to interpretation.

I must emphasize that the following interpretation is not necessarily AHKS or AVALON HILL policy but may provide a tool for mutual agreement, concerning supply, between opponents before their match has begun. It must also be remembered that this interpretation is in no way meant to change the existing rules but is merely an attempt at clarification and must be used in conjunction with all D-Day '77 rules.

- Before any unit can draw supply from and before the Allies can count toward their capacity any non-invaded inland or coastal port, that port has to be occupied by an HQ unit by the end of the previous turn and still occupy that port at the beginning of the turn it is to be used for supply or count toward capacity; EXCEPTION - 16.536.
- Capacity is a factor when the Allies attempt to land additional units. The capacity or ability to supply additional units must exist before units can land.
- At no time may the capacity or the ability to supply additional units depend on the combat of the turn that the additional units are landed EXCEPTION-Airborne.
- At no time may additional units land if by doing so the total Allied units on the continent would exceed the total capacity.
- An Allied unit must land within reach or land and move within reach of existing supply. In other words the length of the supply line, unbroken by German zones of control, must be determined at the beginning of the Allied turn; EXCEPTION - Airborne.
- For Allied units on the continent, capacity, supply, and the length of the supply line is always established at the beginning of the Allied turn. This could prove to be a key factor to Allied units finding themselves isolated due to a short supply line. On the second turn of isolation the ability to supply

