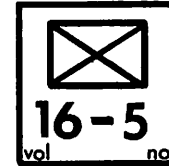


THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

With any sort of luck at all, this will be my last President's Corner. After a two-month cliff-hanger trying to figure out who's doing what next year, we finally got all the bases covered for AHIKS offices when John Ratzberger offered to become President, allowing me to go back to Editor, allowing Jim Pratt to retire for a bit.

The "fun" began when I told the Exec I needed to resign at the end of 1981 (I just have not had the time to do the job properly). Jim thought about volunteering for Pres, but then decided he, too, had too much going. After an announcement to the Exec, requesting a volunteer for Pres, and an announcement in the K for Editor brought a volunteer for Pres (one John Ratzberger is back), I decided to run for Editor on the condition that more of the publishing functions (specifically paste-up) be hired out. This will entail some extra cost, and Joe Horne and I will have to work out the details carefully, but I believe it can be done.

At any rate, looks like we have a crew assembled for next year's duties.

Welcome, IAN DAGLISH, to the AHIKS aspirin crew. Ian is the new RD/Europe, bringing order out of...well, out of order, I guess. Listen, officers, we can't have this sort of thing happen! We went without an RD for almost a whole year and the members went right on having a good time. Good show, gang. Ian appears to have things in hand, and services to the Region (except for delivery of the K) did not appear to suffer in the interim.

By vote of the Committees, we have a new Region, Canadian. Although starting with only 22 members (vs. 63-90 for other regions), I think our new addition will grow more effectively than our penetration to date in Canada. Currently, our northern neighbors are very sensitive to questions of nationality; in addition, we have always tried to give a "local" flavor to our RD presence.

On a more personal (but still Canadian) note, I got a letter from former member Martin Lieth, who is rejoining AHIKS. Martin was one of my first AHIKS opponents, and also in my first postal Diplomacy game (we teamed up for a shared win); I'm really glad to see you back, Martin.

On the "gee that's too bad" side of the ledger, I just got the final issue of the Canadian newsletter, SIGNAL which is going out of print to allow its Editor John Mansfield more time with its publisher, Linda. John has been very kind to AHIKS in free

mentions, and I think we've picked up 20-30 members who saw our name in Signal over the past several years. Best of luck to you, J&L.

Did I tell you about the AHIKS annual award for best PBM game? No, I didn't! Well, after kicking the idea around for a bit, we decided to take our annual survey and use it as the basis for an award. We'll send a certificate of appreciation to the publisher, developer, designer of the game we judge "best" in the PBM field. We'll use our member Survey (in this issue, in fact), plus some input from our records of icrk requests for 1981 for the first award, and then see what happens in future years. (We did discuss the idea of making a cash award, but decided that a certificate--and encouraging people to buy the game --was every bit as good.)

The Member's Guide has been finalized, approved, and will be used by the Secretary for new members. In next year's publishing, the K will carry inserts of the MG for existing members.

I got some letters about Things, so I'll haul out the old soapbox:

-Should there be an appeal from a Judge ruling? NO! The Judge is an impartial arbitrator of differences in opinion. When you submit a question to him, you bind yourself to his answer. (Standard practice in arbitration proceedings, by the way.) The one exception is if the Judge is a player, in which case the Pres will act a arbitrator. Fellas, we're not setting up a complete justice system for rules, we're simply trying to expedite disputes.

-Should the Judge be bound by the game publisher's errata? Maybe. Sometimes, at his discretion. Our industry's track record for consistent rulings from publishers is pretty poor. You remember the old saying "nothing happens until a sale is made"? Well, for some publishers, nothing happens afterwards, either. I think you'll find that in general our Judges have set great stock in consistent rulings from publishers, but I think they should continue to exercise their discretion.

As I misspell my way into history, here, somehow I don't feel I'm really leaving, just changing pages in the K! In the next ish, you will feel the lash of a new whip as "Our Leader" becomes that Ace of Aces, John the Ratz. (That reminds me, Jim Pratt: I want the original of that photo of me!) I've enjoyed being Pres, and appreciate the support of all the members and officers. Now I sit back and take pot shots at the next guy! I wish all of you a happy and prosperous new year.

