

THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

Well, just got back from ORIGINS - sure had a good time. The folks in ATLANTICON sure did a good job with it. There were several AHIKS members on the staff (Jim Burnett, Dale Wetzler-berger are two that come to mind) and they worked hard. This is the first ORIGINS I've been to, so I have no standard of comparison, but from comments on previous ones, plus comments I heard at this one, I'd say that ORIGINS-82 will be a hard one to beat.

As on Saturday night, we have 54 AHIKS members sign-in: that's roughly 10% of the U.S. membership and may be a record attendance. We had a nice dinner (arranged by Graham Cosmos) Saturday night, with 10 of us there. I still don't know why the waitress labeled John Heydt, Bob McLaughlin, Chris Hancock and myself as "non-gentlemen", and in the first 5 minutes no less.

A suggestion was made that next year we have breakfast(s) rather than dinner, since many guys are in seminars, tournaments, etc. We had 10 more signed up for dinner but could only make it if they got knocked out of a tournament--guess they were still plugging away.

I spent most of Friday in a Wings tournament - I like the game, but 9 hours later, it can get a bit tiring - and no, I wasn't there that long 'cause I'm good - it was not an elimination tournament. However, I can at least say I was in a tournament, and I had a lot of fun - which is most important. Being a confirmed IBM player (recluse ??) one long FTF session is about all I can take.

Saturday I spent buying things and manning the AHIKS booth. This year we rented a small space (right by the door) and it made us much more "findable" by the members - this we'll continue in the future (as long as we get cut rate). One of the advantages of having the booth was I could get in the hall while the vendors were setting up, etc., and watch the goings on.

At any rate, meeting members at the booth was, for me, the high point or ORIGINS. Of those attending, I'd only met 3 in person before, but had corresponded or talked on the phone with about 20 others -- some of us had been allies, or enemies, or both in many a campaign and it was good to be able to talk over some of our games, etc. Of course, there are dangers -- Steve List and I spent about an hour talking about various games, and I think we were both trying to "G2" the other guy on the last couple turns of a multi-player SL we are in.

We (primarily Omar DeWitt and myself) did some recruiting at the booth, but by avoiding the "mass media", the number was small. I think most of those that stopped by did so because they recognized the name (AHIKS) and had intended to get in touch with us sometime. This is just fine, as we wanted to stay fairly low key anyway.

I really don't know how things went from the vendor's point of view; my own impression (and I emphasize that) is that sales were not what they had expected. I could be wrong, but it seems like I saw a lot of people looking, but not buying much.

What was being bought appeared to be games/accessories that they knew they wanted before they came. One exception was probably myself, who hasn't bought much in several years -- I think I've paid most of Yaquinto's salaries for next month. (Yes, my wife had some observations on the subject, especially while we tried to cram everything into our suitcases.)

As to surprises, I don't think there were any "new games" surprises, thus the winner in the surprise category has to go to the \$30 price on AH's GI; that appeared to be the talk of the convention. For staunch SL fans, it is probably worth every cent (yes, I got one). It has 7 counter sheets and 5 boards. The lead-off to the rules also mentions that there are many changes and that they are going to work on putting out one single book to cover the whole series, which is good.

Again, my impression: the 2 most popular games (by sales and conversation) are "1829" (a railroad game by ???) and a Sherlock Holmes adventure-type game (by ???). Sorry about the "???" but I lost my notes and my memory isn't near what it used to be.

Well, about time to wrap this up. I spent the week before ORIGINS getting all my moves out, and am spending the week afterwards catching up on all the stuff that came in, only I know I won't be caught up in just a week.

John Ratzenberger

August 10, 1982



TREASURER

First of all, here is the final tabulation of the votes in this year's election (domestic regions only, as none were received from the European region):

President:	John Ratzenberger	For - 239	Against - 3
Editor:	Pete Menconi	For - 240	Against - 4
Judge:	Bill Salvatore	For - 240	Against - 2
MSO:	Carl Benton	For - 242	Against - 1
Treasurer:	Harold Horne	For - 236	Against - 2

RD/Canada: Jean Jodoin - 5; Casey Bruyn - 6

RD/Pacific: Jim Frediani - 22; Gary Gossett - 4;
Mike Scott - 19

There were a total of 58 members lost last year on the domestic front. We had 60 members who joined during 1981, so that we essentially gained 2 members overall. Due to the 2 ads in The General our membership has grown more rapidly this year, with a total of 96 applications having crossed my desk thus far in 1982. Of course, if things run true to form, we'll have a correspondingly higher drop out rate at the end of the year.

I'm sorry that there is, again, no financial statement from the Treasurer, but I have a couple of loose ends I've been trying to clear up and thus far haven't been able to finalize last year's expenses. I hope to do that later this month, or early next month.

Joe Horne

August 17, 1982



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.

editorial

Late again, and I apologize. I took two weeks vacation the first part of August (and two weeks recovery the last part), we have a new typist for the K (and about twice as much material submitted as I have room to print), and a new printer. I'm not sure what the new printer will mean in terms of delay (because, obviously, I haven't taken this to him yet!), but it looks like this will mail before the 25th (Sept). Deadline for next issue's material is Oct 15.

The latest F&M has a piece on the last days of SPI, and the formation of Victory Games (the creative core of SPI formed a subsidiary of AH). The sequence of events told by the former SPIers had management people from TSR talking to SPI staffers about who would stay and who would go, which does sound as though TSR had assumed command of SPI. If so, this would imply a completed takeover of SPI by TSR, and thus one might wonder if the liability of former subscriptions would also have transferred to TSR. The same article also had an inset letter from TSR's legal firm, the upshot of which really says that TSR is not going to be a pushover.

Welcome to the European Region's "DESPATCH", their new newsletter. Quite a production, too, since it is typeset and professionally printed. Good work, Dave Steed. Dave also solved the problem of sending K's to Europe by simply reprinting the K in the D. I think this will be a lot easier on both of us.

Please note late breaking news:

>>Carl Benson has stepped down as MSO
>>Don Eisan has stepped in as the new MSO
>>Harry Welsh has stepped in as RD/W
>>Change in procedure: when requesting replacement ICRKs, write to Les Deck (MC) rather than Don

Last issue had a surprise package in it, the PBM portion of the Member's Guide. It was a surprise to me, too. I usually have everything, including this column, typed before I begin assembly of an issue. Thus, if I run over or under with material it is difficult to make notice of it (except this issue: I've got so much stuff, I know I could go 12 pages). I have estimating formulae to predict pages once the stuff is typed, but the raw input (binder paper, typed, post card, etc) is difficult to assess. I had the spare room last issue, and fit in what I could of the MG. The other portions (Parts A-D have the Constitution, by-laws, history, and other such stuff) will be printed when I have a clear "shot" at some blank pages.

Special thanks to those who sent reviews in: Bob McRae and William Owen. How about more short game reviews from more of you? Plenty of games out there, and for sure I'm not playing many! This kind of information is really helpful to other members.

Pete Menconi

September 18, 1982



REVIEWS

VOLLEY & THUNDER

-William S. Owen-

Subject: Abstract treatment of Napoleonic style warfare.
Publisher: Dickens & Greenwood Transocean, Inc. Price: CA. \$18.00. Components: Standard size flat box, mounted map board, about two hundred tiny die cut pieces in three shapes and two colors, and a twelve page rule book. Complexity: I don't think it quite reaches a one on a one to ten scale. Time involved: There is no limit to the number of turns, but an hour or two should be plenty of time. Scale: Unspecified. PEM: Very easy if you add a grid.

This is a game or little substance. There is nothing in the maneuver or planning which will grab your attention or excite your interest. No dice are used to resolve combat, certain numbers of attacking pieces eliminate specific numbers of defending pieces. There can be twelve units in a square (no hexes) and little reason to have any less, due to the dangers or being defeated in detail. The actual movement of these bunches or twelve tiny pieces on the board is difficult, especially if there are several other groups nearby. The game is basically a battle of attrition, the forces not being quite mobile enough to avoid head on slugging matches, which will result in similar levels of casualties for both sides given the combat system. There are no options or variations to bring life to the game or test your skills.

Recommendation: Not recommended. If you are interested in a simple, playable yet abstract treatment Napoleonic warfare, try Yaquinto's BATTLE. It is much more fun, it is cheaper and it's more accurate to boot.