AHKS RATINGS

LAST TIME				LAST TIME				LAST TIME			
NAME	CUR. AREA	G/W	POS. RATE	NAME	CUR. AREA	G/W	POS. RATE	NAME	CUR. AREA	G/W	POS. RATE
1.D. BURGICK	(61)DD0215	(A)	1 2095	60.N. ALBRECHT	(540)BB1130	(A)	1305	119.W. CAHRAWAY	(219)AAA1200	(A)	117 1200
2.B. BASTON	(43)DD0210	(-)	2 2010	61.N. ROD	(653)CBC1360	(-)	59 1360	120.W. KLITZKE	(305)AAA1200	(-)	118 1200
3.P. EILEY	(58) 2000	(-)	3 2000	62.B. FEATHERS	(481)AAA1355	(A)	60 1355	121.J. GIBSON	(631)AAA1200	(-)	119 1200
4.T. OLESON	(111)AAA1965	(A)	4 1965	63.H. GROVE	(596)DDC1350	(-)	61 1350	122.J. JODIN	(357)AAA1200	(-)	120 1200
5.K. WILLS	(117)DEC1855	(A)	5 1845	64.R. MCLAUGHLIN	(77)AAA1345	(-)	63 1345	123.R. GHERMAN	(623)AAA1200	(-)	121 1200
6.R. KINSELLA	(304)BB1825	(A)	6 1825	65.F. KRAUS	(444)DD1340	(A)	64 1340	124.R. BARNETTE	(542)AAA1200	(-)	122 1200
7.L. NEWBURY	(296)DDC1780	(A)	8 1780	66.D. AYERS	(646)DD1330	(-)	67 1330	125.W. PETERSON	(401) 1200	(-)	123 1200
8.D. KNEPPER	(396) 1760	(A)	9 1760	67.C. HAHT	(574)BB1330	(A)	66 1330	126.J. BARNETTE	(490) 1200	(A)	124 1200
9.K. MCCARTHY	(493)DD1745	(-)	13 1720	68.E. NIEMIRA	(548) 1330	(-)	67 1330	127.W. BERNEN	(427) 1200	(-)	125 1200
10.T. POKRY	(678)BB1740	(-)	16 1660	69.W. PLESKO	(494) 1330	(-)	68 1330	128.J. GLECKLER	(147) 1200	(-)	126 1200
11.T. BECKER	(233)DDC1735	(-)	10 1735	70.C. EGLI	(449)DDC1325	(A)	69 1325	129.R. PITTIGLIO	(557) 1200	(-)	127 1200
12.J. DRUMMOND	(86) 1735	(-)	11 1735	71.G. HILL	(432)DD1320	(A)	70 1320	130.C. WENDEL	(314) 1200	(-)	128 1200
13.W. HOPKINS	(80) 1730	(-)	12 1730	72.J. PYLE	(543)AAA1320	(A)	71 1320	131.G. LEISNER	(261) 1200	(A)	129 1200
14.J. LOUGH	(277) 1680	(A)	14 1680	73.S. PELUSO	(253)HH1310	(A)	72 1310	132.H. SAVAGE	(570) 1200	(A)	130 1200
15.D. EISAN	(13)GH11670	(A)	7 1790	74.J. PELLICCIA	(522)CCD1310	(A)	73 1310	133.B. BAILEY	(628) 1200	(-)	131 1200
16.V. NUGLER	(329)FGG1665	(A)	39 1460	75.P. LICAUSE	(454) 1310	(-)	74 1310	134.D. BERNEN	(607) 1200	(-)	132 1200
17.S. DESTEFANO	(293)DD11650	(A)	15 1650	76.D. KEHN	(264)BAB1305	(A)	75 1305	135.C. BERWALD	(655) 1200	(A)	133 1200
18.J. CREFFER	(676)DCB1600	(A)	26 1630	77.T. CLARK	(624)HH1300	(A)	76 1300	136.P. CARR	(625) 1200	(-)	134 1200
19.E. BELFERICH	(343) 1655	(A)	17 1655	78.G. BOISE	(283)AAA1300	(-)	77 1300	137.T.R. CARO	(241) 1200	(A)	135 1200
20.T. BIZWELL	(456) 1645	(-)	18 1645	79.A. BOWIE	(299) 1300	(-)	78 1300	138.R. CHRISTIAN	(620) 1200	(A)	136 1200
21.W.B. HILL	(357) 1640	(-)	19 1640	80.L. DECK SR	(341)CDD1295	(A)	79 1295	139.H. COONEY	(571) 1200	(-)	137 1200
22.P. THUESDELL	(334)CCC1615	(A)	28 1615	81.J. FREDIANI	(268)AAA1290	(A)	80 1290	140.J.D. COX	(648) 1200	(A)	138 1200
23.D. WITZELBOER	(284)BB1610	(A)	21 1610	82.R. WOLOSZYN	(616)AB1285	(A)	80 1285	141.B. EDWARDS	(580) 1200	(-)	141 1200
24.H. WOODBURY	(622)BB1590	(-)	22 1590	83.K. HOFFMAN	(10) 1285	(-)	81 1285	142.P. FLETCHEE	(558) 1200	(A)	142 1200
25.R. WINDSOR	(450)DD1550	(A)	23 1550	84.J. BROWNAMELL	(609)BB1280	(A)	83 1280	143.B. FOSTER	(425) 1200	(-)	144 1200
26.G. GOHEEN	(282)FFG1545	(-)	24 1545	85.H. MCHAE	(672)AAA1280	(-)	84 1280	144.W. FRIEDRICH	(523) 1200	(-)	145 1200
27.R. TELEUCKY	(264)DD1520	(A)	35 1475	86.I. ERSKINE	(295)AAA1270	(A)	88 1270	145.D. GALLAGHER	(529) 1200	(-)	146 1200
28.J. DEWHRY	(321)DD1520	(-)	27 1520	87.D. CUMMING	(659)AAA1270	(-)	139 1200	146.A. GOPIN	(312) 1200	(A)	147 1200
29.L. KELLY	(528)FFB1515	(A)	47 1415	88.W. LAUSSADE	(599)DDE1265	(A)	319 1040	147.A. GURTY	(562) 1200	(-)	148 1200