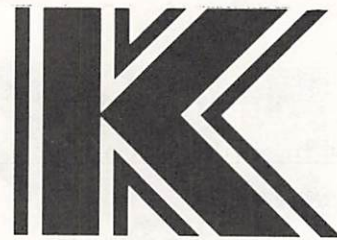
Current membership is approximately 560.

Pete Menconi

December 20, 1981



ELECTIONS



ELECTION STATEMENTS

John Ratzenberger, Pete Menconi, Bill Salvatore, Carl Benton, Harold Horne are running unopposed, and should be well known to almost all members since each of these candidates has served before. Therefore, statements of candidacy have not been solicited.

FOR REGIONAL DIRECTOR OF CANADA

Casey Bruyn: Forming a Canadian region is a good idea. A Canadian RD could provide a unique point of view to the AHIKS membership at large while giving a more distinct regional service for the Canadian membership. I am married with a son 4 years old, and another one born in September. My age is 32 and I've been wargaming for 13 years, 3 years with AHIKS. My employer is a consulting company in Taranto, and I am a Programmer/analyst.

Jean Jodoin: In the 1980 Survey, I suggested that AHIKS form a Canadian region, and volunteered for the job at that time. I am delighted to see this finally come about.

FOR REGIONAL DIRECTOR PACIFIC

Gary Gossett: I would like to get more involved in AHIKS by seeking the job of RD for the Pacific Region. I've been in AHIKS one year and have been in historical conflict simulations for 20 years, starting with the original Gettysburg.

Jim Frediani: After discussing the "nitty-gritty" with Dave Grant, I've decided to run for Pacific Region Director. I figure it's about time I do more for AHIKS than walk around a Convention Center with a yellow dot on my name tag!

Mike Scott: I've been a member of AHIKS for about four years, and enjoyed the services the society has to offer. As a travelling salesman, I get to meet a lot of members, and I'd like to do my bit to insure that we all continue to enjoy what we have in AHIKS. I have been active in multi-player gaming, running several games in PD/OW, and currently publish my own multi-player zine: "Mike's Mag".



HURRAY! Its Time for the

7th Annual AHIKS-NJ Gathering

It's not too early to start thinking about joining the 7th annual get-together in New Jersey at the Vail-Deane School. In 1982 it will start at 12 noon on Friday March 19 and run to 5 PM on Sunday March 21. In the past years we have averaged about 20 AHIKS members plus 10 nonmembers. There is much good gaming and a sale table for used games. Accommodations can be arranged. If you think you might be able to attend, it is not too early to contact Omar DeWitt, 547 Riverside Drive, Elizabeth, NJ 07208. (201) 351-4810.



"MEET YOU AT OMARS"

Like to make a great weekend even better? I would like to gather 3-5 fans of SPI's "Battles for the Ardennes" to meet at Omars' during his yearly get-together for a 1944 campaign game. I envision 2 field commanders (wood pushers and dice rollers) and one strategic commander (decides on objectives and allocation of reinforcements and air etc.) per side. I would like to assemble the team before game time if possible so each team could work out troop allocations etc. before hand. If interested please contact Paul Qualtieri, 223 1/2 Fall Street, Seneca Falls, NY 13148.



THE KOMMANDEUR VOLUME 16 NUMBER 5 DECEMBER 1981

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

Society dues are \$8.00 per year, prorated quarterly, with a one-time initiation fee of \$5.00. Additional information is available from the Secretary or (in Europe) the European Regional Director.

Subscription 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.