THE KOMMANDEUR VOLUME 17 NUMBER 4 SEPTEMBER 1982

CENTRAL OFFICES

PRESIDENT

John Ratzemberger
124 Continental Drive
Lansing, KS 66043
(913) 727-6324

VICE PRESIDENT

Omar DeWitt
547 Riverside Dr.
Elizabeth, NJ 07208
(201) 351-4810

TREASURER

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

JUDGE

Bill Salvatore
2841 Summerfield Rd.
Falls Church, VA 22042
(703) 532-6696

MATCH SERVICE OFFICER

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

REGIONAL DIRECTORS

NORTHEAST

Thomas D. Holtz
6 Westlawn Court
Clifton Park, NY 12065
(518) 371-1166

WEST

Harry Welch
1209 Meadow View
Eules, TX 76039
(817) 267-9453

NORTH CENTRAL

Jim Mueller
946 Hollis Rd.
Elyria, OH 44035
(216) 323-5733

CANADIAN

Casey Bruyn
229 Homewood Ave.
Hamilton, Ontario, CANADA L8P 2N7 (416) 525-7908

EDITOR

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

SECRETARY

Bruce Maston
1404 Union St.
Schenectady, NY 12308
(518) 346-6127

MATCH COORDINATOR

Les Deck
RR#2 Worcester Rd.
Stowe, VT 05672
(802) 253-9535

EUROPEAN REPRESENTATIVE

Alan White
77 Brackley Rd.
Hazlemere, High Wycombe
Bucks, England HP15 7EY

EUROPEAN

Ian Daglish
2 Greenhill Court
Banbury, Oxfordshire
ENGLAND OX16 9DF

PACIFIC

Jim Frediani
Box 751, 100 Silverado Tr
Calistoga, CA 94515
(707) 942-5201

SOUTHEAST

Graham Cosmas
3520 S. Stafford St. #2B
Arlington, VA 22206
(703) 671-6397

SERVICES AVAILABLE

MULTIPLAYER COORDINATOR

Roy Henricks
128 Deerfield Dr.
Pittsburgh, PA 15235

PBM IDEAS COORDINATOR

Harvey Grove
308 Trailwood Circle
Lufkin, TX 75901

ARCHIVIST

Jim Wallace
924 Dover Road
Westville, NY 08093
(609) 845-4462

PLAYTEST COORDINATOR

Steve List
60 Spinythorn Rd.
Levittown, PA 19056

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 disappointing 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.

Membership as of September 1, 1982: 625

THE BARRAGE

We have a lot of new members to welcome this time: John Cole of Richmond, Virginia, a service dispatcher; Joel G. Fradin of Owings Mills, Maryland, an attorney; Dale F. Gore of Orlando, Florida, a math teacher and basketball coach; Raymond P. Jackson of Fort Campbell, Kentucky, a lieutenant in the US Army Field Artillery; Iley A. LeBouef, Jr. of Lockport, Louisiana, a store manager; Ricky Maxwell of Warner Robins, Georgia, a landscaping contractor; and Richard L. Tucker of Metairie, Louisiana, sports information director for Xavier University.

This makes seven new members since my last column, almost all joining in response to the AHKS ad in the General. Welcome to all of you, and good gaming. I urge you old members out there to respond to the new member game requests appearing here in the "K" so as to get the new people into good gaming against reliable opponents as soon as possible.

Well, another Origins has come and gone. It was, I thought, a most enjoyable convention. The facilities at the University of Maryland, Baltimore County, were superb compared to those of previous Origins, so that the whole convention had a spacious, uncrowded atmosphere. It appeared to me that the fantasy role playing contingent had shrunk, compared to the conventions of the past couple of years, and the historical board gamer had less of a sense of being in a minority. Perhaps the non-participation of TSR in Origins had something to do with the reduction of the FRP presence. Not too many new game products were on display, compared to previous years, although three games on the Falklands already were in evidence.

AHKS was well represented at the convention. John Ratzenberger manned a booth in the exhibit area and maintained a sign-in list which eventually included at least 50 AHKSers. We accumulated as many or more sign-ups of prospective new members. Personally, I enjoyed meeting our President face to face for the first time, as well as seeing other acquaintances, old and new; I won't try to mention names because there were too many and I would leave somebody out. Nine of us got together for dinner on Saturday night at the Candlelight Inn, a local spot, and had a roaring good time. I only regret more members were unable to join us, due I presume to schedule conflicts in a busy convention. In summation, at least from my point of view, this was one of the most enjoyable Origins to date. Next year, on to Detroit.

Jim Burnett's Knoxville mini-con came off on schedule, I understand, although with modest attendance. I hope Jim will send me a full report of the proceedings, which I will include in this space. A twenty-one gun salute is owed to Jim for making this effort.

Graham Cosmas

August 1, 1982

REVIEWS

ACE OF ACES (Powerhouse Series)

-William S. Owen-

Subject: WW I aerial combat. Publisher: Nova Game Designs. Price: CA. \$16.00. Components: Small slipcover containing two paperback books and a booklet with advanced game charts and plotting sheet. Complexity: Basic game 2, advanced game 6. Time involved: No limit to the number of turns, but twenty minutes will suffice for a basic game, an hour for the advanced version. Scale: Unspecified, but each turn is only a few seconds long. FBM: No, but you can play the basic game over the phone.

Nova follows up their popular Handy Rotary series with some quite different aircraft. These planes, as the title suggests, are fast and strong. Compared to the rotaries, the powerhouses average a point or more in each area of the aircraft. They fly faster, dive farther and are noticeably less maneuverable. A powerhouse is at a significant disadvantage against a handy rotary in the basic game, but things swing right around when using the intermediate or advanced rules. I actually prefer the powerhouses in the more detailed versions of the game, but I am sure many gamers will still like the agile rotaries more. Quite a few more of the very famous aircraft appear in this book, such as the SPAD XIII, SE 5, FOKKER DVII and the ALBATROS series, to name a few. Boelcke and Bishop head the list of famous aces included.

Recommendation: Highly recommended, particularly for those gamers who are interested in WW I and aircraft, of course, but any player who enjoys a good game will have loads of fun with this series. Ace of Aces is one of the few wargames that non wargamers will also enjoy.

CUNSLINGER

-William S. Owen-

Subject: Gunfighting in the old west. Publisher: The Avalon Hill Game Company. Price: CA. \$22.00. Components: Counters, eight two-sided mapboards, player aid cards, action cards, result cards, rule book. Complexity: 5. Scale: Individuals, two second turns, six foot hexagons. FBM: No.

Long awaited and well worth the wait. This game is F-U-N. Each turn the players select action cards that define what they will do during the ensuing two seconds, then the players step through the sequence played resolving each action and shot in the split second it occurs. Fistfights, gunfights, bank robberies and the whole tapestry of the Wild West is available. Twenty six scenarios, including many historical events, give the player a tremendous spectrum of battles to wage. For those who enjoy role playing, a well laid out campaign is presented which will keep you busy for years. A nice thing about this role playing game is that you don't need a GM, so everyone can play.

Physically this is one of the nicest products to come out all year. The map boards are attractive, the playing aids functional and the rule book well done. The rules on horsemanship could use some clarification, but players should have little trouble agreeing how to treat this optional rule. Some people may have preferred top views of the characters to the full length illustrations used, but top views would have allowed little differentiation between characters compared to the full frontal picture. This game is very playable solitaire, though it is another of those games that should find ready acceptance by non wargamers. You should have no trouble finding opponents.

Recommendation: Recommended for anyone who doesn't need to have a tank to enjoy a game. Highly recommended for people into the Old West, man to man combat games, role playing games and multi-player games. Every scenario has room for seven characters and most are best that way, although any number is fun. All in all, this will be one of the top half dozen games of 1982.

K

THE TRUE NORTH

The new members keep rolling in though the requests for information have slackened. The new members are:

Dave Bullock, a truck driver from Vancouver, B.C., who favors WWII games; Stephen Newberg, owner and publisher of Simulations Canada (P.O. Box 452, Bridgewater, Nova Scotia, Canada BXV 2X6), which has an impressive list of war games; Pierre Rousseau or Montreal who has access to a telex and asks if anyone is interested in playing by telex; Bryce Allen from Ottawa, Ontario, who is interested in multiplayer monster games (e.g. Wellington's Victory); and William MacArthur of Chatam, Ontario, plays squad leader for fun but mercilessly (a roll of 12 to get a mercy check). Most of these new members bring more than 10 years gaming experience each and should provide worthy opposition.

With the fluctuations in the Canadian dollar, the exchange rate has been very volatile. This has caused some troubles for the treasurer and myself in keeping the dues and fees correct. In order to remedy this situation I am considering offering an amendment to the by-law so that all dues and fees in the central area (North and South America?) should be payable in U.S. funds. Most of the services supplied in this area originate in the U.S. and this move would clean up the book-keeping. So, if anyone has thoughts on the matter, write to me expressing your opinion. All ideas are welcome.

Besides money, another problem area for Canadians is acquiring U.S. stamps for SASE for multiplayer games. If any Canadian members are interested I could obtain these and offer them at cost. Let me know.

Mike Shannon #3-367 Vaughan St, Quesnel, B.C., writes to say that he and some of the other local AHKS members get together occasionally and is there anyone else nearby who is interested.