30.H. WEITZER	(549)ECC1510	(-)	29 1510	89.J. BURNETT	(467)CCC1265	(A)	90 1265	148.S. HAYES	(263) 1200	(-)	149 1200
31.C. NHARTON	(589)BB1510	(-)	30 1510	90.R. SHEA	(716)AAA1265	(-)	86 1275	149.W. HENRY	(411) 1200	(-)	151 1200
32.B. JOHNSON	(342)AAA1490	(-)	31 1490	91.R. GRIFFIN	(275)AAA1265	(-)	213 1200	150.C. LODHLM	(621) 1200	(A)	154 1200
33.T.S. BOURNE	(325) 1490	(-)	32 1490	92.R. HARRIGAN	(685)AAA1255	(-)	91 1255	151.C. KERROW	(462) 1200	(-)	155 1200
34.F. JEROME	(258)AAA1480	(-)	33 1480	93.T. THORNSON	(470)CBB1250	(A)	92 1250	152.L. MOORE	(310) 1200	(-)	156 1200
35.S. CUNLEY	(327) 1480	(-)	34 1480	94.W. BOYD	(300)BB1250	(-)	93 1250	153.R. NELSON	(530) 1200	(-)	157 1200
36.H. FLYNN	(373) 1475	(A)	36 1475	95.K. BLANCH	(690) 1250	(A)	95 1250	154.T. PAUL	(466) 1200	(A)	158 1200
37.W. YARWOOD	(36)DDC1470	(A)	37 1470	96.R. STAHNIK	(197)DD1245	(-)	96 1245	155.R. PEGUERO	(608) 1200	(-)	159 1200
38.W. KLUKA	(56)AAA1470	(A)	38 1470	97.D. OWENS	(591)AAA1240	(A)	99 1240	156.W. RICHIE	(560) 1200	(-)	160 1200
39.J. LAUDRY	(707)BB1460	(A)	62 1350	98.E. OLSON	(730)AAA1240	(A)	99 1240	157.J. ROBERTS	(651) 1200	(A)	163 1200
40.J. WALLACE	(113)AAA1460	(A)	40 1460	99.W. WALUAI	(416)BB1230	(-)	100 1230	158.L. SAGE	(316) 1200	(-)	162 1200
41.F. FREEMAN	(635)CBA1440	(A)	41 1440	100.C. DUVAL	(498)BB1230	(A)	101 1230	159.P. SALLABEDRA	(661) 1200	(A)	163 1200
42.L. JERKICH	(464)BB1440	(A)	42 1440	101.B. HILTON	(642)BB1230	(A)	150 1200	160.P. STRAGUSA	(443) 1200	(A)	164 1200
43.W. PERNA	(585)AAA1440	(-)	43 1440	102.G. CHARBONNEAU	(573)AAA1230	(A)	102 1230	161.R. SHNITZER	(632) 1200	(A)	165 1200
44.J. POPALIS	(229)CCC1435	(A)	44 1435	103.J. HEYUT	(30) 1230	(-)	103 1230	162.T. SMITHSON	(430) 1200	(A)	166 1200
45.R. SEGARRA	(235)BB1435	(A)	25 1540	104.H. WINSLOW	(462) 1230	(-)	104 1230	163.R. VICKERS	(639) 1200	(-)	167 1200
46.J. LAYTON	(189) 1435	(-)	45 1435	105.W. MCGUIAN	(554) 1230	(-)	105 1230	164.W. WICKERY	(659) 1200	(A)	168 1200
47.J. GRANT	(377)CBC1430	(-)	20 1620	106.C. RYAN	(506) 1230	(-)	106 1230	165.G. WHITE	(15) 1200	(-)	169 1200
48.A. DEMPSEY	(541)BB1430	(A)	46 1430	107.G. HASTINGS	(536)AAA1225	(-)	107 1225	166.E. ABBOTT	(354) 1200	(-)	170 1200
49.J. BUTTITA	(455)BAB1410	(A)	48 1410	108.R. SKONSKY	(650)AAA1220	(-)	108 1220	167.F. BEAL JR	(697) 1200	(-)	171 1200
50.S. LIST	(604) 1410	(-)	49 1410	109.C. BRUYN	(560)AAA1220	(-)	109 1220	168.W. BENTRAM	(230) 1200	(-)	172 1200
51.J. BEATY	(662)BB1390	(A)	94 1250	110.S. HILINSKI	(488) 1220	(A)	110 1215	169.P. BOMPAS	(209) 1200	(A)	173 1200
52.L. RHODES	(568)AAA1390	(-)	51 1390	111.R. CROSS	(336)DD1215	(A)	110 1215	170.J. CAMERON	(703) 1200	(A)	174 1200
53.J. WILSON	(130) 1390	(-)	52 1390	112.W. OWENS	(444) 1215	(-)	111 1215	171.D. WICKERY	(659) 1200	(A)	175 1200
54.R. GREENMELL	(265) 1390	(-)	53 1390	113.D. MCCARTY	(638)DD1210	(-)	112 1210	172.H. COPPLA	(696) 1200	(-)	176 1200
55.R. PIPPUS	(419) 1390	(-)	54 1390	114.S. POWLESLAND	(437)AAA1210	(-)	112 1210	173.L.L. DECK JR	(675) 1200	(-)	177 1200
56.J. BUNTT	(420)AAA1375	(A)	55 1375	115.R. BEST JR	(582)AAA1210	(-)	113 1210	174.J. DEJULIO	(690) 1200	(A)	178 1200
57.W. ZENKTELEH	(614)AAA1370	(A)	56 1370	116.J. HRUBY	(3)AAA1210	(A)	114 1210	175.J.E. DONALD	(683) 1200	(-)	179 1200
58.F. REDOUGH	(714)AAA1370	(A)	214 1200	117.T. GRANT	(519) 1210	(A)	115 1210	176.W. DORMAN	(682) 1200	(-)	180 1200
59.R. BULLIONS	(515) 1370	(-)	57 1370	118.T. ENTICHER	(508)AAA1205	(A)	116 1205	177.J. DUBINSKY	(706) 1200	(-)	181 1200