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AHIKS First and Second Quarter 1981 Financial Report

Effective Balance January 1, 1981

2579.49

ending	3 Months March 31, 1981	3 Months June 30, 1981	6 Months June 30, 1981
<u>Income</u>			
Dues	2617.00	144.00	2761.00
Initiation Fees	70.00	80.00	150.00
Miscellaneous	90.37	65.52	155.89
Total Income	2777.37	289.52	3066.89
<u>Expenses</u>			
President	40.21	150.71	190.92
Vice President	41.03	27.33	68.36
RD North Central	6.40	4.44	10.84
RD Pacific	2.35	--	2.35
RD Southeast	35.65	2.34	37.99
RD West	7.83	20.81	28.64
Secretary	50.22	66.15	116.37
Editor	355.25	502.84	858.09
ICRkmeister (MSO)	66.58	49.57	116.15
Match Coordinator	124.98	112.79	237.77
Treasurer	18.02	16.25	34.27
Judge	64.25	36.14	100.39
Archivist	--	25.53	25.53
ØØB's	--	125.46	125.46
Computer Service	160.25	123.40	283.65
Miscellaneous	19.65	18.19	37.84
Total Expenses	992.67	1281.95	2274.62
Effective Balance	4364.19	3371.76	3371.76
Postage Costs	324.43	447.86	772.29
Printing Costs	229.70	389.75	619.45

The above financial report is a little late as usual mainly due to my not being able to keep my AHKS duties due to circumstances beyond my control. Hopefully, this situation will improve in the near future. I hope my opponents will bear with me.

It has been mentioned a few times by other officers that last years ballot results have not been published yet. If you will recall, there were no contested offices but it's felt that the results should be published anyway. Thus, here they are:

<u>For President:</u>		<u>For Secretary:</u>		<u>For Judge:</u>	
Pete Menconi	298	Bruce Maston	292	Ron Teleucky	285
Dave Grant	1	Jimmy Carten	1	--	1
		Gerald White	1	Bill Farone	1
				George Fornsel	1
				Ken Mills	1

<u>For RD West:</u>		<u>For RD North Central:</u>		<u>For RD Northeast:</u>		<u>For RD Southeast:</u>	
Don Eisan	46	Jim Mueller	57	Tom Holtz	64	Graham Cosmas	50
--	1			--	1	Bob McLaughlion	1

Pacific Theatre

This column should just about wind down my RD duties. I am in the process of preparing and writing a dissertation for a professional doctorate, plus adding #3 child to the family next Spring. These two additional duties will demand that I not run for office in the society this time. I have enjoyed my duties. The time expense is not exorbitant. The kind remarks from many on the column have been much appreciated. Thank you for letting me serve you. I will miss the correspondence on a regular basis with some of the officers. My impression of AHKS has risen. We have some fine officers. I trust that others will surface to replace those whose duties on the home or work front demand they curtail responsibilities in the society.

New members this past few months have been: Jim Phelps, a contract administrator for the supervisor of shipbuilding for the USN in Seattle. Eric Noreen, a prof of accounting at UW (go Huskies!!!). Eric is especially interested in limited intelligence games and multiplayer games.

Mike Bonkowski made it up for an evening this last month. He is now working in Seattle, and commuting back to Beaverton on weekends 'til he can get his family moved up. He broke me in on AirForce (Battleline), a game I've been wanting to get into for some time. Two P51's met up with 2 FW190A's over the channel. The P51's came out on the short end thanks to the FW 190's cannon. I was satisfied with my introduction to the game. Hopefully, Mike will be able to make it up for some of the Maryville contingent's gaming. Brent Ahre had us over recently (October) for a gaming day.

Things are quiet otherwise. I've mailed out an application to Australia. I'm just waiting to pack up the RD packet and ship it out to my replacement. Now I know how Hornblower felt when he had to take down his flag in the West Indies--I just hope there are no hurricanes in my next voyage.

Dave Grant

5 December 1981



ORIGINS '82

JULY 23-24-25, 1982

The National Adventure Gaming Show is returning to its birthplace in Baltimore, MD bigger and grander than ever before. ORIGINS '82 promises to be the biggest extravaganza yet staged in the burgeoning Adventure Gaming hobby. Never before have so many Adventure Gaming manufacturers exhibited their wares in one show. Consumers will be treated to the largest exhibition ever of sophisticated gaming materials; role playing, wargames, sports games, miniatures, computer games, and much more will all be on exhibition with many companies unveiling brand new products for the first time.

ORIGINS '82 will also feature hundreds of events ranging from big money tournaments, to free demonstrations and seminars by hobby personalities; all in the most comfortable and impressive site yet chosen for an ORIGINS.