At present there are 32 members in the Canadian region: 8 in British Columbia, 1 in the Northwest Territories, 2 in Alberta, 14 in Ontario, 3 in Quebec, and 4 in Nova Scotia.

Casey Bruyn

August 1, 1982

K

PACIFIC THEATER

I am glad to finally hear something out of TSR on the fate of SPI. I have a few questions on some of the items I read in 17-3, but anything is better than nothing. For example, I understood that a key SPI Staff person was fired, THEN the rest of the Staff quit. Whatever happened, it is a shame, for I doubt if TSR has the staff to take over and maintain all three of SPI's magazines. There are a couple of interesting points to be made, however. First, I suggest we sit and wait. If anyone anywhere starts a lawsuit, the probability is that we will all lose out on any possibility of having our subscriptions fulfilled. That is because it will drain whatever meager finances TSR has allocated to any "restoration project" off into a needless legal battle. Secondly, STRATEGY & TACTICS, with or without a game, is an entity. TSR cannot have foreclosed on the magazine (and therefore cannot publish it under that title) without AUTOMATICALLY assuming the liability of all unfulfilled subscriptions. So, if TSR BOUGHT S&T, it is now liable whether it believes so or not. If they merely "bought" the games that were scheduled to go in them, tough luck gang. TSR owes us NOTHING and it would only be out of their generosity/public relations that they would accept a part of that obligation. Third, there is the problem of SPI filing bankruptcy. If SPI files, there is a chance that we all (including TSR) will lose. Courts are not too fond of parties paying off one creditor completely and leaving others holding the bag. Being a farmer and not a lawyer, I'm not sure how this specific situation works under normal bankruptcy procedures. But there is a remote possibility in my mind, at least, that a court could decide that TSR had no legal right to seize those assets prior to bankruptcy. This is the worst possible scenario for all concerned, and would definitely spell the end of S&T.

Having heard some rumors from three sources, I am not too encouraged. First, I understand that TSR canceled all SPI events at ORIGINS. This is understandable, all things considered. But I also hear that they canceled their own events and are promoting nothing less than a boycott of ORIGINS. I find that to be disheartening and hope that these rumors are unfounded. I sincerely hope that TSR follows Steve Jackson Games' example of their takeover of Fire and Movement.

On to more pleasant topics. First off, I received a letter from Wally Zenkeler or Bellevue Heights, Australia. He hosted a mini-mini-get-together down there with Richard Williams and Graeme Dandy (Graeme is a prospective member currently) attending. Also on hand were non-members Peter Tavkoff and Geoff Thomas. They played a hard fought Battle of Eastern Solomons game which the IJN (Peter and Richard) won without sinking a single ship. The game is one of the "South Pacific via Midway" scenarios designed by Alan Moon and published in The General. Wally was wondering if anyone else out there has had a similar problem, or if the game was designed specifically to discourage the "game losing" tactic of trying to bomb ships with level bombers? He was also a bit surprised to hear that I hadn't received any inquiries from New Zealand. Apparently this is an isolated hotbed of wargame activity. Perhaps they don't subscribe to The General?

A lot of other people sure do. From Kuala Lumpur, Malaysia, comes Ong Meng Soon. He has become discouraged at trying to find opponents via The General (1 in 20 responded favorably) and seeks some prompt, courteous players. By this time he has finished Medical School and is (hopefully) a full fledged doctor. Jeff Ford or Oregon City, claims residence in "God's Country". He's right. He's an Audio Visual Manager with the Oregon Air National Guard. He's an E-7 (USAF ratings) and says his outfit flies T-33 and F-4c types. Between this (full time), working on his MGB, and expanding his house a little, Jeff doesn't figure to have much PTF/travel time. AHKS fits right into his schedule. David Cox, from Terrigal, Australia, also mentioned having problems getting people to answer PBM inquiries via the ads in The General. A high school teacher, Dave is also interested in Toastmasters and square dancing.

Raymond LaBarbera hails from San Jose and is a grad student at the University of Santa Clara. He comes to AHKS looking for reliable PBM players and comradery, as his time is getting limited to the point that he has less and less time for PTF. Ray's main interest lies in East Front WWII, and he has played games ranging from Wooden Ships and Iron Men to War in Europe. He welcomes visits and will PTF fellow AHKSers.

Joseph Dygas is especially noteworthy for me because he's the first member to this region I can recall hailing from Alaska (Anchorage). Working for the U.S. Mineral Management Service as a Petroleum Geologist, he doesn't have much time for PTF. Therefore, he is seeking reliable ("no disappearing act") opponents for Squad Leader, amongst others. He welcomes visitors to come in out of the snow and play a little chess. He is also a member of the National Wargaming Alliance and is currently playing in a tournament that they sponsor.

Jonathan Herron is going to be gone before any of you read this. Currently a Marine at the Presidio of Monterey, California, he's moving on July 22nd to Goodfellow AFB in Texas (please note Don E.). However, in December he'll be rejoining us Pacificers, taking up permanent residence in Hawaii. Merry Xmas. There is a Santa Claus. So for the time being (travel and all) it's no PTF and I'm sure little time for visits. A gamer since 1974, he's looking for PBM foes in Third Reich, Squad Leader, and Flattop. A "comrade in arms" of Jon's is David Crawford from San Diego, California. Dave's an E-6 in the USN and has Shore Duty down there. Gaming since 1971 (that's about when I started) he has never PBM'd. Now that he's in one place for awhile, he'd like to get started, and welcomes visitors and PTFers too.

Finally, just this morning, joints Mike Knepp from Osaka, Japan (attention: Tom Butcher, Tokyo). Mike teaches English at Kinran (Golden Orchid) J.C. in Osaka, but reports the language problem as a limiting factor in PTF play. Might I suggest using a game as a teaching aide? Actually, wargaming (simulation gaming) is growing quickly in Japan according to Mike, and he's working on improving his Japanese. AHKS will give him some PBM experience as well as give him a bit more time to go over his moves that PTF does. He welcomes visitors too. Ong, Dave, and Joseph are also AREA rated, for those of you who are interested. That's 1 new member a week since my last article.

Any or you East Bay (San Francisco Bay) or thereabouts members looking for PTF play? Dennis Reilly of Concord has a little more time nowadays and is interested in meeting some adult gamers within driving distance. He's mostly into WWII Pacific Theater (my kind of guy). If interested, contact me, or Dennis directly.

Dennis was wondering if I was planning a Regional get-together, as he was very interested in seeing one. So, I volunteered him to do some ground work for me. I figure Concord's a pretty central area, being about equal distance for me and any weary eye travelers from the Sacramento area. And with members down in San Jose and up in Ronert Park, I think we certainly have enough of a population to do something. Now for the rough part. I'd like an idea from anyone who would be interested in a "Bay Area" Mini-con as to when would be a convenient time. The end of January or anytime in February should be okay for me. Maybe early January if neither the 49ers or the Eagles are in the playoffs (we must have priorities, you know). I'd like an idea as to the size of attendance before Dennis runs out and tries to rent the local Elks Club or something (smile). I'd also like some consideration of perhaps making it an annual event or some sort, same time every year. There are certainly enough of us around here. Realize that the weather in January or February is a bit rough on travel too. A permanent date might be better in August (2nd weekend), or whatever. But, it's too late for that this year.

In closing, I'd like to suggest one change. Please address my letters to P. O. Box 751, Calistoga, 94515. The "100 Silverado Trail" is my street address, and I use that to make it easier for you "wine country" tourists to find me. UPS also likes it. The USPS, however, say that they will not delivery any mail so marked and will hold it for 3 weeks and then return it. Pickey, pickey, pickey. Next thing you know, we'll have to deliver it for them. Ciao.