***** A CALL TO ARMS ***** JOHN RATZENBERGER

'A CALL TO ARMS' WAS THE MULTI-PLAYER MATCHING SERVICE FOR THE AHKS MULTI-PLAYER 'ZINE 'OH/PO'. HOWEVER, WITH THE APPARENT DEMISE OF SAME, MY ABILITY TO DO MUCH IS SOMEWHAT HINDERED.

THE EXEC IS DISCUSSING SEVERAL ALTERNATIVES, AND I WOULD HOPE THAT WE AGAIN HAVE A COMPLETE AHKS SERVICE FOR THE MULTI-PLAYER COMMUNITY. UNTIL THAT TIME, I SHALL CONTINUE TO KEEP LISTS OF GAMES/PLAYERS AND SEE WHAT CAN BE DONE ABOUT GETTING SOMETHING GOING - AND, UNLIKE BEFORE, SUBBING TO OH/PO WILL NOT BE A CRITERIA - SO IF YOU WANT TO GET INVOLVED IN MULTI-PLAYER GAMES, LET ME KNOW.

IN MORE THAN ONE PLACE, I REFER TO ROY HENRICKS & MIKE SCOTT - BOTH AHKS MEMBERS WHO HAVE MULTI-PLAYER 'ZINES GOING. IN THE ABSENCE OF AN AHKS 'ZINE - I RECOMMEND YOU GET IN TOUCH WITH EITHER OR BOTH OF THEM.

THE ORIENTATION OF BOTH THESE 'ZINES (AND MANY OTHERS) IS THE 'STAB 'EM IN THE BACK' GAME - DIPPY, KM, CRUSADES, RCH, ETC. THERE IS NO REAL FORUM FOR THE 'WAR' GAMES, PER SE. HOPEFULLY, I CAN CONTINUE TO FILL THAT GAP THRU THESE LISTINGS.

IF THERE ARE ANY OTHER AHKS MEMBERS WHO ARE PUBLISHING MULTI-ZINES, SEND ME A COPY AND I'LL BE GLAD TO INCLUDE YOU IN THE LISTINGS. I BELIEVE I WOULD ALSO INCLUDE NON-AHKS ZINES - IF YOU KNOW OF ANY THAT MIGHT BE INTERESTED IN 'ADVERTISING' TO AHKS, THRU THIS COLUMN, HAVE THEM SEND ME A COPY. ONE SHOULD NOTE THAT BECAUSE OF THE 'SPECIAL INTEREST' OF MULTI-GAMING, IT IS DIFFICULT TO GET GAMES GOING SOLELY WITHIN AHKS - HOPEFULLY, THIS COLUMN WILL PROVIDE AHKS MEMBERS WITH ACCESS TO OTHER SOURCES - ALTHOUGH IT INCLUDES NON-AHKS SOURCES, IT IS STILL A SERVICE TO AHKS MEMBERS.

PLEASE NOTE I HAVE DELETED A LOT OF 'OLD' REQUESTS FROM THIS LIST, AS WELL AS MANY GAMES THAT SIT FOR YEARS AND NEVER SEEM TO GET GOING. PLEASE HELP ME KEEP THIS LIST CURRENT - IF YOU WANT IN OR OUT, LET ME KNOW AS SOON AS POSSIBLE - MUCH OF THIS IS BASED ON OLD INFO.

ALSO, REMEMBER THAT 2-PLAYER AND 3-PLAYER GAME/MATCH REQUESTS GO TO LES DECK - NOT ME.

AS ALWAYS ///=GM, //GM OR PLAY, /=PLAY.
(NN) AFTER PLAYER NAME= MONTH/YEAR PUT ON LIST.

XX AIR FORCE/DAUNTLESS: (WRITE TO ME FOR THESE GAMES). ///DENNIS DEMORY (980) - 'FLYING BUCCANEERS '43' SCENARIO - NEEDS 3-4 PLAYERS ASAP. (OTHER THAN THAT I KNOW OF NO NEW ONES FORMING - MANY OF THE CURRENT GAMES ARE CAMPAIGN TYPE, SO REPLACEMENTS MAY BE NEEDED LATER).
XX CONQUISTADOR:(4): /JOHN GRANT (280), PAT CARR (980), LARRY BURRUS (980), EARL ANDERSON (1280). (MIKE SCOTT NEEDS A COUPLE TO GET A GAME GOING.)
XX CONQUISTADOR DERBY: ///DAVE GRANT (1280). (NOT FIRM YET, BUT WOULD HAVE ALL PLAYERS PLAYING SPAIN, AND A COUPLE OTHER THINGS TO EVEN OUT LUCK - THE PLAYER WHO REALLY KNOWS THE SYSTEM HAS THE BEST CHANCE - ANY TAKER? WRITE DAVE OR MIKE SCOTT.)
XX CRUSADES(7-8): ///BEN MILLER (381). /LU HENRY (480), LARRY FONG (480), JEAN JODDIN (979), GEORGE FORNSEL (880), PAT CARR (980), EARL ANDERSON (1280). (I THINK THIS LIST IS A BIT OLD - MIKE SCOTT SIGNED UP A FEW OF 'EM AND COULD USE A FEW MORE I THINK.)
XX CV: ///ANDY JOHNSON (980).

XX DIPLOMACY:(7): I HAVE RECEIVED A BUNCH OF NAMES FOR DIPLOMACY, BUT NO GM'S. I WOULD SUGGEST THAT ANYONE INTERESTED IN DIPLOMACY, WRITE TO ROY HENRICKS, 128 DEERFIELD, PITTSBURGH, PA, 15235. HIS EXCELLENT 'ZINE 'ENVOY' CARRIES A LOT OF 'DIPPY' GAMES (280) - I THINK IT IS THE FASTEST AND BEST WAY FOR 'DIPPY' FANS TO GET INTO ACTION.)

