



## THE KOMMANDEUR

# NEWSLETTER OF AHIKS



### THE PRESIDENT'S CORNER

Well, ORIGINS is approaching and we are still doing some of the planning and organizing for the AHIKS stuff. We have booth number 124 and that will be our "headquarters"—I urge all members to make that their 1st stop as we will have little AHIKS dots for your badge and we'll be able to let you know which night and where the AHIKS get-together will be. We'll have some sort of registration list there so you'll be able to see if any of your opponents are also attending, or maybe one of the officers you'd like to discuss something with.

You'll not see us doing a lot of advertising/recruiting at ORIGINS. What we would like everyone to do is to keep their eye out for someone who you think would be a good AHIKS member—that is, meet the age requirement, plus appear to be courteous, prompt, etc. If you do run across someone like that, and he has a definite interest in pkm (and hopefully some pkm experience), then bring him along to the booth and we'll have some handouts and application blanks.

Other than that, I'd like to talk about our Playtest Committee, which is headed up by Steve List. There are really two aspects to this project. One, is to provide a pool of experienced players who would be willing to playtest new games for the game companies, with a particular orientation on those aspects of the game which help/hinder pkm. Two, we want to try to compile a "designer's guide" of things that help/hinder pkm.

I'd like everyone in AHIKS to participate in this to some extent—Steve will be publishing short questionnaires in the "K"—take a few minutes to fill them out and send them back to him (you don't have to chop up your "K"—any reasonable facsimile will do, I am sure). We also need volunteers for the playtest pool—you should write to Steve and give him a background sketch, particularly noting any playtesting you have done. Lastly, Steve will need some help with the "designer's guide" writing and editing—I'd hope that the playtesters (or anybody) would volunteer for some of this work.

Harvey Grove, the PBM-Ideas man, and Steve will be meshing some of their work as they go along. The net result, we hope, is that not only can we provide AHIKS members a better in-house service (i.e., what to look for in pkm, how to pkm, etc), but we can provide both AHIKS members and other gamers a service by working with the game companies to make their products as pkm-able as is reasonably possible.

Speaking of PBM-Ideas, we have a fair collection of pkm methods for various games which are available to the members—it may save you from re-inventing the wheel. There are a couple caveats: only write for the ones you absolutely need; some of these methods have changes to the rules to accommodate pkm—you and your opponent should study them and the game rules carefully and agree on the exact rules to be used—likewise, if you must later write the Judge for a ruling on some point, you should mention you are using an AHIKS PBM-method so he can make his ruling in the proper context.

John Ratzenberger

May 26, 1982



### DOIN'S

#### THE LATEST ON SPI/TSR —Pete Menconi—

On Friday, 6/18, I called TSR in Lake Geneva, WI, to ask just what the word is on SPI. I talked to Mike Moore of TSR (414-248-3625). Mike is primarily responsible for "recovery" operations on the former SPI magazines, but is familiar with TSR's plans for all aspects of converting the SPI assets. Mike agreed to speak "on the record" and in fact said TSR was happy to inform anyone they could reach of the current situation.

Mike gave some general background to SPI's demise: SPI had been experiencing increasing financial difficulties for the past two years, culminating in a poor Christmas season in 1981 which was "devastating" since the holidays have always been a mainstay of the game industry. A number of debts owing to SPI were not paid, and the company needed cash. In January, new product work had come to a halt, and executives were scouting for a buyer for the company.

At this point, TSR made SPI a loan, secured by SPI's remaining assets. Shortly thereafter, it appeared that AH would buy SPI, but the deal fell through, and TSR foreclosed on the assets. Mike says that the result is that TSR has the assets, SPI has the liabilities (mostly unfilled subscriptions). In the course of the change of ownership of the assets, the design staff quit en masse, going to work for Victory Games, a subsidiary of AH's parent, Monarch Ent.

SPI is no longer in operation (the New York office is closed, phone is disconnected), although Mike does not know if they have filed for bankruptcy. Although TSR has the rights to all the magazines, the departure of the design staff leaves them with no one to fill those pages of publication. TSR is also currently negotiating with SPI's printers for purchase of issues and games (including Battle Over Britain) held by the printers for payment.

TSR hopes to continue S&T magazine in a new format (certainly not a game in every issue), not sure about the other publications. Although Mike said TSR is technically not responsible for SPI's subscription liabilities, they also realize that they will be selling the new S&T to substantially the same readers, and hence desire to work out something for the old subscribers. At this point, details are not set for TSR's offer, but Mike hopes to have arrangements set and a letter published to former subs in three to six weeks.

Mike is not directly responsible for game titles, but said TSR is going through the same process, evaluating each game, how much stock exists, whether or not to continue production in the future, and what offer (if any) to make to customers of SPI who paid for merchandise not received. Some of the games they got are unfinished, some hung up at the printers, etc.

Mike said he'd put me on their list of information distribution, and I will reprint his information in future issues as it comes to me. Other members are encouraged to let me know what experiences they have with TSR in the coming months so that we all know what is available.





# editorial

I had a couple of communications in the past two weeks that should provide about a column's worth of material. The first, a letter, upbraided me for my attitude about ratings. I can handle that, but the member suggested I resign. I think a good guideline for any member is to call for resignation only when you're also (simultaneously) volunteering to take over the job for the resignee. There are about 500 members of AHIKS, of which about 22 (including the entire European staff) currently devote time on behalf of the organization. Now, when someone volunteers to do a job, at no pay, you can only hope and encourage them to perform, you are not in a position to demand anything! Suggestions are always welcome, expressions of opinion are valued guidelines for serving the membership, but demands are filed in the fireplace.

I also got a phone call, suggesting that AHIKS file suit on behalf of its members against SPI or TSR for unfilled orders and subscriptions (see DOIN'S). If you've ever been involved in legal matters, you know that the only people that win are the lawyers. A suit would cost about \$5000, and require a number of us to appear as witnesses somewhere. It also invites a counter-suit, which would probably name the officers of the Society. Anyone who has something owing them from SPI (I have a lifetime sub to S&T) should assume they have lost it for good. If TSR is able to do something, fine, but don't depend on it. AHIKS is not going to get involved from a legal position. At this point, I think there's no blood left in the turnip!

Last issue had a notice that you must exchange originals (not photocopies) of the ICRK. I asked what led to this, and was informed that someone had made a copy for exchange, and after some reflection his opponent suggested that in future this not be allowed. One possible reason I can think of is that a person could alter the original, and the alteration would be difficult to detect on a copy, but obvious on the original. We've found the ICRK, over the last 16 years, has worked well as a trusted tool in PBM play, and we want to keep it that way.

As a clarification to a comment in the last K, although you can keep several ICRK columns "open" (partially used) to keep your opponent guessing which one comes next, you should use only selections from one column in any one turn (unless you exhaust a column, in which case choose another for the balance of the selections). We require the use of as few columns as possible, and in numerical order (A1, then A2, A3, etc.) in order to cut down the possibility of errors in transcribing results from the ICRK to the combat sheet.