Jim Frediani

August 1, 1982

(K)

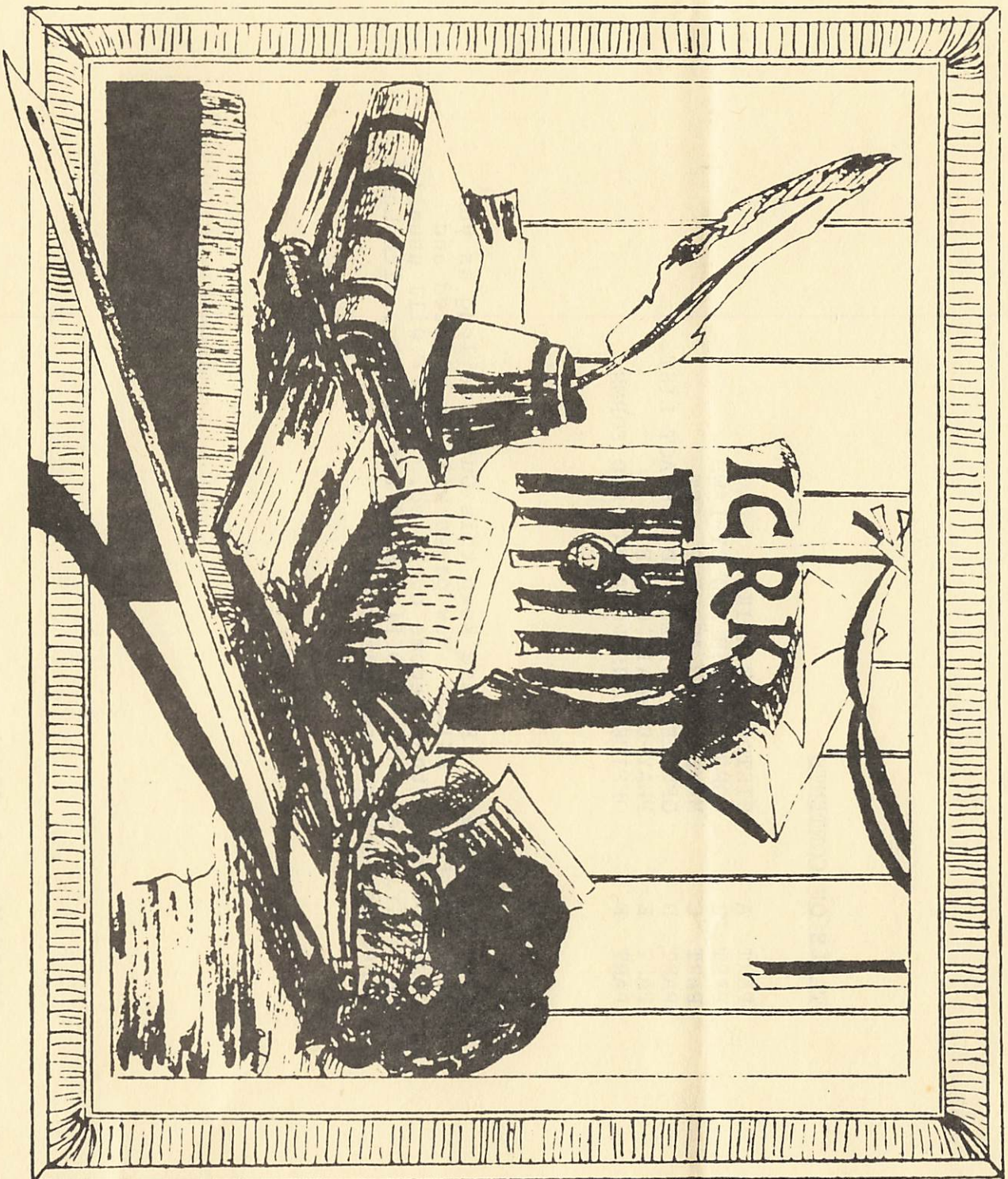
SWAPPE SHOPPE

Wanted: Copy or original of Spirit of 76 00B + Battle Units, order of appearance (if not entire game); USN (mint); Stone's River; SPARTA's Bataan; AH's Crete, SPI's Test Seira Game (e.g. Italy/12 o'clock high); Sim Can's Jihaid/Peloponnesian Wars/Wars of Napoleon; Citadel (GDW); War in the Ice (SPI); SPI's 7-Days/Richmond Rules.

For Sale: Flying Circus (SPI) \$4.50; Pzfof 'o Sicily \$4.50; Alexander Valiant \$5.00; Richtofen's War (best offer); Guy Heil's Eastern Conquest \$1.75 (includes large SSAE). Eastern Conquest is an area movement game between the French 2VC in 1954, superb for PBM. S. Schoenberger, 240 Stephen Street, N. Bellmore, NY 11710.

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, 1250 Portland Cres. Quesnel, B.C. V2J, (604) 992-6014.

AHIIKS



A H I K S

MEMBER'S GUIDE

TABLE OF CONTENTS

PART A	HISTORY OF AHIKS
PART B	CONSTITUTION AND BY-LAWS
PART C	MEMBERSHIP ADDRESS LIST
PART D	OFFICER DUTIES AND CONTACT LIST
PART E	PLAY-BY-MAIL GUIDE
PART F	OFFICER INSTRUCTIONS AND FORMS

Note to Members: Please keep this Guide as long as you are a member of AHIKS. New pages will be printed and distributed as they become outdated. PART F will usually be distributed only to Officers of the Society, although other members may request copies.

PART A

HISTORY OF THE SOCIETY

The AVALON HILL INTERCONTINENTAL KRIEGSPIEL SOCIETY was founded March 14, 1966, by Fred Webster, Henry Bodenstedt, Ken Norris and Chris Wagner. Its initial purpose was (1) to provide a forum within which an internationally useable play-by-mail system could be utilized, (2) to encourage the spread of wargaming outside the USA, and (3) to provide members with mature opponents who would complete games promptly and fairly.

The first objective was achieved by the utilization of the International Combat Resolution Key (ICRK) which by its nature must be distributed by a central third party (promptly dubbed the "ICRKMeister", more recently renamed the Match Services Officer, or "MSO"). The second was effected by Chris Wagner, who played a major part in spreading the word in Asia, and by Ken Norris whose efforts helped AHIKS grow in Great Britain. The third was the most difficult challenge. How to separate the reliable applicants from those who might blow hot one day but lose interest the next? Experience proved no perfect method, but it was learned that the more youthful applicants were less likely to retain their interest. As a result, AHIKS has followed a policy of restricting membership to those 21 years of age or older, although exceptions are made for military service personnel, wargamers of national stature, and those referred by other members.

July 1967 to September 1968: As AHIKS grew, additional officers were needed to carry the load: the founding President, Fred Webster, and Judge Henry Bodenstedt, were joined by the very active Richard Holcombe, who started as Treasurer in 1967, but found himself virtually running the Society by the end of the year. This was due to the press of other obligations on the other officers. Although AHIKS continued to grow for a time, Henry Bodenstedt, who had provided most of the energy behind the operations of the Society, had to take a less active role after founding his own hobby business.

Richard Holcombe, with the assistance of his wife and his brother Ted, did the best he could to keep things running. He soon determined that either AHIKS must restrict membership or find a more viable method of distributing the responsibility. In the fall of 1968, regionalization was approved by the AHIKS membership, with (eventually) two regions in the US, one in Europe.

September 1968 to 1972: New officers arrived on the horizon even before regionalization took place. Omar DeWitt, beginning his "career" in AHIKS, provided an excellent Judge; and in Bob Johnson, AHIKS finally found an Editor who could get its then-quarterly magazine "The Kommandeur" out on time. Soon after his election as President in 1969, Richard Holcombe, because of personal reasons, had to reduce his participation in AHIKS. Bob Johnson, then First Vice President, stepped into the void and carried us ably to the spring of 1972. He did this while also holding the office of Editor and getting out the Kommandeur. During this two year period, Don Turnbull, as Regional Director in Great Britain, was multiplying his region's membership into a true European Region. From the middle of 1971, Harry Tucker and Tony Jones took over from Don and carried on the work. The end of 1971 brought elections and a proposal to change the Constitution, which was inconclusively abandoned after a tie vote.

In 1972, Omar DeWitt became President, with Tom Oleson replacing him as the Judge, and Gene Gardner appearing as the new ICRKMeister. At that time, with the Society membership barely breaching the 100 mark, it is amazing to recall how the club functioned in those early years. The membership "voted in" each new game that it would accept for PBM play, in a time when new titles appeared only sporadically. The ICRK was hand written and generated by actually rolling a die. At that time, meeting another AHIKS member was an unlikely event, versus today's regular gatherings and mini-conventions.

The year 1972 also saw the start of a powerful growth curve for AHIKS, largely through the efforts of President Omar DeWitt, whose management more than tripled the size of the Society. Gene Gardner founded the New Member Program which formed a pool of veteran members with whom new members could be matched for their first AHIKS PBM games. Omar prepared and sent out the membership introductory booklet for the first time.

In 1974, continuing rapid growth (Society membership passed the 200 mark this year) necessitated the creation of the Match Coordinator position, essentially a splitting of the duties of the ICRKMeister; Bob Johnson was the first appointee to the new post. Richard Berg set new standards of high quality as Editor of the Kommandeur, although regular publication still eluded the successors to Bob Johnson.

In 1975, thanks to the efforts of Carl Benton, at the time a volunteer assistant to Gene Gardner, we began computerizing the ICRK: a cheer went up from all the officers, who had heretofore been creating all those hand-made ICRKs.