XX DND: /BOB SNYDER (280), MORGAN LESTER (880), RICHARD GREENWELL (1280).
XX EMPIRES OF THE MIDDLE AGES: ///WM H. OSMANSON (381). /STEVE LIST (1280), BEN MILLER (381), RICHARD WILLIAMS (181). (HE HAVE A GM ON THE HOOK - WANTS 3-7 PLAYERS - WRITE HIM DIRECT @ 1015 UNION ST, MORRIS, IL, 60450.)
XX FAST CARRIERS:(4): ///MORGAN LESTER (480), /PAUL SELZER (480), JEAN JODDIN (979), DEAN MILLER (280), DAVE KNEPPER (480). (MORGAN IS READY TO KICK THIS ONE OFF AS SOON AS SOME COMMO PROBLEMS ARE SOLVED)
XX FLATTOP:(4): ///JIM MCAMIS (980).
XX FRIGATE: /MORGAN LESTER (880).
XX GETTYSBURG 77: /MORGAN LESTER (880).
XX GLOBAL WAR: /MORGAN LESTER (480).
XX GRAND CHANCELLORSVILLE: ///MORGAN LESTER (880). (MORGAN WOULD LIKE TO TRY THIS WITH LIMITED INTEL (YOURS, NOT HIS), LOS RULES, AND SOME OPTIONS OUT OF TSS).
XX HIGHWAY TO THE REICH:(6-8, CAN START W/3): ///MIKE BONKOWSKI (779). /DAVID ROLFE (979), MIKE SCOTT (979), MORGAN LESTER (480). (THIS MAY BE DEAD).
XX IRONCLAD: ///RICH GREENWELL (181). (RICH WILL START ANOTHER GAME IF HE CAN GET A COUPLE MORE PLAYERS - WRITE HIM @ 28 POND ROAD, SIDNEY MINES, NS, CANADA B1V 2X4.)
XX KINGMAKER:(6): TRY ROY HENRICKS 'ENVOY'.
XX KINGMAKER VARIANT: ///MIKE SCOTT - NOW GETTING STARTED - I DON'T KNOW IF HE WILL TAKE MORE NOW.)
XX LA BATAILLE MOSKOVA: /STEVE HAAS (479), MORGAN LESTER (480), JIM CREEGER (381).
XX MACHIAVELLI: MIKE SCOTT NEEDS 2-4 MORE TO START ONE - WRITE HIM DIRECT.
XX MIGHTY FORTRESS:(6): ///LU HENRY (480). //RICHARD WILLIAMS (181). /PAT CARR (980). (LU HAS A COUPLE PLAYERS TUCKED AWAY AND IS LOOKING FOR A FEW MORE TO GET THIS ONE GOING. ADDRESS UNDER 'HSIM').
XX THE NEXT WAR: ///PAUL SELZER (480). //GREG HASTINGS (1279). /MORGAN LESTER (480), PAUL AYERS (880).
XX OUTREACH: ERIC ABBOTT NEEDS PLAYERS/STANDBYS - SEE ADDRESS UNDER 'STARFORCE'.
XX RAIL BARON:(6): ///MIKE SCOTT (880). (AGAIN THRU HIS OWN 'ZINE - WRITE HIM DIRECT - THESE GAMES ARE FUN & A WELCOME BREAK FROM THE NORMAL BLOODLETING).
XX RED STAR/WHITE STAR 2: ///SID JOLLY (980).
XX RUSSIAN CIVIL WAR:(6): //RICHARD WILLIAMS (181). MIKE SCOTT GOT 8 REPLIES FOR 6 SLOTS - MAYBE A SECOND GAME CAN BE GOT TOGETHER - EITHER THRU MIKE OR RICHARD.)
XX SAMURAI: ///EARL ANDERSON (1280).
XX SINAI: //LES DECK (1280).

XX SL/COI/COD: ///JOHN BROWNAWELL (680). /CASEY BRUYN (280), DALE NETZELBERGER (480), EARL ANDERSON (880), JOE DEJULIO (381). (SEE ANDY JOHNSON'S AD IN LAST 'K' - HE IS STARTING A MONSTER CAMPAIGN GAME USING HIS SI-MOVE RULES - WHICH, BY THE WAY, WORK VERY WELL. ALTHOUGH IT TAKES A BIT OF RE-ORIENTATION FROM THE STANDARD GAME, I THINK IT MAKES FOR A BETTER GAME.) (IF YOU ARE A SL/ETC FAN, AND HAVEN'T TRIED IT IN A MULTI-PLAYER GAME WITH LIMITED INTEL, SPOTTING & COMMO, THEN YOU HAVEN'T HAD THE CHANCE TO ENJOY THE GAME AT ITS BEST.) (BOTH JOHN GRANT AND ANDY JOHNSON CAN PROVIDE TIPS TO PROSPECTIVE GM'S ON HOW TO RUN ONE - IF

ANYONE IS INTERESTED.) (ANYONE INTERESTED IN PLAYING/GM'ING - WRITE TO ME AND I'LL START A MASTER LIST OF INTERESTED PEOPLE.)