Last issue, I ran almost a full page short of material. We could use some game reviews, game reports, FTF reports, opinions, etc. I especially want game reviews. Given the number of new and existing (and reissue) titles on the market, game reviews really help members decide what to get next.

Pete Menconi

June 19, 1982

(K)

## SWAPPE SHOPPE

Have following games for trade only. Ace of Aces (Powerhouse series), Drive on Stalingrad, Kanev, Trenchfoot, McPherson's Ridge and Origins of World War II. All games in excellent condition. Please send SASE with inquiry. Also desperately need issues 9, 10 and 12 of Fire & Movement. Will pay cash or trade games for these mags. Bob McRae, 1230 Pentland Cres. Quesnel, B.C. V2J, (604) 992-6014.

Wanted to Buy: Raid (entire game or at minimum the map and rules): Ian Erskine, 806-1355 Silver Spear Road, Mississauga, Ontario, Lay 2W9 Canada.

(K)

### CHANGING ADDRESS?

If you are moving, make sure that we know where to find you! Don Eisan is the current caretaker of the AHIKS address list, and you must write to him to file a change (see page 2 for Don's address). If you send the change to another officer, you run the risk of your message getting lost in the press of other business, or at best the change will be delayed, and perhaps issue(s) of the K will not follow you to your next address.



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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 disappearing opponents, AHIKS exists to minimize encounters with such opponents, and to facilitate playing by mail.

Society dues are \$8 per year, prorated quarterly, with a one-time initiation fee of \$5. Additional information is available from the Secretary or the European Regional Director (addresses above).

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 for details.



## THE WESTERN FRONT

Activity in the Western Region has been very light this past month with only one new member to welcome into our club. He is Jaime Huerta from Tucson Arizona. Welcome Jaime and lots of luck.

I was a little surprised but delighted at the response for a copy of the PEARL HARBOR rule book that I mentioned in my last column. I have been kept extra busy running off additional copies and putting them in the mail. There were far more followers of the game out there than I would have expected.

### REVIEW

Pearl Harbor was originally designed by John Prados as a sister game to Third Reich. It has always suffered from little exposure and some very confusing rules. What started out nine months ago as just another project for our local wargaming group, turned into a labor of love. I have been in this hobby all my adult life, dating back to 1958, and in my opinion Pearl Harbor is the most challenging and interesting game I have ever had the pleasure to play.

The only drawback to the game is the time it takes to play a complete game. While the game only has 16 turns, there are so many strategic options that have to be considered each turn that it will take 45 minutes or more for each player to complete his turn. After almost a year of constant play, averaging two times a week, I still find the game as interesting and exciting as I did the first few times I played it. I can honestly say it is the best game I have ever played.

Between two evenly matched players the game will often end in a draw or a close win for either side. When we first started to play the game we had thought the Japanese side had a cakewalk only to discover that this was just not so. The Allies could exploit the slightest Japanese mistake so fast, that the Japanese side was probably the tougher side to play.

The game is an economic, strategic game played at an operational level. I have never seen a game that depicts the importance of resources and cost of material and operations as well as this one. Military operations must be carefully weighed between capturing economic objective or strategic locations. No matter which side you play, there is never enough money (ERP's) to do everything that needs to be done.

At the beginning of the game the Japanese can just about capture anything they set their mind too. If they take on the stronger held objectives their losses may mount faster than they can replace them. If they move too far too fast they can not protect their supply lines and will find themselves unable to benefit from their spoils of war. Later in the war, it is the Allies that must think in terms of what bases must be recaptured first to present staging areas for the future turns to come.

The game is a beautiful blend of economics, supply lines and attrition. Air raids and surface engagements rarely have dramatic results in one turn. It is rather the slower effect from the losses of ships and planes along with man power that becomes more and more difficult to rebuild as the game wears on. The games greatest appeal is the challenge each turn presents. There are so many targets to choose from that it's easy to try and hit them all. The only trouble is the cost will kill you. I love it.

There is no perfect plan for either side. There are a few things to look out for. The first few turns can be very tempting for the Japanese player to try and grab rich resource objectives in the Dutch East Indies, Southeast Asia and even as far afield as India and Australia. Important strategic objectives must not be overlooked. Key locations like Halma-hera, Tawi-Tawi and Singapore must also be taken so that supply lines can be secured. Try to resist the temptation of a special operation in the first turn or so. The money will be needed to build up your forces.

This restraint forces a careful evaluation of your objectives in the first six months of the war. The Japanese need a few resource objectives as well to fund their building project. It's also important to try and cut any Allied supply between the British and American forces in the first few turns. Finding the right balance between military and resource objectives is what it's all about. By the summer of '42 the Phillipines and most if not all of the Dutch East Indies must be secured. Port Moresby should be captured early and at least threats made to invade the key cities in India. A lot will depend on what the Allied player gives you. He cannot defend everything.

The Allied player's biggest problems occur later in the game. He has a limited number of amphibious forces available and he is faced with a lot of objective hexes that must be retaken. Careful planning to establish bases from which his land based air may operate within range of his next set of objectives, is far more important than the dramatic invasion of some island close to the Japanese home islands too early. Again restraint is the keyword. Always keep in mind the victory conditions are based on the number of objectives that are held by either side at the end of the game.

In the early going the Allied player must try to attrition the Japanese forces, particularly their naval units, every chance he gets. At the same time he cannot afford to lose too many of his own naval units. He will need all he can get for amphibious and support missions in the last two years of the war. Force the Japanese player to fight for every important objective. Try to delay him as much as possible until you can build up your forces to hit back. The threat of a possible counter-attack is often greater than the actual result. Therefore, try to maintain some amphibious forces in or near the Marshall Islands starting as early as 1942.

The game abounds in strategy and counter strategy. The bottom line however is economics. On the surface it would appear the U.S. forces have a surplus of ERP's to spend. This can be misleading. A ship that is sunk can never be rebuilt. For each two naval units that must be repaired, because of damage, one less new one can be built. The Japanese player must always be conscious of cost. If he takes a new objective what will it cost to garrison the one he just left? Does it need an improved installation? It is all these decisions that make the game so fascinating.

Don Eisan

June 3, 1982



## RATINGS

### EXPLANATION OF CODES

Prefix designations: First letter = Number of games played. Second letter = Number of Different Opponents. Third letter = Number of Different game titles.