The year 1976 was a transition year for communications in the Society, with Pete Menconi switching from Regional Director to Editor, and substituting a bi-monthly Kommandeur for the regional newsletters which were becoming burdensome for the Regional Directors. Dave Turansky was appointed the new Match Coordinator, and thus became the father of the AHIKS rating system for those members who desired to participate. The Eastern Region split in two, giving the Society a total of four: Europe, West, East, Northeast. Virgil Mugler started the PBM methods file. Membership burst through the 300 level. A new Constitution, primarily a product of Omar's prodding the other officers, was approved, establishing for the first time the Executive Committee to run a Society which had changed greatly from its modest beginnings.

Henry Radice, formerly a Regional Director in Europe, became the Society's first non-US President in 1977, proving both the international nature of AHIKS and the increasing importance of the European Region, by now a quarter of total membership. The newly created post of Secretary proved an important communications link, while Omar DeWitt became the first officer to occupy the resurrected Vice President position. Judge Bill Farone established the system of "specialists" to handle the myriad of games now becoming available, and ensuring the survival of one of AHIKS' most valued services. The Eastern and Western Regions split in this year, creating the Pacific, Northeast and North Central Regions. Membership moved above the 400 mark.

The end-of-year 1978 elections saw Omar DeWitt continue for his twelfth year as an officer, Joe Horne entered his sixth year as Treasurer, and Pete Menconi switched from Editor to President. Largely through the efforts of Henry Radice, a new Constitution was proposed and approved, the third such in the Society's history.

—November 1979—

Members interested in further details of the Society's history are encouraged to acquire old issues of the Kommandeur, pricing and availability of which are the responsibility of the Archivist; information is published in the Kommandeur periodically. The tables below list the officers who have served AHIKS through the years. Last names in all capitals indicate officers voted Honorary Membership for exemplary service to the Society.

1966 & 1967	1968	1969
Pres Fred WEBSTER	Pres Fred WEBSTER	Pres Fred WEBSTER
Secty Alan Mandell	Treas Richard HOLCOMBE	Treas Richard HOLCOMBE
Treas Richard HOLCOMBE	Edit Bob BODENSTEDT	Edit Bob JOHNSON
Judge Henry BODENSTEDT	Judge Omar DEWITT	Judge Omar DEWITT
GRt Ken NORRIS	ICRKM Ted Holcombe	ICRKM Ted Holcombe
Asia Chris WAGNER	VP-GB Ken NORRIS	

1970	1971	1972 & 1973
Pres Richard HOLCOMBE	Pres Richard HOLCOMBE	Pres Omar DEWITT
Treas Dieter Cordes	Treas Dieter Cordes	Treas Dieter Cordes
Edit Bob JOHNSON	Edit Bob JOHNSON	Edit Ed Mohman
Judge Omar DEWITT	Judge Omar DEWITT	Judge Tom Oleson
VP Henry BODENSTEDT	ICRKM Pete Rosamilia	RD-EU Tony Jones
ICRKM Bob McLaughlin	RD-EU Don TURNBULL	RD-Atl Joe Seliga
RD-EU Don TURNBULL	RD-P Ted Holcombe	RD-P Wayne Harris
RD-S P. Sumner	RD-Atl Joe Seliga	
RD-W Ted Holcombe	RD-C Len Howard	
RD-E R. Johnson		
RD-C Len Howard		
RD-SW Tom Gaddis		

1974 & 1975	1976	1977
Pres Omar DEWITT	Pres Omar DEWITT	Pres Henry Radice
Treas Joe Horne	Treas Joe Horne	VP Omar DEWITT
Edit Richard Berg	Edit Pete Menconi	Treas Joe Horne
Judge Tom Oleson	Judge Tom Oleson	Edit Pete Menconi
ICRKM Gene Gardner	ICRKM Gene Gardner	Judge Bill Farone
RD-EU Henry Radice	MtchC Dave Turansky	ICRKM Carl Benton
RD-A Joe Seliga*	RD-EU Henry Radice	MtchC Dave Turansky
RD-P Pete Menconi	RD-E Jerry Schott	RD-EU John Spence
*Jerry Schott in 1975	RD-W John Ratzenberger	RD-W John Ratzenberger
		RD-E Bob McLaughlin
		RD-NE John Heydt

1978	1979 & 1980	1981
Pres Henry Radice	Pres Pete Menconi	Pres Pete Menconi
VP Omar DEWITT	VP Omar DEWITT	VP Omar DEWITT
Treas Joe Horne	Treas Joe Horne	Treas Joe Horne
Edit Pete Menconi	Edit Jim Pratt	Edit Jim Pratt
Judge Bill Farone	Judge Ron Teleucky	Judge Bill Salvatore
ICRKM Carl Benton	MSO Carl Benton	MSO Carl Benton
MtchC John Ratzenberger	MtchC Les Deck	MtchC Les Deck
Secty Ron Starnik	Secty Bruce Maston	Secty Bruce Maston
RD-EU John Spence	RD-EU Dave Taylor	RD-NE Tom Holtz
RD-NE John Heydt	RD-NE Steve Haas	RD-W Don Eisan
RD-W George Calage	RD-W Don Eisan	RD-P Dave Grant
RD-P Todd Roseman	RD-P Todd Roseman	RD-NC Jim Mueller
RD-E Bob McLaughlin	RD-NC Bill Wolf	RD-SE Graham Cosmas
	RD-SE Graham Cosmas	EJSec Bill Howard
	EJSec Bill Howard	

AHIKS CONSTITUTION

. The name of this organization shall be AHIKS (Avalon Hill ntercontinental Kriegspiel Society). The "Avalon Hill" is in ecognition of the pioneering efforts of the Avalon Hill Co. n the field of wargaming.

i. The purpose of AHIKS shall be to facilitate the playing f wargames between mature individuals, primarily by mail.

MEMBERSHIP

. Accepting members into the Society is the responsibility f the Regional Directors, who will use guidelines set down by he Executive Committee.

1. There is no restriction because of race, sex, religion or political conviction.

2. Membership will be terminated because of:

- Nonpayment of dues by the date specified on the notice from the treasurer.
- Extreme discourtesy.

. Honorary Membership

- Honorary membership can be awarded to any person for meritorius service to the Society.
- Nomination can be by a Society member.
- Appointment is by 2/3 majority of both Committees.
- Approval is by a majority of voting Society members.
- The Honorary Membership comprises free services for life.
- No more than one such membership can be awarded in one year.

. Voting procedures

- All the ballots must be returned by the date printed on the ballot. Ballots received postmarked after that date will be voided.
- Regional Directors and/or other Regional Officers are elected by members of their Regions only.
- All other elected officers are elected by a majority of all voting members.

I. EXECUTIVE COMMITTEE

. Members

- President
 - Secretary
 - Treasurer
 - Editor
 - Judge
 - European Regional Representative (selected by European Region Committee).
 - Match Services
 - Match Coordinator
- . Voting Procedures
- Appointments and proposals to be approved by at least four members.
 - Any member of the Exec may call for a vote on a proposal or appointment.
 - Official notice of a vote to be in the Presidential Newsletter.
 - A vote must be returned to the President, or designated officer, within 30 days after the postmarked date of the PNL, (45 days for votes which require trans-oceanic mail).
 - Votes received later than the prescribed date will be considered abstention.

. Vacancies in the Executive Committee

- If the Presidential office becomes vacant before the end of the term, the Vice President will take over as President for the remainder of the term.
- A replacement for other officers on the Exec will be appointed by the President and approved by at least three other Exec officers.
- The replacement will finish out the balance of the term remaining.

. Terms of office

- The President, Secretary, Judge, European Representative, and Match Coordinator will be open for election in November and December of years ending in 0, 2, 4, 6, and 8.
- The Treasurer, Editor, and Match Services posts will be open for election in November and December of years ending in 1, 3, 5, 7, and 9.
- The former office holder will turn over his post to the newly elected officer on a date specified in the Kommandeur, which announces the election results, normally this should be the 1st of March.

A. Permanent Members

- All Regional Directors (except European RD, when he is on the Exec, in which case another European officer will be designated by the European Committee).

B. Other Members

- Any person designated by the Exec engaged in helping the Exec or RDs to maintain services to the Society.
- Election to the G.C.

a. Appointment by an Exec or C.C. member and approved by at least four members of the Exec.

b. The Exec may designate certain new posts to be filled by general election of all Society members, or by Regional members for Regional posts. A plurality of votes cast is sufficient for election to the post.

C. Official list of General Committee members

- The official list of G.C. members will be printed in every edition of the Society newsletter.
- In case of a vacancy of one of the posts on the G.C. the post will be listed in the newsletter as vacant until filled.

D. Duties of the General Committee

- Vote in conjunction with the Exec on issues so designated in this Constitution.
- Perform duties as prescribed by the Exec.
- Approve rates of dues and initiation fees proposed by the Exec.
- Set Regional Boundaries.