XX STAR FALL:(3-4): ///EARL ANDERSON (1280).
XX STAR FORCE: ERIC ABBOTT NEEDS PLAYERS/STANDBYS - WRITE HIM DIRECT @ 422 VIKSINIA AVE, GLENVILLE, IL, 60425.
XX SUBMARTIN: ///JIM MCAMIS (980). (THIS IS A SERIES OF 'FREE-FORM' GAMES, WITH 1 SUB CDR VS PRE-PROGRAMMED ESCORTS/CONVOY. YOU GET TO SELECT JUST ABOUT ANY COMBINATION OF SUB/HEAPONS/ETC YOU WANT. WRITE JIM DIRECT AT 1042 FELLERSRIDGE CT, STONE MTN, GA, 30083.)
XX SHARDS & SORcery:(4): //RICHARD WILLIAMS (181).
XX 3RD REICH:(5): /PAT CARR (980), JOHN BROWNAWELL (281), BRUCE HUDSPETH (281), BOB SNYDER (281), BOB CROSS (281), TOM BECKER (281). (MOST THESE NAMES CAME TO ME VIA LES DECK - THERE WOULD SEEM TO BE ENOUGH INTEREST TO GET A GAME UP, BUT WE DO NEED A GM.)
XX TSS: BOB CROSS STILL HAS A GAME RUNNING AND NEEDS PLAYERS (I THINK) - THESE ARE NOT STANDBY SLOTS - HE WILL JUST BREAK OUT THE COMMANDS TO LOWER LEVELS. ADDRESS IS 900 BROOK FOREST RD, DERBY, KS, 67037.
XX USN: //MORGAN LESTER (480)./LES DECK (1280).
XX WAR BETWEEN THE STATES: WRITE VIRGIL MUGLER DIRECT FOR SLOTS IN HIS GAME @ 1460 LADD, EDWARDSVILLE, IL, 62025.
XX WAR IN EAST/WEST/EUROPE: //JOHN BROWNAWELL (), PETE MANIS (379), LES DECK (1280). /STEVE LIST (480), DAVE ROLFE (479), MORGAN LESTER (480), LARRY BURRUS (980).
XX WAR IN THE PACIFIC: /MORGAN LESTER (480).
XX WELLINGTONS VICTORY: /GREG HASTINGS (880), STEVE HAAS (880), MORGAN LESTER (880), JOHN GRANT (880), BOB CROSS (880).
XX WOLFPACK: WRITE MIKE SCOTT - HE MAY RUN ONE IF ENOUGH INTEREST.
XX WOODEN SHIPS & IRON MEN: LU HENRY MAY STILL BE ABLE TO TAKE A FEW MORE FOR A CURRENT GAME - WRITE HIM AT 6056 WAVERLY, DEARBORN HEIGHTS, MI, 48127. GOT ANOTHER GM VOLUNTEER - EARL ANDERSON (1280). I ALSO UNDERSTAND THAT WADE DUDLEY WILL BE RESUMING PUBLICATION OF 'TBS' WHICH SHOULD OPEN UP SOME MORE OPPORTUNITIES FOR THIS GAME.
XX 1776 CAMPAIGN:(4-6): /DAVE MCCARTY (679), MIKE BONKOWSKI (779), BOB WELGUS (480), PAT CARR (980).
XX 'AIR SOMETHING': ///JIM MCAMIS (980). (A COMPILATION OF RULES FROM VARIOUS MODERN AIR GAMES. YOU WILL BE LONE PILOT TRYING TO DROP BOMB IN ENEMY TERRITORY, OR LONE FIGHTER TRYING TO STOP AN ENEMY BOMBER. THIS IS YOU VS 'CANNED' OPPOSITION. AGAIN - WRITE JIM AT ADDRESS UNDER SUBMARINE.)

'ENVOY' C/O ROY HENRICKS, 128 DEERFIELD DR, PITTSBURGH, PA, 15235.

'MIKE'S MAC' C/O MIKE SCOTT, 1726 CYPRESS CIRCLE, LAVERNE, CA, 91750.

ON COMPUTER GAMES

- Rick Fortier -

If you own a microcomputer, you probably own at least one of the games I will mention. For everyone else, this may very well make you want to buy a computer.

There are a lot of companies that produce Fantasy-Role playing games. Unfortunately they require a lot of memory and/or Disks - usually than 32K. So for the purpose of this article, that's all I'll say about them.