A	1-2	1	1
B	3-4	2	2
C	5-6	3	3
D	7-10	4	4
E	11-14	5-6	5
F	15-18	7-8	6
G	19-24	9-10	7-8
H	25-30	11-13	9-10
I	31-36	14-16	11-12
J	37-44	17-19	13-14
K	45-52	20-23	15-17
L	53-60	24-27	18-20
M	61-70	28-31	21-23
N	71-80	32-36	24-26

### RATING POOL BY RATING 05/28/82

NAME	CUR.		
1. BURDICK	2015DDD	24. POPOLIS	1485DDD
2. MILLS	1955GGF	25. JERKICH	1470DCD
3. KINSELLA	1905DDD	26. LOGSDON	1465EED
4. EISAN	1900JIJ	27. WALDAU	1440DDD
5. OLESON	1900CDA	28. BEATY	1440DDC
6. MASTON	1830DEE	29. KRAUS	1435EEC
7. WINDSOR	1780EEE	30. STARNIK	1430EED
8. NEWBURY	1780DDC	31. WETZELBERGER	1430DCE
9. GREEGER	1740DCB	32. MACDONALD	1420EEE
10. BECKER	1735DCC	33. MCCARTY	1410FFG
11. AYERS	1720GHE	34. HUGHES	1405EFF
12. MCCARTHY	1720EED	35. KERN	1405DAD
13. POWER	1690FEC	36. YARWOOD	1390DDE
14. TRUESDELL	1675DDD	37. DESTEFANO	1385EEB
15. TELEUCKY	1620GGG	38. BROWNFIELD	1350DCC
16. LANDRY	1615DCC	39. BYRON	1345DEC
17. DECK SR	1570DFE	40. PELLICCIA	1340GGE
18. WHARTON	1570DDD	41. LAUSSADE	1335EEG
19. STANLEY	1535EEE	42. SEGARRA	1335CCC
20. GRANT	1520DBD	43. KELLY	1305HGD
21. DEMORY	1520CDD	44. HASS	1305EBC
22. MUGLER	1485HHH	45. ROD	1300ECF
23. GOHEEN	1485GGH	46. SKOWSKY	1300CCC





## THE TRUE NORTH

I would like to introduce the new members joining the region. It seems we have had a flood of inquiries due to the add in the General. They are: Mike Kaulbars who is completing his MS thesis in Biology at Lakehead University in Thunderbay, Ontario (soon to move to Ottawa). Michael Shea who is a management trainee in the retail business residing in London Ontario. Brian McCuaig, an Investigator (who says we're not doing enough about disappearing opponents!), comes from Toronto Ontario. John Kula, Architect/Financial Analyst from Victoria B.C. Last but not least, Mike Shannon, manager for a financial service company from Quesnel B.C. I want to welcome these new members to the club on behalf of all the membership. I would also like to thank the staff of AHIKS for forwarding names, providing advice and quick response to my needs as a regional director.

Speaking of the General, I have not had any news about board wargaming (except through the K), since I dropped my subscriptions to both the General and S&T. Are there any good wargames coming out? I believe it would be of service if some of the membership wrote some game reviews on good or bad games they have encountered. My spree buying days are over but I still occasionally spend my Canadian Dollars to buy an American game for about \$27.00. I would appreciate a little hint on what to hit and what to miss with my Inflation-Recession dollars.

A letter came in the mail a while ago describing the result of the Battle of Opuschenia; a clear German victory. This was a multi PBM home brew scenario of SL/COI. John Grant was the gamemaster and he ran one of the most exciting PBM games I have played. Our loss was due mainly to having 4 of my 5 tanks knocked out in the first 2-3 game turns. By the 4th turn I had sacrificed my last tank for the motherland and was out of action. I just want to say that this game added a new dimension in excitement to the superb game system. A multi-PBM game with limited intelligence is worth the effort, but it requires a prompt reply from all concerned parties else it degenerates. This game had a smooth progression and showed what could be done within AHIKS in the multi PBM area.

For any of you out there with Atari 700/800 computers, a splendid piece of software has come out. It is called Eastern front and is a simulation of the first year of the Russo-German war. The computer plays the Russians and is a quantum leap in computer wargaming as far as graphics go. Unfortunately my wife has threatened to have me committed if I buy it so I can only drool over it at the computer store.

Casey Bruyn

June 1, 1982

## PACIFIC THEATER

The add in The General seems responsible for about half the new members I've processed so far. Other member recommendations account for the rest.

First, from Casuarina, N.T., Australia, we have Malcolm Aslin, a 25 year old communications Center Officer with St. John Ambulance. Malcolm is interested as much in rapping with other gamers as he is in playing against them. He was recommended to us by Wally Zenkteller.

Closer to home (mine anyway) we have Dave Bergmann in Rohnert Park, California. Dave read about us in The General, and decided to join due to the convenience of time when PBing.

Dan Lussier, a Principal Clerk from Orange, California has also joined the ranks. Dan has little time to PTF due to his work load, so he sees AHIKS as a way to try some different games and gain some PBM experience. Dan is also into modeling WW II a/c and armor.

Getting a head start on all the rest is Steve Beard of Gardena, California. Steve, a student, already had an opponent lined up for The Longest Day when he applied! Steve welcomes visitors.

And if that wasn't enough of an expansion, S/SGT Michael Marks has moved into our region from the West. There are still outstanding applications in Malaysia, Alaska, Washington and Southern California (that's another country, isn't it?). I think AHIKS as well as Northern California will well remember the "flood" of 81/82.

To those who missed it in "A Call To Arms", I'm planning on running an Air Force/Dauntless/Expansion Kit game in the near future (July, it looks like, or August, as the STRAT version is slow getting "off the ground"). Ciao.

Jim Frediani

May 21, 1982

## P B M

Not wanting to create a scandal, I want to confess that my articles have been "recycled" on occasions. (Some members might have noticed a similarity between my last two articles!).

After checking our files, I have discovered that I do not have copies of the PBM procedures for Cobra or Manassas. If anyone has copies of these, please mail one to me. I also discovered that we do have procedures for Panzerkrieg and the 20th Maine.

One final note, this service to the membership is absolutely free. It is not necessary to send return postage. However, please be sure to write your name and address clearly.

Harvey Grove

May 19, 1982

## A CALL TO ARMS

A call to arms is the AHIKS Multi-player matching service—it is run apart from the regular Match Coordinator column due to the nature of pkm multi-player games. As a service to AHIKS members, we will publish all known multi-player game openings and game requests. Many of the openings involve subscription to the gamemaster's privately published zine. Players proposing to enter these games are urged to request samples of the zine in question, as not all zines are for all types of people. AHIKS does not endorse any of these zines, and does not undertake to guarantee their reliability.

If you wish to monitor/play in a multi-player version of any wargame/fantasy game, send the info to Roy W. Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235.

Listings below are in two parts - those games for which a GM has volunteered, and those games for which there is player interest but no GM as yet. We will furnish all those who express an interest in a game with the addresses of the others with similar interest.

Games for which GMs are available: Afrika Korps, After The Holocaust, Air Force/Dauntless, Bismarck, Bloody April, Conquistador, Crusades, Chicamauga, Diplomacy, Ironbottom Sound, Ironclad, Kingmaker, Machiavelli, Magic Realm, Midway, Operation Crusader, Outreach, Rail Baron, Red Star/White Star, Russian Civil War, Stalingrad, Submarine, USN, VIPT, War At Sea, War in the East/West/Europe, Wings, Wreck of the HMS Pandora, WS&IM, 1776.