For pre-registration information, send a stamped, self-addressed envelope to: ORIGINS '82, P.O. Box 15405, Baltimore, MD 21220.



ORIGINS '82

Needs You . . .

Yes, when the National Adventure Gaming Convention returns to its birthplace in Baltimore next July 23-25, it will need the help of people whose interests span the gamut of the entire Adventure Gaming spectrum. Wargames, role playing, miniatures, sports, computer, science fiction, and fantasy games will all be represented in the biggest gathering of sophisticated game players, designers, and manufacturers ever assembled.

If you, your gaming club, or company wish to take part in ORIGINS by gamesmastering or sponsoring a tournament, seminar, or demonstration we'd like to hear from you. A request for information will be gladly answered by return mail with an ORIGINS '82 event policy sheet explaining how you can become involved in ORIGINS as a sponsor and/or gamesmaster. Don't delay! Write today so we can schedule your event in plenty of time for the soon-to-appear Pre-Registration forms for ORIGINS '82.

Stay tuned to this magazine for further details on ORIGINS '82 as it becomes available.

ORIGINS '82, P.O. Box 15405, Baltimore, MD 21220, 301-539-4634.

pbm

PBM IDEAS SUMMARY

--Harvey Grove

Well, I finally found a way to get all of the PBM procedures that I wanted without sounding greedy! (Although Virgil never complained, I was always embarrassed to ask for too many at any one time.) Virgil has sent me all the records and copies, and you can make requests and submit new ideas to me (address on page 2).

After reviewing all of the procedures, I have discovered that we really do have some excellent systems (many of which have been written by Virgil). Therefore, if you see any game on the list that you are interested in, then write for the procedure or playing aid: you might discover a new idea. You will also notice that the game list is far from complete. If you have developed a system for a game not on the list (or even if it is on the list), send it in and share it with the rest of the club. (It does not have to be typed—I will type it, it just needs to be legible).

We have procedures and playing aids (PA) for the following games ("PA" indicates a procedure and a playing aid are available):

- | | |
|----------------------------|-------------------------------|
| After the Holocaust (+PA) | Mech War '77 (+PA) |
| Air Assault on Crete/Malta | Modern Battles Quad |
| Air Force (+PA) | Midway |
| American Civil War | Napoleon at War Quad |
| American Revolution (PA) | Narvik |
| Anzio (PA) | North Africa Quad |
| Arab-Israeli Wars | Operation Crusader (PA) |
| Arnhem | Panzerblitz |
| Bar-Lev | Panzergruppe Guderian (PA) |
| Battle of Britain (+PA) | Patrol |
| Battle of Bulge (old, PA) | Panzer Leader |
| Eeda Fomm | Pea Ridge (+PA) |
| Bismark | Richthofen's War |
| Blitzkrieg | Russian Campaign (PA) |
| Bloody April (+PA) | 1776 (+PA) |
| Blue & Grey Quad | Siege of Constantinople (+PA) |
| Breitenfeld | Sniper (3 player) |
| Cobra | Squad Leader |
| Conquistador (PA) | Starship Trooper |
| Dark December | Stonewall (+PA) |
| Devil's Den (+PA) | Terrible Swift Sword (+PA) |
| DNO/UNT | Third Reich (2-player +PA) |
| Fortress Europa | Tobruk (+PA) |
| Franco-Prussian War (PA) | Torgau (+PA) |
| Frederick the Great | USN |
| Guadalcanal | Verdun (+PA) |
| Ironclads | War at Sea |
| Island War Quad | Wacht Am Rhein (+PA) |
| Jutland | War Between the States |
| Kharkov | Westwall Quad |
| Kingmaker | Wilson's Creek (+PA) |
| La Grande Arme | Wooden Ships and Iron Men |
| Manassas (PA) | |

- >Battleworthiness
- >Decimanl ICRK
- >Multiple Die Rolls
- >Simultaneous Movement

For you computer nuts, I have written programs for the following games:

- Gettysburg
- Kingmaker
- Panzerblitz/Panzer Leader

Gettysburg and P/PL are primarily for writing moves and will require a printer to get full use of the program. Kingmaker is a playing-aid, keeping track of event cards that have been played and crown cards held by various nobles. These programs will run on a 16K TRS80. If you have one and want a program, send a cassette and I will make you a copy of it, or if you have a different computer I can run you a listing. Also, if you have any programs that you have written that you would like to share, send them in and I will add them to our list.