E. Voting Procedures

- The official notice of G.C. vote will be in the PNL.
- Votes must be returned in 30 days (45 days for trans-oceanic mailings).
- Votes received later than the prescribed time will be an abstention.

F. Vacancies on the General Committee

- The Exec is responsible for maintaining the services of a vacated post on the G.C. until a replacement is found.
- The term of office on the G.C. shall not exceed two years unless reelected or reappointed.

IV. VICE PRESIDENT

A. Appointed by the President

B. Must be a former member of the Exec

C. The VP has no specific duties, except to take over the Presidency should the need arise.

D. The VP will vote as a member of the GC unless required to fill a post on the Exec.

E. The VP term of office expires the same time as the Presidential term of office.

V. BUSINESS REQUIRING APPROVAL OF BOTH COMMITTEES AND/OR SOCIETY MEMBERS

A. Single expenditures by the Society between and including \$200 and \$500 (U.S. currency)

1. This does not include expenditures directly associated with publication and distribution of the Society newsletter.

2. A majority of each Committee is required for approval.

B. Expenditures between and including \$500.01 and \$1,000 (U.S. currency)

1. A 2/3 majority of each Committee is required for approval.

C. Expenditures in excess of \$1,000 (U.S. currency)

1. Requires a 2/3 majority of all votes cast by Society members.

D. Tie votes

1. In a general election for posts on either Committee for which there are two or more candidates and at least two of the highest vote getters have the same number of votes, a majority of both newly elected Committees combined will decide the winner. If there is a further tie or no decision is the result, a special election will be held.

E. Any changes to yearly dues and initiation fees are subject to a year end approval by a majority of voting Society members.

F. Removal of officers and/or members

1. 2/3 majority of both Committees.

VI. AMENDMENTS TO THIS CONSTITUTION

A. May be originated by any Society member.

B. Initial approval by 2/3 majority of all Committee members combined.

C. Final approval by a majority of voting Society members.

VII. EFFECT OF THIS CONSTITUTION

A. This Constitution will void any previous Constitution and will take effect if approved by a majority of voting Society members.

B. Effective date of this Constitution, when approved, is 1, January, 1979.

For Sale: Vol 7 #2 & Vol. 9, #1,2,3,4,6 of The General. Best offer accepted. Joe Felliccia, 10 Josslyn St., Auburn, ME 04210.

I have the following games, in mint condition, to trade or sell: After the Holocaust, Red Star/White Eagle; also to trade is a copy of Origins of WWII, in good condition. My desire is to trade for (or buy) a copy of Empires of the Middle Ages. Jeff Srouf, Box 131, Williamstown, MA 01267.

For Sale: Napoleon's Campaigns 1813 and 1815 (\$30); Air War, Bar Lev (Conflict ed.), Magic Realm, Panzerblitz, Panzergruppe Guderian, Pearl Harbor, 3rd Reich (2nd ed.), Storm Over Arnhem, War & Peace, Ace of Aces (rotary series) (\$8.00 each). Prices include postage. Gary Charbonneau, 4309 Sheffield Dr., Bloomington, IN 47401.

For Sale: Wargames and magazines, cheap. For a list, send SASE to Bill Retoff, RR2, Box 6, Minonk, IL 61760.

(K)

INTERIOR LINES

Four new members, one probable, one incoming transferee, and ten "departing" members will lead off the column in this issue.

James Heidenreich, from Pittsburgh, got most of his gaming experience while he was in the Navy from 1966 to 1981. John Hoffmann, a production supervisor in Westhaven, IL, is working on his MBA. Brian Stretcher is an emergency room technician from Paoli, IN (and I'll bet he hears puns about his name continuously, so I won't add one). All these new members heard about AHKS from The General, and all indicate a willingness to play FTF and to receive calls from AHKS members passing through their areas. Marion Bates is a projectionist in an adult theater who lives in Grand Rapids, MI. He heard about AHKS at Origins '82. Bates is certainly a "quick answer". We had fifteen prospective members from our region sign the list which was at the AHKS booth at Origins; I sent out the info and forms on 8/2, and Bates sent in his application on 8/5.

The "probable" member is Bruce Geryk, who is considerably under our age requirement. Geryk, from Pontiac, MI, will have to be approved by the Exec.

Timothy Gist, of Evansville, IN, came to us from the Northeast region.

Ten members did not pay their dues within the specified time, and were therefore dropped. One of those listed his name on the "prospective members" sheet at Origins. I think a point could be made here that it would appear to be a waste of your time and money to let your membership lapse simply because you forgot to send in your dues. Certainly, there are reasons why someone would no longer want to be a member of AHKS, and if you leave we'll be sorry to see you go, but will honor your decision. But to leave the society when you really still want to be a member, then to have to re-apply (and pay the \$5) could be considered not the optimum of efficiency.

Now for something I'm not very happy to have to write. After a nice long period of "business as usual", just before Origins I received two complaints. I think I need to make a couple of points here: When you receive a "yellow sheet" from me concerning a complaint lodged against you, it is simply our formal way of checking it out. Certainly, not every complaint is valid, and I am trying to find out your side of the problem. When I send out the form, I have not made any decision. Up to now, most of those members to whom I have sent the forms have indicated it was, indeed, their fault, and they have written to their opponent. If I don't hear anything further from the complainant, I mark the matter "resolved" and file it away. However, I do expect an answer to that initial form I sent. If, after a reasonable time, I do not receive your answer, I will send you a reminder note. If you don't answer that, I will implement the procedures listed on the bottom of the form.

It is not fair to any member if I ignore a complaint. I will not do so. Your responsibility is to answer my letter, and if it is a valid complaint, to contact your opponent. We pride ourselves on reliability and courtesy. 'Nuff said?

For those who keep tabs on the region, we now have 88 members: IN 8, IL 21, MI 16, OH 17, PA 17, and WI 9.

Jim Mueller

August 10, 1982

(K)

THE WESTERN FRONT

Rumor has it that Origins '84 will be held right here in Dallas. That should make for a very interesting convention and a chance for all of us here in Dallas to meet with as many other AHKS members as possible. We shall keep you posted if we hear anything more on this.

Since we are on the subject of Dallas, I would again like to extend an open invitation to all wargamers and especially AHKS members who live in or near here, or who might just be passing through. We have a fine group of historical wargamers that meet formally once a month. Every second Sunday of the month we meet at the Armadillo Soldier shop on Luther Lane in Preston Center. This is just about in the heart of North Dallas and very easy to get to. Please plan on paying us a visit.

In addition, a number of our local gamers get together almost every weekend either at my place or someone else's house for a fine FTF gaming. If you will give me a ring I'm sure I can get you into a game with someone, just about any weekend. Please no Fantasy or Dungeon requests. I'm too old to play with witches and trolls.

Another game seems to have generated some mail lately and one that I myself am puzzled over. While I do not know Bruno Sinigaglio personally, I do know that he is very much a game player first. It is therefore surprising to hear of so many comments concerning play balance in the new Battle of the Bulge. The most recent comment came to me in a note from Tom Oleson.

The problem appears to stem from a slightly different approach to the game by the German player than was perhaps expected. Instead of attempting massive breakthroughs and pressing as deep into allied territory as quickly as possible, the German player has adopted more a tactic of trying to destroy the enemy in the field as quickly as possible. With the change on the movement rules through rough terrain, the German can engage the U.S. units on one turn, then surround and destroy them piecemeal the next. They appear to be capable of doing this all along the front. Once this is accomplished the German forces can concentrate on reaching their intermediate goal of releasing the 15th Army offensive. From this point on it just appears to be a question of time before they obtain their victory conditions.

If Bruno or anyone else can clue us in on what we are missing, I know a number of gamers would be greatly interested. If anyone has any thoughts on this, drop me a line and I'll cover it in the next issue.

As far as welcoming new members for our region into the organization, we have a fine crop this time to add to the roster. In the past two months we have been fortunate to have the following new members come aboard. Mark Van Der Hagen from Minneapolis, MN, along with Roger Kruger who lives in Little Rock, AR, joined us the early part of July. About that same time Douglas Swanson, who lives in Arvada, CO, also added his name to our ranks. We then had a flood of new members. Stan Grossman from Kingsville, TX, Larry Sanders and Frank Manos from Minnesota, with Larry residing in Rochester and Frank in Minneapolis. Rodney Selders from Denver, CO, and Alan Pickbohm up in Sioux Falls, SD, rounded out our new faces.

We also had plenty of help from other RD's who signed up Richard Tucker from Metairie, LA, and Calvin Holmquest from up in Newton IA. We certainly would like to welcome all of you to our great organization. I sincerely hope you all get as much pleasure and enjoyment out of belonging to AHKS as I have over the years. A great big HOWDY to y'all.

One last item of business. I recently received a post card asking for application forms for membership but the name was very hard to make out since it looked like the card had suffered from a rain squall. There also was no return address. So, if anyone knows of someone trying to join, who wrote to me but has not had a reply, ask them to drop me another note.