Players looking for a GM: After the Holocaust (3 players and a GM, 1 more to start), Air War, Atlantic Wall, Bismarck, Bloody April (4 players and a GM - ready to go?), Campaign for North Africa, DNO, Drive on Stalingrad, Dune (4 players looking for a GM), Empires of the Middle Ages, First World War, Flat-top, Freedom in the Galaxy, Global War, Guadalcanal, Guns of August, Invasion-America Ironclad, Junta, Kingmaker, La Bataille Moskova (4 players ready), Napoleon at Leipzig, Napoleon's Last Battle, Narvik, Operation Crusader (3 players and a GM), Operation Typhoon, Panzerblitz, Panzerleader, Road to Washington, Sharpsburg, SL/COI/COD (8 players - how about a GM?), Starfall, Submarine, Sword & The Stars, Swords & Sorcery, Task Force, Third Reich (7 players awaiting a GM), TSS, USN, Wacht Am Rhein, War Between the States, War & Peace, War in the East/West/Europe (9 players-would someone GM?), War in the Pacific, Wellington's Victory, WSIM.

John Horn; 4340 Wagman Street; Oak Forest, IL 60452 is interested in running a GM service for tactical naval games. He has openings in THE IRONCLADS on 2-3 week deadlines.

Joseph M. Hruby; 803 E. Fir, Apt 6; Mount Vernon, VA 98273 is looking for players for BLOODY APRIL to be GMed by Mike Lewis; 68 Orchard Close, Christmas Pie; Normandy; Near Guildford; ENGLAND. Write to either for details.

Pierre Bompar; Silver Hill, Apt 303; 28 Shirogane-cho; Shinjuku-ku; 162 TOKYO has openings in World War II naval games - Submarine, Bismarck, Ironbottom Sound etc.

ZINES with Multi-player game openings: MIKE'S MAG (Mike Scott; 1726 Cypress Circle; LaVerne, CA 91750) Openings in Kingmaker, Crusades, Conquistador, Russian Civil War, Outreach, Rail Baron, Machiavelli, Wooden Ships and Iron Men, Highway to the Reich, others.

ENVOY (Roy W. Henricks; 128 Deerfield Drive; Pittsburgh, PA 15235) Openings in Kingmaker, Diplomacy, Rail Baron, Machiavelli, Samurai, After the Holocaust, Bureaucracy, Civilization, Gunslinger, others.

Roy Henricks

June 1, 1982



# AHIKS

## MEMBER'S GUIDE

### PART E

#### PLAY-BY-MAIL GUIDE

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\*Generally available on request only

\*\*Recommend you keep the issued hex grid page (used for sending diagrams to the Judge) with this Appendix.

AHIKS MG PBM TC 12/81

#### SECTION 1 INTRODUCTION

Playing wargames by mail is a little more involved than face-to-face play. This Guide is designed to help AHIKS members to be more effective postal players. It contains details on getting opponents, how to play by mail, and other general information, including our standards of conduct for postal play.

Because historical games often favor one side over the other, AHIKS has traditionally made game matches in "SEIS" of two game playings with the opponents switching sides between games. We realize, though, that such an arrangement can require a very long-range commitment of time which may be superceded by personal duties. Therefore, although a match assignment is considered a binding agreement to play the first game, the second game is not binding until the first is finished and both agree to play the second.

As mentioned throughout AHIKS publications, our primary goal is the enjoyment of our hobby. We encourage all members to play in the spirit of cooperation, consideration and friendship. Our unofficial motto: play for fun, not for blood!

AHIKS MG PBML 12/81

#### SECTION 2 GETTING AN OPPONENT

1. Most of us joined AHIKS to find a reliable opponent and that is the Society's basic purpose. To get an opponent, you submit a game request to the Match Coordinator, whose address appears in the K. Also, in each issue of the K, there will be a list of "open" matches (games which someone has already requested); there is also a convenient game request form in each issue. This form has space for the game(s) you want to play plus other pertinent information for the Match Coordinator. Typical requests might be:

1.1 "One each of the following, three total: ABC, DEF, GHI"

1.2 "Two of any of these: JKL, MNO, PQR, STU"

1.3 "One game only from this list: VWX, YZZ, AAA, BBB"

Remember that the more flexibility you allow the Match Coordinator, the faster he can find something for you.

2. Note that although we refer to game matches as "assignments", they are voluntary in that you must request them, and specify what you want.

3. It is acceptable, and commonly done, to arrange your own matches either through contact with members at conventions or within your locale, or by switching to new games with existing opponents. You may then write to the Match Coordinator and request an ICRK (see below explanation of the ICRK).

4. Since AHIKS will attempt to find an opponent for you in any game you request, you have the entire gamut of board games from which to choose. However, before you start asking for matches, here are some helpful guidelines:

4.1 Pick a game that you have at least played solitaire or face to face.

4.2 Pick a relatively simple game, at least for your initial PBM experience; PBM is easier with smaller games. (See Appendix E and periodic reviews in the K for PBM evaluations.)

4.3 Pick a game that you enjoy, because a single game will take at least six months to complete (probably more than a year for most games), and a Set of two games with each player taking each side can take over three years to complete.

4.4 Pick a game that is relatively popular so that an opponent can be found quickly.

5. When the Match Coordinator finds an opponent for you, he notifies the Match Services Officer, who then sends each player (1) an OOB (order of battle) sheet (which is used to record movement; one is provided, request more as needed later); and (2) the Combination Game Assignment/ICRK form. The top portion of this form tells you who your opponent is, address, etc. The bottom portion is the ICRK (International Combat Resolution Key, pronounced "irk"), which has columns of die rolls.

6. You should write your opponent immediately (don't wait for him to write you: letters crossing in the mail is better than no correspondence at all) and decide on rules, edition of the game being played, scenarios, special procedures, etc. Make and keep a copy of all such agreements. Also, it is helpful if you briefly introduce yourself in a friendly way to your opponent. Now, you are ready to play.

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1. The first step is to set up the game (we recommend that you keep it set up permanently: see Appendix B for game cabinet designs). Then record the designations of your units on an OOB page if the game you are playing does not have a pre-printed OOB. It makes things simpler if you arrange them in some kind of logical system, such as divided by strength, arranged by type, listed in the order in which they enter the game, alpha-numeric order, or some other coherent system.

2. If the game lacks hex numbers or grid coordinates, mark a numbering system onto the map. Most such games are included in the Grid Coordinate Appendix. (A) of this Guide to insure that both players use the same system.