In closing, I know that we would all like to thank Virgil for the outstanding job that he has done over the past years.

THE BARRAGE

This month, we welcome another new member: Duane Dippon, 7533 SW 4th Place, Gainesville, Florida 32601. Duane is in forest management and has been a gamer since 1970, with special interest in the Squad Leader/Cross of Iron, etc. system, an interest in which he has plenty of company.

Within the last couple of months, I have had two complaints from AHIKSers in other regions about unexplained cessations of communication in matches by members in Southeast Region. I dislike to belabor a distasteful subject, but I would like to remind everybody that, if you have to delay reply in a match or drop out of a match, be sure to send your opponent a note informing him of your situation. This avoids a lot of resentment and misunderstanding among members and relieves your RD of the task of writing a lot of letters. Remember, one big reason people give for joining AHIKS is to get away from a frustrating succession of "disappearing" opponents.

On a happier note, we are experimenting with something new for a face-to-face gathering in the Washington area. This will be a joint meeting between local AHIKSers and the Washington Gaming Association, a long-standing area FTF club, which holds monthly gaming get-togethers. Bill Salvatore, our judge, is making the arrangements. More details will be forthcoming later, but we're looking at a tentative February 1982 date. We hope that a gathering such as this will expand the circle of acquaintances and opponents of all concerned and perhaps draw some of the WGAers into PBM. Good Luck and Good Gaming!

Graham A. Cosmas

29 November 1981



REVIEWS

GAME REVIEW - "CRY AAVOC!"

--Ian Daglish

Here at last is a good game covering medieval combat. Not the high strategy and politics of 'Kingmaker', nor the epic brawls of Hastings and Agincourt, but a glimpse of the smaller scale actions that mouldered-or throughout Western Europe between those two landmarks.

'Cry Havoc!' includes counters for individual characters, be they knights, archers, peasants, whatever. They are colorfully represented, colorfully named, and a generous 3/4" square to fit the 1" hexes of two colorful boards. For all its color, apparently at odds with the squalor of medieval skirmishes, the game has "period flavor". The dead and wounded do not disappear they remain on the board with the grim result that games end with numerous impaled dead lying in pools of blood, littering the field.

This is a fun game with simple, but comprehensive, rules. Separate booklets cover the scenarios, and the "history" (questionable to purists - but an adequate summary of "feudal warfare!"). What appears a simplistic system does actually teach tactical lessons - especially the reach of the peasant Bowman, and the power of the arbalest! Some fine points may have been missed out is the interest of simplicity (the designer informs that: 1 odds less than 1:1 are treated as 1:1; 2 combat through windows is permitted).

The scenarios are well chosen and well balanced. P.B.M. would be quite feasible gives a hex-numbering system. Overall, a game excellently produced that delivers the goods in terms of repeated play potential. Finally, "Cry Aavoc" is published by 'Standard Games', in England, for under 10. ("AHA", they cry-but no, the reviewer has no financial interest whatsoever.) A must for fans of tactical games who have any vestige of interest in the pre-gunpowder period!



GENERAL:

FROM THE MATCH COORDINATOR

- a. Merry Christmas and a Happy New Year.
b. WELCOME to all the new members listed below, may your stay with us be fun and good gaming...They are: 803-David W. Shuitema; 804-Dennis Sheppard; 805-Dennis M. Reilly; 806-Scott G. Uhrick; 807-Dennis E. Mason; 808-Randy Shellabarger; 809-Howard P. Buehler; 810-Marvin C. Miller; 811-Jim L. Phelps; 812-Eric Noreen; 813-Duane Dippon; 393-John S. Malaska; 814-Lynn R. Newell.
c. Any member who is not aware of their AHIKS code number can write to me for it, including European members.
d. Members of the European Area who desire to participate in the AHIKS rating system and who desire to have that rating published in the "K" can write to me. The starting rate for all newly registered members in the system is 1200. The system is partly based on the Avalon Hill Rating System. The issued ICRKS must be returned to the USA MC properly completed to be accepted in the rating system. Both opponents must return their ICRKS!
e. Your MC has received many letters inquiring as to the reason why the 16-4 "K" did not show the normally published rating for the previous three months. The MC is unable to dictate that will be placed into the "K". The Editor determines what is to be published at the time it is being edited. May I suggest to the membership that their inquires be brought to the attention of either the President and/or the Editor to make their desires heard. Your MC has made every effort to submit the required material for publication on the prescribed schedules.
f. An increasing amount of mail has begun to arrive from our European members requesting to be matched. They warmly accepted and efforts will be made to accommodate them. Therefore, the MC is requesting that the USA/Canadian membership accept these challenges. Can I count on it?

MATCH REQUESTS:

- a. OPEN MATCHES: 1914 (749); Air War (411); Air Assault on Crete (614); Arab-Israel War (9260); Assault on Ligrad (699); Berlin-85 (699); Bulge-65 (714); Bulge-81 (444); Blitzkrieg (508); Breakout & Pursuit (785); Battle (749); Big Red One (236); Borodino (253); Breitenfield (670); Chinese Civil War (699); C.O.I. (699); CV (596); Crusades (658); Drive on Stalingrad (609); Drive on Washington (479); Flattop (449); Forward to Richmond (699); Franco-Prussian War (299); Fury in the West (334); Great War in the East (670); Korea (749); Kursk (786); Mech War II (774); Modern Battle II (670); Nap at Waterloo (670); Normandy (9260); Operation Greif (714); Pz Ldr (810); Paratrooper (699); Sq Ldr (699) & (810); Seelowe (9260); Simon De Montfort (699); Sorcerer (758); Star Ship Trooper (466); Submarine (805); Thirty-Year War (670); WS & IM (813); War & Peace (813); West Wall (9260); WW-I (670); Wurzburg (325); Waterloo (552); House Divided-(329).
b. NEW MEMBER REQUEST: Arab-Israel War (9260); Mech War II (774); Normandy (9260); Pz Ldr (810); Sq Ldr (810); Seelowe (9260); Submarine (805); WS & IM (813); War & Peace (813); West Wall (9260).
c. OPEN TO NEW MEMBERS ONLY: The following games are from experienced members who's desire is to assist New Mem-

- bers. Borodino (253); Breakout & Pursuit (785); Bulge-81 (444); COI (699); Crimean War (670); Crusades (658); Drive on Stalingrad (609); Franco Prussian War (299); Great War in the East (670); Kursk (786); Mod Battle II (670); Nap at Waterloo (670); Sq Ldr (699); Thirty Year War (670); WW-I (670); Wurzburg (325); Waterloo (552); House Divided (326).
d. A.R.E.A. MEMBER REQUESTED MATCHES: (Note: Not associated with Avalon Hill rating system on Non-AH games.) Blitzkrieg (508); Borodino (253); Breitenfield (670); Bulge-65 (714); Bulge-81 (444); C.O.I. (699); Crimean War (670); Crusades (658); Drive on Stalingrad (609); Franco-Prussian (299); Great War in the East (670); Modern Battle II (670); Nap at Waterloo (670); Normandy (9260); Pz Ldr (810); Sq Ldr (810) + (699); Seelowe (9260); SST (466); Thirty Year War (670); 1914 (749); West Wall (9260); WW-L (670); Waterloo (522).
e. OPEN TO EUROPEAN AND FAR EASTERN REGIONS: Arab-Israel War-(9260); Assault on Lenigrad-(699); Battle (749); Blitzkrieg-(508); Chinese Civil War-(699); C.O.I.-(699) Crusades-(658); Forward to Richmond (699); Franco-Prussian War-(299); Korea-(749); Normandy-(9260); Paratrooper-(699); SQ Ldr-(699); Seelowe-(9260); Simon DeMontfort-(699); 1914-(749); War in Europe (192); West Wall (9260); Wurzburg (325).
f. MULTI-PLAYER MATCHES: All members interested in multiplayer matches requiring three (3) or more with/without monitors are advised to contact John Ratzenberger (MC-OW/PD)....
g. MONITORS/GAMEMASTERS: Members listed below have indicated their interest in Monitoring/Gamemastering games listed.
M. Anderson (774)-Patrol; RS/WS; Suez to Golan
B. Arko (668)-AF; BFTA; Ardennes Offensive, Watch Am Rhein; Dauntless; Solomon Campaign
D. Ayers-(646)-AK; B/G-I; B/G-II; PzBlitz; Stalingrad.
M. Bakke-(704)-IA; Kharkov; Oper Typhoon; Pz Gp Grd;
A. Beckner-(272)-Global War
R. Bedard-(735)-AK, Anzio; BB; DD; HTTR; PzLdr; PzBlitz; SQ Ldr; TSS; WS&IM; USN.
D. Bergen-(607)-1776
D. Berroth-(346)-CA; Desert War; Dreadnought; Mech War-77; Outreach; Panzer; Pz Arme Africa; Sniper.