Avalon Hill (Microcomputer Games) presently has 5 games available "Planet Miners", "B-1. Nuclear Bomber", "Nuke War", "North Seas Raider", and "Midway". The titles are self explanatory, so I'll skip the situation descriptions. Up to four people can play "Planet Miners", any blank positions being played by the computer. I find it sort of dull, maybe with more than 2 people it would be different. "B-1" is interesting if only because it has a good skeleton. A friend of mine has modified this program so that you can select 1 of 8 aircraft ranging from CF-18A to Mirage 2000 with targets inside Eastern Europe, like Warsaw. Some aircraft have ECM, some don't. "Nuke War" I haven't seen so I won't comment on it. Of the two remaining, "Midway Campaign" is the best I think of all the programs. A good situation and so frustrating when you get caught with readied aircraft on your decks. Avalon Hill should be praised for including the suggestion that the programs should be modified at will.

Although the games are very good, I think that at this time, I would like to see G.A.P.s (Game Assistance Programs) for families of games. For instance, Avalon Hill could put out one GAP for use with either TRS 80 or Apple to service 2 or 3 games, like "Fortress Europa"/"Russian Campaign" or "Stating rad/"Bulge"/"Africa Korps". And SPI could have one to handle the PGG family of games. Maybe eventually we could see a program that would eliminate most of the page turning of Squad Leader/Cross of Iron etc....

One other company I should mention is SSI - "Strategic Simulations Inc." you have probably seen their ads in magazines. I recently had a change to try-out their WWII air-to-air game; very detailed, passable graphics. I have but two complaints 1: their games are mostly for computers with more than 16K Memory, 2: It takes too long for the computer to map out it's moves and it doesn't eliminate the need for map and pencil. I would appreciate hearing from anybody who has started making G.A.P.s. I presently have partials on "The New War", "Patton's Third Army" and "Squad Leader".

Something in leaving: If you have seen Jim Dunnigan's book, "The Complete Wargames Handbook", were you upset that he touted titles that aren't even published yet? And I found one glaring omission in "Technical Terms"; there was no mention of that infamous word, "Errata".

FROM THE MATCH COORDINATOR

I. GENERAL:

- a. Once again the attendance at Omars yearly get-together was a great, successful adventure and there may be a plus for AHIKS as eight of those attending showed interest in the Society.
- b. Provided our editor is able to locate enough space within the "K" this go-around, a full rating listing will be inserted in order to familiarize each member with his membership code number, which appears opposite his name. The only exceptions that will be noted are those members who are not rated and newly-joined members who have not yet been assigned code numbers: these members can write me and I will forward their code numbers to them.
- c. As a reminder to the RD's, all new-member data sheets are to be forwarded to the MC in order to prepare a file on the new member and complete a speedy match for them.
- d. I have received several letters from our members in the European Area requesting matches from our USA/Canada members. Now is the time to indicate that desire to match with them, so please mark an "E" on your request form if you would be willing to accept a match with them.

II. ADMINISTRATION:

- a. Have you changed your address and phone number? If so, please forward information to MC in order to prevent any delay in your receipt of ICRK's or "K"s.
- b. Did you look for those missing ICRK's on completed matches and forwarded them to the MC?
- c. As a reminder, only write to Carl Benton for continuation ICRKs to games that you are presently matched in. All initial requests for matches are to be sent to the MC for proper control.
- d. It will greatly assist the MC when preparing a request form for matches if members would indicate alternate games in the event those desired are not available.
- e. Members who are interested in Multi-player matches which require four (4) or more members, please send your request to John Ratzenberger of OW/PD and also note the column "CALL TO ARMS".

III. RATINGS: As of 15 March 1981

IV. MATCH REQUESTS:

- a. OPEN MATCHES: Across Suez (369); After the Holocaust (267) + (733); Africa Korp (599); Air Assault on Crete (267); Airforce (557); Arab-Israeli War (680); Assault on Leningrad (413) Austerlitz (192)+(419); Battle for Moscow (749); Black Hole (749); Blitzkrieg (506); Blue/Gray-I (289); Bordino (73); Break out and Pursuit (305); Battle of the Bulge (616); Cobra (289); Desert Fox (216); Diplomacy (JM)+(758); Drive on Washington (377); Drive on Stalingrad (609); Dune (710); Flattop (739); Fury in the West (604); Invasion of Malta (739) Invasion of India (216); Invasion of the Air Eaters (749); Kaisers Battle (646); Kriegspiel (JM); Mech. War-80/77 (267) Murfresbor (216); Nap at War (509); Nap at Leipzig (737); Nap Last Battles (737); Narvak (MP)+(739); North Africa Qd (739) PzBlitz (682); PzGp Grd (MP); Pz Ldr (682); Pea Ridge (216); Picketts Charge (405); Revolt in the East (236); Road to the Shine (266); Russian Civil War (461); Siege of Jerusalem-70 (225); Sniper (691); Sorcere (758); Stalingrad (714); Star-

force (411); TAC-II (JM); Third Reich (JM); Thirty-year War (509); TSS(739); War and Peace (766); WS&IM (720); Wurzburg (325); War in the East (86); War in Europe (341)(262)(86) (696); Yalu (670).