3. Next, record the initial hex numbers of your units, if necessary. Then, move your units (if you move first) and list their final hex coordinates. (A handy method is to turn each counter either 45 or 90 degrees after moving it; after all movement, record unit positions on the record form, turning each one back 45 or 90 degrees as it is recorded.) Units that have been eliminated or have not yet entered the game should have some sort of symbol (- or /) placed in their box. When you are finished, check to see that there is a location notation for every unit. In games that have rail, sea, or other special movement or movement paths, make some sort of notation, and put a key telling what these symbols mean at the top of the OOB; a separate letter of explanation may be required to avoid confusion. In games that allow units to be replaced or permit larger units to break down into smaller ones, make certain that it is clear what has happened. You wouldn't want an opponent to make you read his mind, so don't ask him to read yours!

4. In all cases, make sure that all letters and numbers are legible. Print or type them to avoid confusion. Take special care with similarly-shaped letters: O and Q, I and L, T and J, V and U, X and Y.

5. To list combat, use the combat sheet (on the reverse of the OOB on AHIKS forms).

5.1 All battles must be listed in the order that you wish them to be resolved, including automatic victories, overruns, etc.

5.2 List all of the attacking units in each battle, including any non-adjacent units (such as artillery) that are attacking.

5.3 List the defending units.

5.4 Total both the attacking and defending strengths, with modifiers for terrain, etc.

5.5 Write the odds (or strength difference) for the attack in the space provided, and then specify an ICRK selection (see Section 5) if the battle requires a die roll for resolution. Columns are also provided for retreat, advance, losses, etc., but you must label the columns.

6. When you receive your opponent's move, first make any changes called for by your combat which he resolved, execute his movement, resolve his combat. (In games with more complex segmentation, adjust the above sequence accordingly--see Appendix D).

7. Occasionally your opponent will suddenly stop responding. Since delays are often legitimate, drop your opponent a post card about a week after the average response time has passed; ask him if he received your move. If you still receive no response, send one more card asking if he would prefer to resign from the match. If you still get no reply, file a complaint with your Regional Director. If you expect to be the source of delay yourself (vacation, etc.), let your opponents know you will be late, or offer to resign. See Section 8 for proper conduct in games.

1. Members will find that double-checking moves and recordings before mailing will eliminate most errors, but you will find that some always slip through! Handling errors is a critical step if friction between opponents is to be minimized. AHIKS strongly recommends the following overall philosophy: we play for fun. A player could be allowed to correct an error if forcing it to stand could cripple his continued play; lesser errors could be corrected by the procedure below in order to allow the game to proceed quickly. We desire to strike a balance between excessive delay of the set (returning every move for corrections) and ending it through one moment's error. However, each player must be willing to accept the responsibility and consequences of sending an erroneous move to an opponent, and if the opponent chooses to hold to the "letter of the law", the erring player has no complaint coming. The error correction procedure below is the one used by the AHIKS Judge; per the above discussion, Justice should always be tempered by Mercy.

2. "LISTING" of position or attack is defined as some written notification of the action, the forces involved, the odds, etc. A "listing" in a letter separate from the OOB is acceptable.

3. If a unit is listed to move to a position it cannot reach (for whatever reason) or if no position is listed, leave that unit in the position it occupied on the previous turn/phase.

4. If a unit is listed to move to a position it can reach, it must move there regardless of logic or the intent of the mover.

5. If there is a conflict between OOB position listing and the listing of attacks, the attack listing takes precedence (e.g., if the OOB sheet does not show a unit in attack position, but the attack list calls for it to attack, move the unit to an attack position; if such a move is illegal, leave the unit in the OOB sheet position and adjust the attack odds).

6. On the attack list, if advance/retreat/exchange/elimination directions are omitted, the defending player makes all such decisions for the attacker (Mercy!). Where movement by the attack units is optional (typically, attacker advance after combat), the units do not move.

7. If a unit is moved to a position where attacking is mandatory, but no attack is listed, the unit remains in its previous position.

8. Order of preference: Units listed first on the OOB sheet take preference (e.g., if the rules permit only one unit per hex and two are listed, the first--"highest"--on the OOB sheet takes the position listed, the second does not move at all).

9. If a player has misread the OOB sheet (common examples: failing to properly move units, thus creating apparent openings in a defensive line; failing to execute a combat, thus missing the fact that units have been retreated or destroyed and perhaps moving through them), the proper resolution of such an observation error" would be to place an illegally moving unit back at its previous position (per 8, above), unless such a unit is scheduled in an attack, in which case apply rule 5, above.

10. See Section 5 for errors involving ICRKs.

11. If a player does not want to use any of the above rules to correct an opponent's errors, or the above rules cannot be applied to the specific error situation, his only option is to return the move to his opponent to be re-done.

12. Where players cannot agree on interpretation or application of the above rules, full details of the error(s) shall be submitted to the Judge, who will then rule on how the matter shall be resolved (perhaps directing the erring player to simply re-do his move).



## SECTION 5 INSTRUCTIONS FOR THE USE OF THE ICRK

For each match assigned, a player receives an International Combat Resolution Key (ICRK, pronounced "irk") which contains 400 random die rolls, each from 1 through 6 (note special 0-9 and 2-12 ICRKs are also available). The numbers are arranged by columns lettered from A and by rows numbered 1 through 10 (see Appendix C, sample ICRK). When you make out your combat listing, specify one column and row (for example, "B3") for each attack, weather die roll, etc. Your opponent will resolve your combats by locating the ICRK you specify on his ICRK sheet.

During the game, it is helpful to keep track of which ICRKs have been used by your opponent by circling them; keep track of which ICRKs you have used by recording them on the ICRK form upper half (the Game Assignment portion).

Rules for use of the ICRK:

### Attacking Player

1. Assign ICRK selections to each function (battle, weather, supply, retreat, etc.) by specifying the letter/number codes (C1, B4, etc.).

2. In general, start with any letter (column), assign the first unused number (row) to the first battle (or die roll) and continue sequentially down the column; use a second column when the first is exhausted. Columns may be selected randomly (i.e., not alphabetical order).

### Defending Player

3. After resolving his opponent's battles, and after making his own move, the defender returns the ICRK column(s) used by his opponent; partially-used columns are sent to the opponent except per 8., below). Tape or staple ICRK columns to your letter of OOB sheet or a sheet of separate paper to prevent loss. Cut apart your original ICRK column page to send the individual columns to your opponent: do NOT use a photocopy for the verification copy.

### Both

4. IMPORTANT: only use an ICRK for the specific set and opponent to which it is assigned.

5. All 400 ICRK numbers may be used, but each number may only be used once. Request a new ICRK when the first one is almost used up. Discard unused columns at the end of the set.

6. Use only one ICRK column (letter) per turn unless that column is exhausted and more numbers are required; do not jump back and forth between columns in the same turn.

7. Using the selections within a column (letter) always go in sequence from top to bottom. In other words, use them in 1-2-3-4-5-etc order, and do not skip up and down the column (e.g., 2-1-5-4-7 is not proper.)