Don Eisan

August 20, 1982

(K)

THE LATEST ON TSR/SPI

-Pete Menconi-

(Letter mailed approximately August 1st)

We at TSR Hobbies, Inc., are quite aware of your concern for SPI games and magazines. The collapse of Simulations Publications, Inc. (which we will call Simulations for brevity) was sudden and devastating, and it has taken us time to gather the information we needed to make a decision whether we can restore the former Simulations' titles to their previous high standard in the industry. First, a short history of what happened to Simulations Publications, Inc.

For the past several years, Simulations had been in increasing financial difficulties. The crisis came this past Christmas season - usually the time of year when Simulations made most of its money to continue operations into the next year. For a variety of reasons, this past Christmas season was particularly bad for Simulations - very little money came in. It borrowed large sums of money from a group of three investors. By the end of January, however, most of the work on new products had come to a halt at Simulations, and by March the company sought financial relief in the form of someone who might again lend money to, buy, or acquire Simulations.

TSR was one of the companies approached by Simulations. TSR loaned Simulations about one-half million dollars to continue operations, and Simulations offered as collateral for the loan its copyrights to games, magazines, and its trademarks. In April, Simulations totally collapsed. TSR, in an attempt to recover some value for its secured loan upon which Simulations defaulted, acquired Simulations' titles through a secured debt foreclosure. TSR did not acquire any of Simulations' liabilities, including unfulfilled magazine subscriptions. More on that topic in a moment.

TSR, which essentially substituted itself for other secured creditors or Simulations who were unwilling to keep their money at risk with Simulations, originally intended to work with Simulations, broadening its distribution network and revitalizing the company. Unfortunately, as final preparations for TSR's involvement were being made, the design staff at Simulations left to form a new game company. Thus, by the time TSR had the right to continue producing SPI-brand name products, the staff had departed.

Despite the major setback of the loss of the design staff, TSR intends to continue to produce SPI-brand games and magazines. New games that were in various stages of completion, such as the BATTLE OVER BRITAIN and ANTIETAM games, will be published as soon as they are complete. TSR will continue to publish the most popular or the SPI line of games. In the near future TSR hopes to renovate some or the other, out of print games by adding more color to the maps and counters and perhaps reworking the rules.

TSR Hobbies, Inc., through its Dragon Publishing division, will continue to publish STRATEGY & TACTICS and ARES magazines. MOVES magazine will be discontinued as a separate publication, but its most popular features will be incorporated into S&T magazine to make that publication the most comprehensive historical gaming magazine on the market. The rights to the FOR YOUR EYES ONLY newsletter have been sold to Tiger Publications, P.O. Box 3012, Amarillo, Texas. (Former subscribers and/or interested parties should contract the new publisher, Steve Cole, directly.)

S&T and ARES magazines will undergo some change in format to make them more interesting to gamers. Both magazines will be expanded to 64 pages per issue, and both will continue to be published bi-monthly. Both magazines will have gaming articles to enhance the play value of the most popular adventure games. Other format changes will undoubtedly occur as we learn what our subscribers desire.

S&T magazine will continue its tradition of excellence in historical articles and gaming. We will offer three issue games per year on an every other issue basis; these games will be designed by your favorites - Richard Berg, Charles T. Kamps, and Dick Rustin, among others. We will offer major historical articles in alternating issues by known military/historical writers. The emphasis of S&T magazine will be accurate historical articles and more playable games.

ARES magazine will concentrate on science fiction gaming primarily. As in S&T magazine, three games will appear each year on an every other issue basis, with major science fiction stories by known authors appearing in alternate issues. We will also feature adventures and supplementary material for the UNIVERSE, STAR FRONTIERS, AND GAMMA WORLD games, plus extensive gaming articles, reviews, and playing aids for popular sf games. TSR has recently acquired AMAZING Stories, with George Scithers (former editor of ISAAC ASIMOV'S MAGAZINE OF SCIENCE FICTION) as editor. With George's able assistance, we hope to offer the best in science fiction in each issue.

As a former Simulations magazine subscriber, you are undoubtedly concerned with what has happened to your subscription. As indicated earlier in this letter, TSR itself was a creditor of Simulations and did not assume any liabilities incurred and owed by Simulations to its subscribers. Any subscription monies sent to Simulations presumably were spent by them.

TSR and you, then, are both in a similar situation as the result of Simulations' collapse. We realize that you are the

prime readership of the magazines. Without you and your support, the fate of S&T and ARES magazines is pretty bleak. So, recognizing you as a valued potential customer, we offer the following special new subscription offer: You may subscribe to S&T or ARES magazines for one year (six issues) at our current subscription rate (\$24.00/year) and we'll give you an additional year's subscription free. (This offer is valid until November 1, 1982, but is subject to change or withdrawal at any time.) As a gesture of good will, we will send out S&T issue #90 and/or ARES issue #12 to all former subscribers, with new subscriptions beginning then with S&T issue #91 and ARES issue #13.

SPECIAL NOTE TO FORMER SIMULATIONS LIFETIME SUBSCRIBERS: As with term subscriptions, TSR Hobbies, Inc., cannot continue lifetime subscriptions to any SPI publications. However, your former lifetime subscription demonstrates your extra interest in simulation gaming and we wish to recognize your additional value as a potential customer. Send us a photocopy of your lifetime subscription certificate along with your new subscription order at the special rate given above, and we will send you every available back issue of like magazines in our warehouses that pre-dates your certificate - FREE. This offer applies to former MOVES subscribers as well as S&T and ARES subscribers. While we have a substantial back-issue inventory (over 100,000 assorted copies), this offer will be fulfilled on a first come, first served basis. Not all issues are available, and not all S&T and ARES issues contain games.

On the subscription order form with this letter, you will find a questionnaire. We hope you will take the time to comment, as we are always anxious to learn your opinions and ideas about S&T and ARES magazines.

The loss of Simulations Publications, Inc., is regretted by us all. We hope the new S&T and ARES publications will please you even more than the old magazines, and we look forward to your comments. We believe the magazines have the potential to become more popular than ever before. With your help, they will.

Dragon Publishing, P.O. Box 110, Lake Geneva, WI 53147
(414) 248-8044

(**OK, gang, there is the official line from TSR. For all those ready to sue, see the latest issue of F&M, wherein TSR's law firm (Michael, Best & Friedrich) make it known that the name of the game is hardball.**-lm)

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 pm 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. Listings purged prior to 8/81; if you are still interested, let me know.

Games for which GMs are available: Afrika Korps, After the Holocaust, Air Force/Dauntless, Air War, Bismarck, Bloody April, Campaign for North Africa, Conquistador, Crusades, Chicamauga, Diplomacy, Empires, Flattop, Gunslinger, Ironbottom Sound, Ironclad, Kingmaker, Machiavelli, Magic Realm, Micway, Operation Crusader, Outreach, Panzergruppe Guderian, Raider, Rail Baron, Road to Washington, Russian Civil War, Stalingrad, Submarine, Sword & the Stars, Task Force, Third Reich, USN, VITP, War at Sea, War in the East/West/Europe, Wings, Wreck of the HMS Pandora, WS&IM, 1776.

Player Interest: After the Holocaust (3 players & GM - need one more), AF/D/X (2 and GM), Air War, Atlantic Wall, Bismarck, Bloody April, Campaign for North Africa, CV, Diplomacy, DNO, Drive on Stalingrad, Dune Empires, First World War, Flattop, Freedom in the Galaxy, Global War, Guadalcanal, Guns of August, Invasion America, Ironbottom Sound, Ironclad, Junta, Kingmaker, LaBataille Moskova, Micway, Napoleon at Leipzig, Napoleon's Last Battle, Narvik, Operation Crusader (4 players and GM - is

this enough to start?), Operation Typhoon, Origins of WWII, Outreach, Panzerblitz, Panzerleader, Red Star/White Star, Road to Washington, SL/COI?COD, Starfall, Submarine, Third Reich (two should be getting underway soon), TSS, USN, Wacht am Rhein, War at Sea, War Between the States, War in the East/West/Europe, War in the Pacific, Wellington's Victory, WS&IN.

GMs with Games Available:

Mike Scott, MIKE'S MAG, 1726 Cypress Circle, LaVerne, CA 91750,

FROM THE MATCH COORDINATOR

GENERAL: A reminder to you members who have not been heard from on your dues; services will be discontinued unless I hear otherwise from Harold Horne, our purser. If you have changed your address or phone number please let me know, it will avoid delays.

AHIKS has had an upsurge of new members in the past few months. I welcome you all. Your code number is listed next to your name on your address tag.

ADMINISTRATION AND POLICY: New members are awarded a starting position or 1200 in the rating system. The Set Request Form is a vital communication vehicle; please use it for all requests. Don't forget your phone number; it will speed things up.