MISCELLANEOUS:

- a. It appears that the time of the year has arrived that requires me to state my position to run or not run for a second term in the office of Match Coordinator, so after consulting with my Chief of Staff (the little five Star women) I have taken my Sword and Good Conduct Medal and thrown them into the Arena for your inspection and approval--I request your support and your votes--I stand on my record of service to you and the Society. Thank You all.
b. Walter Compton, Apartado 14311 Candelaria, CARACAS, 1011-A Venezuela...desires members who are interested in playing out of print games...Please contact direct.
c. Capt. Pierre Bompar, Silver Hill Apt. 303, 28 Shirogane Cho, Shinjuku-Ku, Tokyo 162, is willing to GM a two player Submarine mini-campaign...Please contact direct.

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 () - _____

When the original Crown Cards are allocated in Kingmaker, they are of course randomly dealt, thus making each game different than the one before. I would like KM players to respond saying which cards they would like to see in their dealt ones, ones that would make them feel they have what it takes to take control of that game and hopefully come out the winner. I would like to make this survey and review the picks and any comments in various places, so if you don't want your name listed with the picks - please say so. I will also list my own preferences, so if any of you playing against me want to look for help, it'll be there.

Let's do it this way:

- 1) List the six Crown Cards you'd most likely to have on an original deal, and how you'd Distribute them by Noble.
- 2) What one Crown Card would you want to draw during the game, (NOT as an original) and if this was one of your original six listed above, which card would replace it on the 1) list?
- 3) If you had to make out a preference list (as is done in Dip and other games) for your Cards - with no restrictions - what 10 Crown Cards (per Advanced Rules) would you list, in 1 to 10 order? (Pretend you're in a 6 Player game, and the GM will coin-toss to determine any ties on picks.)

Your lists and comments will be appreciated! Thank You.....

Mike Scott, 1726 Cypress Circle, LaVerne, CA 91750.



SWAPPE SHOPPE

Best offers by two months after publication date, I'll pay postage. Original SPI Normandy, mint condition. Original SPI Moscow Campaign, mint. Original Bismark, never used. Original Jutland, never used (some counters have fallen out of their mounts). Forest Jerome, 890 West End Ave 9A, NYC, NY 10025.



**ORIGINS '82
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For pre-registration information, send a stamped, self-addressed envelope to: ORIGINS '82, P.O. Box 15405, Baltimore, MD 21220.

NEXT ISSUE

I talked to Pete Menconi, and he wants to set a deadline of Feb 1 for submission of material for K17/1, with publication aimed at or about Feb 15th. He will be sending officers some information on format, etc., for the regular columns. If you are missing pages 3-4-9-10 from K16/4, write to Pete (Forrest, you'll get a new sheet).



PETE MENCONI
4334 E. INDIANOLA AVE.
PHOENIX, AZ. 85018

Address Correction Requested

FIRST CLASS MAIL