8. For games in which only a few ICRK numbers are used on each turn, clipping an entire ICRK column each time may be wasteful. If the attacking player specifically so instructs, ICRK columns must be held by the defender until fully used. Because an opponent might derive some benefit by anticipating results from a single partially-used column, a player may use three or four columns simultaneously. Rule 6 still applies. Do not leave "gaps" in number sequences: if A1, A2, A3 have been used in a previous turn, start this turn with A4, not A5. A player must decide and specify the use of partial columns prior to the start of the game.

Error correction procedure:

1. If the Attacker forgets to specify an ICRK for an attack (or weather, etc.):

1.1 If partial columns are being kept, the defender must use the partial column alphabetically closest to "A", and use the lowest number in that column.

1.2 If a partial column is not available, use the column alphabetically closest to "A", starting with "1" in that column.

1.3 If the attacker specifies the letter of the ICRK column, but not the row number, use the lowest unused remaining row number in the specified column.

1.4 If the attacker specifies the row number but not the column letter, use 1.1 and 1.2, above.

1.5 Note in all correction procedures the ICRKs are selected in sequence. For example, if there are multiple die rolls required in a turn, and the attacker has not given any ICRK selection, use 1.1 and 1.2 to determine the first ICRK selected for the first die roll, and then use the next sequential ICRK in the column for the next die roll, etc.; when the first column is exhausted, again use 1.1 and 1.2 to determine the next ICRK selection.

2. If the attacker specifies an ICRK which has already been used, the procedure above applies.

3. If the attacker has listed some ICRKs for a turn's die rolls, but has forgotten one, use the next selection sequentially in the column he last used. If that last-specified column has been used up already (i.e., his last selection was "10"), procedure reverts to 1., above.

4. Note that per Section 4 (PBM Errors), the battle listing takes precedence over the OOB form, thus there should not be an occasion in which a battle must be added to the list because of the OOB position of units. However, if the attacker outlines (for example) an overrun attack or automatic victory in a letter separate from the other attack listings, and then forgets to list it with the other attacks, the defender adds the attack to the end of the combat list, and assigns an ICRK per 3., above. If several such die roll requirements are omitted, use this procedure:

4.1 If the omitted die roll selections are from different game turn phases (e.g., weather, supply, combats, reinforcements are all generally in different phases or at least are specified to be accomplished in a certain sequence by the rules), list the actions, in sequence, after all combats/ activities the attacker did remember to list, using ICRK selections per 3., above.

4.2 Where the forgotten selections concern actions taken in the same phase (e.g., several supply rolls), sequence the actions by hex number on the mapsheet (A1 before A2 and B1). If hex number is not applicable, execute by unit designation as printed on the counters. See 5., below.

5. The purpose of the error correction procedure is to provide a strict sequencing instruction so that there is no question or doubt that the defending (receiving) player unfairly manipulated the sequence to his advantage. If there is doubt about how to apply these rules, or if the rules do not cover the situation, the defender must return the entire mailing to the attacker, without any die roll resolution, to be completely redone.

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## SECTION 6 FINISHING A MATCH

When a set is finished or cancelled, fill in the applicable parts of the Game Assignment Form (top half of the ICRK) and return it to the Match Coordinator. Send the bottom portion to your opponent so that he may verify any die rolls you have not yet sent him.

Sets are often terminated for one of the following reasons:

1. Achievement of victory conditions by one player, as set forth in the rules or agreed to by the two opponents at the beginning of the game.

2. Resignation by one of the players in the belief that he cannot achieve victory.

\*3. Mutual agreement to terminate a match without determination of victory.\*

4. Failure to respond on the part of one of the players (automatic victory for other player).

5. Resignation on the part of one player due to personal circumstances (automatic victory for other player).

\*Results in no award of points under rating system (Section 7).



SECTION 7 RATING SYSTEM

Members may request to be included in the AHIKS rating system. This is a modification of the one used by Avalon Hill's AREA. Note (see Section 6) that an opponent who stops writing or resigns forfeits the victory points to the remaining player. Note that the Set Request Form in the K has a line to request inclusion in the rating system. Consolidated listings of ratings for all members who have requested inclusion in the system will be published periodically in the K, or a member may request information on his current rating by sending a stamped, self-addressed post card or envelope to the Match Coordinator. The Rating System methodology (the arithmetic of the points) will be published periodically in the K.

The Rating System is provided as an information service in order to increase our enjoyment of our hobby, and perhaps avoid obvious mismatches of skill. If a dispute arises over the play of a game, ratings points may be withdrawn for victory in that game in order to insure that disputes are not complicated by a desire for points. We desire to encourage play for the sake of playing, not winning and we will remove members from the Ratings System if they do not observe this principle.

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SECTION 8 CODE OF CONDUCT

AHIKS was formed to provide a friendly, experienced, dependable, adult environment for the postal play of games. In order to maintain this environment, we must establish guidelines for the conduct of game play.

The Constitution of AHIKS provides for the termination of membership for any player who is judged lacking in a minimum display of courtesy. Elsewhere in this Member's Guide, you will find suggested methods of play, and recommended attitudes toward opponents; however, this code establishes the minimum behavior demanded for play. Past experience shows that discourteous play breaks into three broad subject areas: timeliness of play, rules of play, interpersonal relationships.

1. Timeliness of play: given the mature nature of the membership, we must expect some incidence of personal duties delaying game activities; although we prefer game moves to be returned (on the average) within 7-10 days, we recognize this is not always possible. The primary thrust of our requirement for "timely" play is that you do reply to an opponent's move within reasonable bounds and (most important) inform him if you experience an unusual delay. For example, if two opponents agree to play on a two week turnaround time, and one of them cannot get his move out by the end of two weeks, he should send his opponent a letter or postcard stating his estimate of how much longer he will require to reply. A member who ceases responding altogether is automatically subject to dismissal from membership in AHIKS.

2. Rules of play: AHIKS has gone to great lengths to insure games do not founder on a rules dispute: the AHIKS Judge is one of the basic services to the membership. With the addition of rulings summaries published for many games, and with the rules for PBM error resolution contained in this Guide, there should be no reason for a difference of opinion on rules or procedure to persist. If, after the Judge has issued a ruling, a player refuses to abide by such a ruling, that member shall be subject to dismissal from membership. If a member fails to follow the instructions for play specified in this Guide, he may be subject to dismissal.

3. Interpersonal relationships: we do not require that you develop friendship for opponents (we prefer it, though). However, treating an opponent with insulting or degrading language will not be tolerated.

Over the years since its founding AHIKS has applied the above principles of conduct to all members, resulting in a "weeding out" of undesirable opponents. Generally, you should not experience any of the above problems. But, please realize how important is your help in maintaining our standard of "adult" conduct: first, observe the above rules. Second, encourage others to do so. Third, ask for action by your Regional Director if another player fails to maintain these standards. Ignoring an opponents' violation of the above code simply results in his using the same behavior with other members, eventually reducing the enjoyment of our hobby by all members.

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SECTION 9 THE JUDGE

1. The services of the Judge and his assistants (termed "Specialists") are an important part of insuring dispute-free play of games. When possible, members are encouraged to negotiate compromises with opponents over differences of opinions on rules and procedures, but when such compromise is not possible, remaining disputes must be submitted to the Judge for resolution.