Members should write to the MC, whether you are looking for an opponent or have one already in order to obtain an ICRK sheet and COB's. If a member is in need of additional ICRK sheets or COB's, also write to the MC, indicating your present ICRK sheet number and your opponent's name and address; also include game being played. When a match is completed, members are reminded to return the upper portion only of the ICRK to the Match Coordinator, fully completed, so that the MC can close out the ICRK and award rating points.

MATCH REQUESTS as of 8/1/82

Anzio 786, Assault on Leningrad 748, Battle 749, Air War 727, Birth of a Nation 413, Bloody Ridge 237, Bulge 81 835, Crusades 658, Cancellerville 238, Case White 727, Desert Fox 658, Fury in the West 251, Drive on Damascus 727, Ironclads 782, Inchon 727, LaGrand Arme 711, Lee Moves North 238, Malta 420, Marlborough at Blenheim 711, Muskit & Pike 748, Nap Last Battle 748, Narvik 727, Struggle or Nations 519, PzKrieg 727, Sturm Nach Osten 413, TSS 748, Tobruck 779, Thirty Year War 748, Victory in the Pacific 559, War at Sea 636, War in the ICE 779, War in Europe 192.

NEW MEMBERS REQUESTS Please Assist Here

Submarine 829, A House Divided 867, Ace High 867, Victory in the Pacific 867, Imperum 868, TRC 875 & 897, Luftwaffen 9297, Blitzkrieg Saunders B/G I Manos, Oil War Monos, DD 77 Lebouef, Nap at War Lebouef, Waterloo Lebouef, B/G I Lebouef, Angola 819.

OPEN TO NEW MEMBERS ONLY: to gain PBM experience

Anzio 786, Air Force/Daun. 1, Birth of a Nation 413, Bulge 81

Openings in Kingmaker, Outreach, Operation Crusader, Gunslinger, Machiavelli, Rail Baron, Crusades, Russian Civil War, WS&IN.

John Horn, 4340 Wagman Street, Oak Forest, IL 60452, Openings in Ironbottom Sound, Raiders, Ironclads, Submarine.

Pierre Bompar, Silver Hill, Apt. 303, 28 Shirogane-cho, Shinjuku-ku, Tokyo 162, Japan, Openings in Submarine, Bismarck, Ironbottom Sound.

835, Ironclads 782, LaGrand Arme 711, Lee Moves North 238, Malta 420, Marlborough at Blenheim 711, South Africa 819, Sturm Nach Osten 413, Tobruck 779, War at Sea 636, War in the ICE 779, Narvik 727, Drive on Damascus 727, Inchon 727, PzKrieg 727, CaseWhite 727, Air War 727, Nap Last Battle 748, Thirty Year War 748, Muskit & Pike 748, Fury in the West 251, Ironclads 782, Desert Fox 658, Bloody April 3.

A.R.E.A. REQUESTED MATCHES:

Bloody April 3, Crusades 658, Malta 420, Struggle of Nations 519, Tobruck 779.

OPEN REQUESTS FOR EUROPEAN & FAR EASTERN THEATRES:

Bloody April 3, Battle 749, Birth of a Nation 413, Crusades 658, Malta 420, South Africa 819, Sturm Nach Osten 413, Stalingrad 545, Tobruck 779, War in the ICE 779.

OPEN REQUESTS FROM EUROPEAN AND FAR EASTERN THEATRES:

Imperum 868, Luftwaffen 9297.

FAST PLAYER REQUESTS: 1 week or less turn around

Anzio 786, Bulge 81 835.

MULTI-PLAYER MATCHES: 3 or less players with/without monitor

Bloody April 3, TRC 875, CV 1, Nap at Leipsig 737, Nap Last Battles 737, Flattop 875 & 449GM, Wreck of the BSM Pondora 12.

MULTI-PLAYER MATCHES: 4 or more players with/without monitor

Write directly to Roy Henricks, 128 Deerfield Drive, Pittsburg, PA 15235, or call (412) 795-7867. Diplomacy 665 & 832.

MISCELLANEOUS: M. Laussade 559 is looking for a member to play V.I.P. who has a PBM system, Mr. Prizner is also interested. Any new member who has not received the New Members Guide can contact our Secretary, Bruce Maston at 1404 Union Street, Schenectady, NY 12308. He is doing his utmost in getting them to the new members.

Mike Stanley or 1414 South Sixth Street, Columbus, OH 43207, is requesting a copy or revisions to 1914 prepared by Jim Dunningan some 10 to 12 years ago. Your MC would also enjoy receiving same. If any member has not heard from their opponents for two months or more and you wish to know why, write the MC. If I have the answer I will provide it.

Les Deck

August 1, 1982

SET REQUEST FORM

NAME _____ MEMBER CODE # _____ TELEPHONE # (____) _____ DATE _____

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 game request (# of palyers) G: Willing to gamemaster or monitor game

E: Will play European opponent, if available

A: Prefer AREA opponent, if available

F: Prefer "fast" game (four day replies), if available

(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

To request 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

My address has changed: see reverse for new address

Please write address 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 this form to the MC.

Roy W. Henricks, ENVOY, 128 Deerfield Drive, Pittsburgh, 15235
Openings in Diplomacy, Kingmaker, Gunslinger, Civilization,
Rail Baron, Richthofen's War, Samurai, Machiavelli.

Roy Henricks

August 1, 1982

(K)

THE H. G. WELLS AWARDS FOR OUTSTANDING
ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. For Best Historical Figure Series, 1981. The winner is Ral Partha's Condottiere.
2. For Best Fantasy and/or Science Fiction Figure Series, 1981. The winner is Martian Metals Dragonslayers & Travellers.
3. For Best Vehicular Model Series, 1981. The winner is GHO Micro Armor.
4. For Best Miniatures Rules, 1981. The winner is Harpoon.
5. For Best Role-Playing Rules, 1981. The winner is Call of Cthulhu.
6. For Best Role-Playing Adventure, 1981. The winner is Thieves World.
7. For Best Professional Miniatures Magazine, 1981. The winner is Courier.
8. For Best Professional Role-Playing Magazine, 1981. The winner is Journal of the Travellers Aid Society.
9. For All Time Best Miniatures Rules for 20th Century Land Battles. The winner is Tacforce.
10. For All Time Best Miniature Rules for Pre-20th Century Naval Battles. The winner is Snip o' the Line.

THE CHARLES ROBERTS AWARDS FOR
OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. For Best Pre-20th Century Boardgame, 1981. The winner is House Divided.
12. For Best 20th Century Boardgame, 1981. The winner is Wings.
13. For Best Science Fiction Boardgame, 1981. The winner is Car Wars.

14. For Best Fantasy Boardgame, 1981. The winner is Barbarian Prince.
15. For Best Initial Boardgame Release, 1981. The winner is Iron Bottom Sound.
16. For Best Professional Boardgaming Magazine, 1981. The winner is Fire & Movement.
17. For Best Adventure Game for Home Computer, 1981. The winner is Eastern Front.
18. For Best Amateur Adventure Gaming Magazine, 1981. The winner is Journal of WWII Wargaming.
19. The Adventure Gaming Hall of Fame is proud to add to its ranks Marc Wm Miller.

JACK SCRUBY HONORED AT ORIGINS, FATHER OF MINIATURES GAMING

At Origins 82, the 8th Annual National Adventure Gaming Show, held July 23-25, 1982 in Baltimore MD, Jack Scruby was honored with a special H. G. Wells Award. The H. G. Wells Awards are presented at Origins each year to recognize outstanding achievements in Miniatures and Role Playing Games. These awards are usually given in a series of categories. Jack Scruby's Award is an exception. He is being honored as "The Father of American Miniatures Gaming". A Recognition of his lifetime contribution to Adventure Gaming. His involvement in the hobby dates to 1952. He went professional with figure production and magazine publishing in 1957. His activities through the years are largely responsible for the development of the miniatures hobby we have today, and made possible the development of role playing games in the early 70's. Truly, this is an award well deserved.

Jack Scruby is still active, supporting the hobby and Origins Gamefests. He can be reached at the Soldier Factory, POB 1658, Cambria CA 93428.

The Award was presented by the Origins Awards Committee, POB 656, Wyandotte MI 48192. The overall sponsor of Origins and the Awards is GAMA the Game Manufacturers Association, c/o P. R. Banner, Box 1646, Bloomington IL 61701.

(K)



AHIKS KOMMANDEUR
Pete Menconi, Editor
4334 E. Indianola Ave.
Phoenix, AZ 85018

FIRST CLASS MAIL

BRUCE MASTON
1404 UNION ST.
SCHENECTADY, NY. 12308

43

ADDRESS CORRECTION REQUESTED