- b. NEW MEMBER REQUEST: After the Holocaust (739); Black Hole (749); Diplomacy (JM)+(758); Dune (710); Flattop (739); Invasion of Malta (739); Invasion of the Air Eaters (749); Kriegspiel (JM); Narvak (739); TSS (739); Narvak (MP); North Africa Qd (739); PzGp Grd (MP); Sorcerer (758); Stalingrad (714); TAC-II (JM); Third Reich (JM); War & Peace (766); WS&IM (720).
- c. OPEN TO NEW MEMBERS ONLY: Across Suez (369); After the Holocaust (267); Africa Korp (599); Assault on Leningrad (413); Blitzkrieg (506); Bordino (73); Drive on Stalingrad (609); Fury in the West (604); Invasion of India (216); Mech War-80/77 (267); Siege of Jerusalem-70 (225); Stalingrad (714); WS&IM (720); Wurzburg (325).
- d. 3-WAY MATCHES: Flattop (739) Needs players, will GM; Nap Last Battles (737) Needs players & GM; Nap Last Battles (737) Needs players & GM; War in Europe: (341) to GM; (262) (86)(696) willing to play. Drive on Stalingrad (609) to GM Need players.
- e. MULTI-PLAYER MATCHES: Please write to John Ratzenberger OW/PD. After the Holocaust (267)(733); Diplomacy (JM)(758) Drive on Stalingrad (609); Flattop (739) to GM; Nap at Leipzig (737); Nap Last Battles (737); Narvak (739) TSS (737); Drive on Stalingrad (609); Dune (710).
- f. A.R.E.A. REQUESTED MATCHES: After the Holocaust (267); Africa Korp (599); Air Assault on Crete (267); Arab-Israeli War (680) 1500+ rating only; Battle of the Bulge (616); Drive on Stalingrad (609); Kaisers Battle (646); Mech War-80/77 (267); Siege of Jerusalem-70 (225); Stalingrad (714); WS&IM (720); Yalu (670).
- g. MATCHES OPEN TO EUROPEAN MEMBERS: Across Suez (369): After the Holocaust (267); Africa Korp (599); Air Assault on Crete (267); Assault on Leningrad (413); B/G-I (289); Cobra (289); Malta (739) Inv. of India (216); Siege of Jerusalem-70(225); Wurzburg (325).
- h. OW-PD see "A CALL TO ARMS".

- v. MISCELLANEOUS: Members interested in playing out-of-print games can contact Walter Compton, Apartado 14311 Candelaria, CARACAS 1011-A Venezuela...Your MC and Ron Teleucky are interested in starting a blind game of "War in Europe" Scenario standard game of Italy-44 or Africa 41, MC will GM, apply only if you are willing to complete. Sid Jolly is in need of one player for RS/WS with Glen Hanson and Sid will GM. Sid is also looking for a GM in Stellar Conquest. The following requested matches have had no response after a year. (570)(264)(299)(411).

Les Deck Sr.

March 31, 1981



SWAPPE SHOPPE

For Sale: PEM kit for "Starship Troopers". \$9 postpaid.
Send \$1 & S&AE for samples. Chester Hendrix, 2303
Hall St., Marysville CA 95901

SET REQUEST FORM

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

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

Are you AREA rated? Yes No

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

_____ I DESIRE TO BE CARRIED ON PUBLISHED AHIKS RATING LISTS (CHECK IF APPLICABLE)

SEND THIS FORM TO THE MATCH COORDINATOR IF YOU NEED AN OPPONENT. ALREADY GOT A TURKEY LINED UP? SEND IT TO THE MC, TOO.

NAME _____ ADDRESS _____
 DATE _____ Phone Number () _____

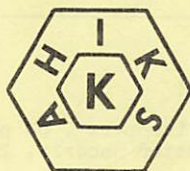


Paul Selzer regrets that his article "Two-player 'Blind' Blitzkrieg" that appeared in K 15-5 did not give proper credit to Ian Hayes, the inventor of the system.

The Game Alliance of Salem OR is sponsoring a Game Con in the Salem area on June 26, 27, & 28. For more information write to Michael Bonkowski, 16647 SW Rosa Rd., Beaverton, OR 97007.

A copy of the rules of "Operation Greif", published by Don Lowery, is desperately needed. A Reward if Offered by Chester Hendrix, 2303 Hall St., Marysville CA 95901.

Everyone be sure to read Steve List's letter and to send your opinion to Pete Menconi.



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