2. The AHIKS Judge is the final arbiter for all disputes concerning the rules and procedures for game play between members. For games in which the Judge is a player, the President will act as Judge.

3. Assistants or Specialists aiding the Judge act as advisers only. Final decisions are valid only when issued by the Judge.

4. Rulings on games issued by game publishers do not supercede rulings by the AHIKS Judge until the Judge formally approves such rulings.

5. It is the responsibility of the member/opponents to agree on version of rules, or special rules, prior to the start of play. Unless special arrangements are made prior to the start of play, it is assumed that rulings previously made by the Judge are in effect for each game started. If opponents agree to special rules, they should obtain such agreement in writing from each other, and inform the Judge of any such special arrangements when writing for rulings.

6. In the event a Set of two games is underway when a ruling is changed by the Judge, both games must be completed under the old ruling unless both players agree otherwise.

7. If two players agree to a compromise on a rule dispute, without the intervention of the Judge, neither can ask the Judge to overrule such a compromise at a later time, although both players can agree to a new compromise at any time.

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APPENDIX E: RECOMMENDED PBM GAMES

The list of games below is drawn from our annual survey of members regarding their preferred PBM games.

RANK	GAME	# OF SURVEY VOTES
1.	RUSSIAN CAMPAIGN	91
2.	AFRICA CORPS	72
3.	STALINGRAD	58
4.	PANZERBLITZ	57
5.	BATTLE OF THE BULGE	56
6.	ANZIO	38
7.	BLITZKRIEG	35
8.	WATERLOO	31
9.	D - DAY	30
10.	DIPLOMACY	28
11.	BLUE & GREY I	25
12.	FORTRESS EUROPA	23
13.	AIR FORCE	22
14.	NAPOLEONS LAST BATTLES	21
15.	PANZER LEADER	21
16.	SQUAD LEADER	20
17.	BLUE & GREY II	17
18.	MIDWAY	17
19.	SUBMARINE	16
20.	THIRD REICH	16
21.	KINGMAKER	15
22.	WOODEN SHIPS & IRON MEN	13
23.	CHICKAMAUGA	12
24.	FLATTOP	12
25.	NAPOLEON AT WAR	12
26.	LUFTWAFFE	10
27.	AIR ASSAULT ON CRETE/MALTA	9

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# THE BARRAGE

Three more new members have joined the ranks: Steven Buttrick, of Charleston, West Virginia, an account executive with a brokerage; Dudley Kidd, of Huntsville, Alabama, a jeweller; and Michael F. Rizzo, of Coral Springs, Florida, a computer programmer. Mike has been in gaming since 1961, which is longer than I have, and I thought I was a veteran. Welcome and good gaming, Steve, Dudley, and Mike.

I'm not sure if this will get out before Origins, but your faithful RD has volunteered to coordinate the AHIKS get-together for probably the Saturday night of the con. I'd appreciate hearing from Region members who'd like to assist with this

## FROM THE MATCH COORDINATOR

**GENERAL:** After a hectic but desired move I have become a Green Mountain resident of Vermont. My new home address is on p. 2. Let's hear from you on accepting new members as your opponents! Need your assistance greatly.

Welcome to the following newly joined and returned members, your individual AHIKS code numbers are listed for your information, please use them when corresponding with me: 237 Ronald Mormile, 665 Michael B. Hilton, 835 James Coroy, 836 Mike Hahn, 837 John O'Leary, 838 Stephen Sutton, 839 Tony Faro, 840 Joseph Sherry, 841 Mark White, 842 John Curley, 843 Patrick C. Frye, 844 John Schoffistall, 845 Mark Stull, 846 Robert Kaliski, 847 Malcolm Aslin, 850 Douglas Fabish, 849 Mike Kaulbars, 851 Geoffrey Westenhause, 852 Gregory Firtz, 853 Jaime Huerta, 854 Dave Bergmann, 855 Scott Orten, 856 John Kula, 857 Michael Shea, 858 Daniel Lussier, 859 Tom Hastings, 860 Dudley Kidd, 861 Steve Beard, 862 Mark VanGroll, 863 Brian McCuaig, 864 Steven Buttrick, 865 James Denier, 866 Marvin Bush, 829 David Basta, XXX Ronald S. Prizner, 9291 Willy Burggraev, 9XXX Christian Vander Beken, (XXX=no code assigned yet). Members are urged to write me if they do not know their code numbers.

**MATCH REQUESTS as of 5-24-82:** 1914 670, AK-464; Assault on Leningrad 748; Austerlitz 253; Battle 749; Birth of a Nation 413; Blitzkrieg 508; Bloody April 3; Bloody Ridge 237; Crusades 658; CV-1, Diplomacy 665; Fulda Gap 650; Franco-Prussian War 299; Fury in the West 334; Flattop 1; Great War in the East 670; Iron Clad 276, LaGrand Army 711; Marlborough at Blenheim 711; Desert Fox 658, Napoleon 413; Nap at War 660; Operation Grande 658; 748, Operation Grief 714; Pea Ridge 277; Rocroi 237; Rifle & Saber 711; Storm over Arnhem 698; Struggle of Nations 519; T.S.S. 748; 30 Year War 711; Tobruck 779; Trireme 299; 3rd Reich 233; War & Peace 665; Wurzburg 237; War in Europe 192; War in the Ice 779; Yalu 712; Yr of the Rat 712; Kharkov 712; Berlin 85 712; PzKrieg 712.

**NEW MEMBER REQUESTS:** H-E-I-P-111 1776 848; Anzio 851 861; AF/D 803; BE-81-854 852; Diplomacy 832; Ft Europe 848; Fast Carriers 819; Foxbat Phathom 819; Magic Realm 848; MIG-Killer 819; TAC-II 832; 3rd Reich (Multy) 858, WS&IM 844; 1776 848; COI 866; AF/D 866; AIW 866; PzLdr 866; War At Sea 859; R. Prizner-Aces High; A House Divided; Victory in the Pacific; Speed Circuit; VanderBeken-Luftwaffe, Pz Blitz.

**OPEN TO NEW MEMBERS ONLY:** Gain PBM experience: 1914 670; AK 467 667 707; Austerlitz 253; Bloody April 3; Birth of a Nation

worthy endeavor, and particular suggestions from Baltimore - area AHIKSers of favorite, reasonably priced eateries we might frequent. Hope to see a lot of you there.

Once again, let me put in a plug for Jim Burnett's minicon, 2-11 July in connection with the Knoxville World's Fair. Members travelling that way during the time period are urged to contact Jim and plan to drop in. One more time, his address is: 606 Timbercrest Drive, Clinton, Tennessee 37716; phone 615-457-0685.

As this is written, fragmentary reports are still appearing on the sudden death of SPI. Apparently, TSR and Avalon Hill's parent conglomerate, Monarch, are dividing up the corpse between them some way. As an S&T subscriber since 1970, I feel that a

413; Crusades 658; Desert Fox 658; Franco-Prussian War 299; Fulda Gap 650; La Grand Arme 711; Marlborough at Blenheim 711; Nap at War 660; Napoleon 413; Operation Grief 714; Operation Grande 658; PzBlitz 9XXX; Rifle & Saber 711; Stalingrad 707; 30 Year War 711; Tobruck 779; War in the Ice 779.

**A.R.E.A. REQUESTED MATCHES:** 1914 670; Blitzkrieg 508; Bloody April 3; Crusades 658; Franco-Prussian War 299; Operation Grief 714; PzBlitz 9XXX; Struggle of Nations 519; Tobruck 779.

**OPEN REQUEST TO EUROPEAN & FAR EASTERN THEATRES:** Battle 749; Blitzkrieg 508; Bloody April 3; Birth of a Nation 413; Crusades 658; Franco-Prussian War 299; Napoleon 413; Pz Blitz 9XXX; Stalingrad 545; War in the Ice 779; La Grand Arme 711; Rifle & Saber 711.

**OPEN REQUEST FROM EUROPEAN AND PACIFIC OVERSEAS AREA:** Luftwaffe & Pz Plitz.

**FAST PLATER REQUESTS:** 1-week or less.

**MULTY-PLAYER MATCHES:** 3 or less players-only. Bloody April 3; CV-1; Flattop 1; War in Europe 804.

**MULTY-Player MATCHES** 4 or more write directly to Roy Henricks, 128 Deerfield Drive, Pittsburg, Pa. 15235, (412-795-7867).

**MISCELLANEOUS:** Members are requested to contract their regional directors for information pertaining to PBM, proper use of ICRK and any complaints they may have. Due to limited time available to the MC, inquiries of these kind cannot be given the proper attention deserved.

Newly joined members are urged to contact Bruce Maston, Secretary, in the event they have not received their copy of the AHIKS Members' Guide; this booklet will be greatly helpful in answering all your questions.

To new members who have not received their matches as yet, the delay may be that there are no opponents who desire to be matched in that particular game: if you have alternates please advise me so that you may enter into the flow of things.

Les Deck

May 30, 1982

(K)

## SET REQUEST FORM

Use the letter codes below: after the name of each game requested, insert (in parentheses) all letter codes that apply, in any order.

N: will play new member (list number of months you will hold this open before being matched with an old member)  
M: Multi-player or monitored game request  
E: Will play European opponent, if available  
A: Prefer AREA opponent, if available  
F: Prefer "fast" game (four day replies), if available

G: Willing to gamemaster monitored game  
(for letter codes with "if available" in them, the MC will attempt to fulfill the coded request for two weeks, and if no equal-code request can be found in that time, match you with the next open request)

Are you AREA rated? [ ]YES [ ]NO

You may request up to three matches; insert the name(s) of the games you want to play, including letter codes as appropriate; if you place more than one game on a line, you will be matched with the first opponent available for one, and the other entries will be ignored thereafter; preference will be given to match the game(s) listed on the first line, then the second, etc.

#1 \_\_\_\_\_

#2 \_\_\_\_\_

#3 \_\_\_\_\_

[ ]Please add my name to the AHIKS ratings system

Please write name, address, telephone number on back side of this form (if not preprinted). Send this form to the Match Coordinator to obtain opponents. If you already have an opponent, but need an ICRK, write your opponent's name on the back, too, and send the form to the MC.



real gap has opened in my life with the disappearance of that journal and *Moves*. It is as though an old friend has died. SPI had its faults, but it was for a long time the leading innovator in our hobby, and adventure gaming won't be the same without it. Let's hope that in some form it will rise from the financial ashes.

Graham Cosmas

May 26, 1982



## INTERIOR LINES

We have an even half-dozen new members to welcome to the region this issue:

Geoffrey Westenhouser is a retail clerk in Lancaster, Ohio. He is an OSU alumnus ("way to go, Geoffrey") who has eight years playing experience. He says he has prepared an opening defense and early defensive philosophy for TRC. Sounds like a challenge, TRC experts!

Scott Orten is a sales manager in Grafton, WI. His gaming experience is limited, but his initiative in joining AHIKS shows there is the potential for some good gaming there. James Denier, of Rosell, IL, is a data processing consultant who has been forced, by circumstances, to undergo a decade of solitaire play following an initial ten years of FTF. Marvin Bush works the 3-11 p.m. shift as a production supervisor in Reading, PA. A twenty-year gamer, he has only two PBM games under his belt, but is looking for more.

Ronald Prizner, a mail carrier in Middleburg Heights, OH, says his first "serious game" was Stalingrad after several years of the Milton Bradley variety. He's hoping for assignment to some multi-player air-combat type games.

Mark Van Groll is a computer programmer/analyst for Pabst in Milwaukee, WI. In addition to his three years experience in boardgaming, he has the same experience in 15mm Napoleonic miniatures. His PBM play has yet to begin.

We also have some news from members this time (which I love to pass on). Jeff Clark (Savoy, IL) GMed TRC, 3R, and House Divided tournaments at the CWA Con (Chicago) in May and will do the same at the Michicon (Detroit) in June and at the Gen-Con (Kenosha) in August. He asks if there are any cons in the Indianapolis area. Sounds as if an experienced GM is available to help out. Anyone knowing of any, contact Jeff (Box 246, Savoy, IL 61874).

Both Carl Hart in Toledo, OH, and Tom Isner in Columbus, OH have written to me, offering to host some sort of a regional meeting, get together, or FTF bash. Here's two areas conveniently located for different locales plus two members with commendable initiative. I'm currently exchanging correspondence with each, trying to iron out some details as to times, dates, numbers, etc. I will try to have something ready for Origins which I hope to post at the AHIKS booth. I certainly will have something for the next issue of the "K". Start thinking about it, fellow members.

One final item which I am embarrassed to report: One day last week, all incoming mail was "lost". In addition to some bills (that's one way to "take care of" them), some important stuff was lost, to wit--a letter from a member. I don't have your name but I remember one of your questions had to do with why you had not received the "K" yet. Please write again, I'll try not to throw your letter away this time.

Jim Mueller

June 1, 1982



**MISSING IN ACTION:** a couple of these guys have not paid their dues, and are no longer members simply because they did not let us know their new address! If you are playing any of these, tell them to send in a change of address: Derek Plank, Barry Burgess, Andrew Lester, Alan Beckner, Allen Hooker.//////Chester Hendrix has an investment idea for those interested: 1710 Maplehurst St., Olivehurst, CA 95961.//////"Walter" (Walt, you forgot to send your last name!) has some short PBM Ancients postal rules, which he is trying to get the Society of Ancients in England to adopt.

## NEXT ISSUE

Deadline for submission of material is August 10, 1982. I will be on vacation for the first two weeks in August, therefore K17/4 will mail right at the end of the month.

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FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED