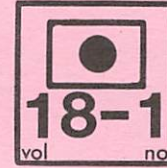


THE KOMMANDEUR

NEWSLETTER OF AHIKS



THE PRESIDENT'S CORNER

This will be a mixture of things, based on some of the member comments on this year's ballot/survey. One thing I'd like to point out is that now that Joe Horne has automated himself (ie, has a word processor), this is the earliest I've ever seen the member comments. Believe me, every one of them are read carefully as they are one of the few ways by which we can gauge how well we are doing. Of course, if you want to comment, drop an officer a note at any time, but the end of year survey is a major input to us.

The comments have been, so far, very positive. In short, AHIKS is running just fine and is great. Now, that means congratulations are due two sets of people: the officers for their work in providing the services, and, more importantly, the membership as a whole. Each and every one of you taht plays your mathces as AHIKS expects (ie, mature, courteous, reliable, etc) contributes significantly to your opponents' feeling that AHIKS is a great organization. No matter what services we provide, if the general membership did not perform as we advertise, then AHIKS would be a flop. So, to the members (including officers), a very hearty "well done".

Many comments were offered re the K: most everyone like the "mish-mush" (as one member put it) of different articles. There were many suggestions for series replays, gaming strategy, how-to-ptm a game, and game review articles. Also some suggestions for more member news (ie, births, deaths, illness, promotions, etc); this I think is a good indicator of the friendships built up over the years. Suggestions were also made to provide running lists of who is playing who in what, short summaries or game progress, etc (again, interest in the people side of AHIKS).

Much of this we will look at; it mostly falls on the Editor to provide space for these items and to achieve a balance of articles in each K. However, don't forget that with the exception or the officer columns, you are the K. What you see in the way of articles is what you send to us. In many respects the responsibility rests with you. For example, write you RD if you want to see something in his column, but then it falls on the region members to support the RD with the information he needs.

Several suggestions were made to have AHIKS tournaments. This comment crops up every year. All we need is someone to volunteer to run them. As an example of what can be done, I am currently running a couple of small Wings demo-derbys, just for fun games, with the idea that we would then create a tourney out or it, plus a real campaign game. If you want in, let me know.

Having laid the burden on you in the previous paragraphs, let me say that there are certain things in which it our responsibility to provide you a forum for your interests. One of these is multi-player games. Several comments stressed this; the column (A Call to Arms) to handle this appears in every K. Another area is home computers and gaming. Elsewhere in this issue, you'll find an article on this, and a call for a volunteer to become the "computer gaming advisor". We can also form special interest groups in particular games, eras, etc. All it takes is a volunteer to run the thing; we can provide limited funding for administration. Write to me if you want to start something like this.

There were several suggestions to drop the AH from AHIKS, primarily so we do not appear to be an Avalon Hill organization. Several years ago we looked at this question and decided to leave the AH in, not just because it is our "name" and has been so for many years, but as recognition of AH's role in getting our hobby started. We use the mnemonic "AHIKS" in lieu of the full title in order to de-emphasize the the one company aspect.

Getting more members: this is not one of my objectives; in fact, my policy is to down-play recruiting drives and the like. Mass increases in membership bring mass increases in problems. I get quite a few comments from members who belong to other (larger) gaming clubs; the consensus is that we provide the best quality opponents, and I want it to stay that way. I'd prefer never to advertise in any magazine, just allow word of mouth to give us slow, steady growth.

Lastly, the dues increase: please note that the proposal (passing by a large margin) permits raising dues if we need to. Certain actions have already been taken to bring things under control and to increase financial visibility. I happen to think that AHIKS would still be a good deal at \$12, but I'm not going to allow that to become a cop-out. You may be assured that whatever is decided over the next year will be in your interest and not because the officers are taking the easy way out.

Overall, I'm quite pleased with the "good grades" AHIKS got this year. The officers will be working to keep things going. However, we need input and assistance from you all. I sense from the comments I've seen (far more positive than similar ones in the last few years) that we are on a roll. Let's carry that along in 1983. I think with member involvement and officer work, we are about to see major changes in AHIKS, all for the better.

John Ratzenberger

February 20, 1983

TREASURER

Here are the final election results:

FOR PRESIDENT	FOR MATCH COORD.	FOR JUDGE
<input type="checkbox"/> John Ratzenberger	<input type="checkbox"/> Les Deck	<input type="checkbox"/> Bill Salvatore
--315--	--318--	--308--
<input type="checkbox"/> Vote Against	<input type="checkbox"/> Vote Against	<input type="checkbox"/> Vote Against
--1--	--2--	--3--
FOR RD/WEST	FOR RD/NORTHEAST	FOR RD/SOUTHEAST
<input type="checkbox"/> Harry Welch	<input type="checkbox"/> Tom Holtz	<input type="checkbox"/> Graham Cosmas
--42--	--45--	--38--
<input type="checkbox"/> Vote Against	<input type="checkbox"/> Kevin Murray	<input type="checkbox"/> Vote Against
--0--	--28--	--1--

FOR MSO

Don Eisan
--310--
 Vote Against
--3--

Nevertheless, Tom Holtz (gratefully), resigned in Kevin's favor, and Kevin is the new RD/NE.

Change in dues and initiation fees:

APPROVE: 294; DISAPPROVE: 26; ABSTAIN: 1

Joe Horne

February 25, 1983

editorial

Another year, another volume. Happy Birthday to AHKS! If this is volume 18, we've been in business 17 years (as of next month).

I hope you all read John's column this issue, because I will base some of my comments on it. Firstly, the K contains exactly what the members input. I don't have the time to write much of it myself. I think that we averaged somewhat under 8 pages an issue last year, vs the capability to mail 12 pages for the same postage. There is room to expand. I will at times hold an article for a future issue because I do not have enough additional material to even out the pages, but in the main everything is printed as it comes in.

Broadly, I have titles made up in the following subject areas (ignoring officer headings): FTF (reports on same), Ideas (ideas for improving graphics or play aids), PBM (methods of same), Opinions (letters to the editor), Swappe Shoppe (for sale stuff); anything I can't categorize above goes in Bulletin Board, so whatever you send, I got a spot for it!

Series Replay: this is not a printing problem so much as an input problem. In 4+ years in the job, I think I've only had one SR, and that was in the form of a narrative (serialized because it was so loooong). They take a lot of work, and since you-all are busy, too, we don't get many (correction: any). If you want to try it, contact me for details on printing technicals. An alternative to pictures or diagrams might be the use of OOB listings (you get to do them, though, not me!).

You will notice, as of last issue, that the MC column no longer has member numbers inserted after the game names. Not Les' fault. Mine. Those are really tough to type, and my secretary leaves that column to the last as a result. That means that I get to do this one myself unless I want to wait a bit; in fact, she sorta hinted I'd wait a long time. Well, I tried typing it myself and found out just what a pain it is. Thus, no more. I am all for service, up to a point (the point is about midnight when I'm still working up an issue).

Pete Menconi

February 25, 1983

K

INTERIOR LINES

Since our last issue we have joined three new members and have had one member move into North Central from another region. Paul Fretheim is a musician and composer in Northport, MI. He says his "rural" location limits his opportunities for FTF play and he hopes to keep at least one PBM going at all times. Harry Kellogg is a youth camp director for the YMCA living in Appleton, WI. He, along with Fretheim, learned of AHKS from the Avalon Hill' General. Donald Garlit, a financial analyst in Redford, MI, learned of us through The American Wargamer. He's been playing (primarily AH) games for twenty years. John Brownawell has moved into our region (he's now in Carlisle, PA) from Delaware.

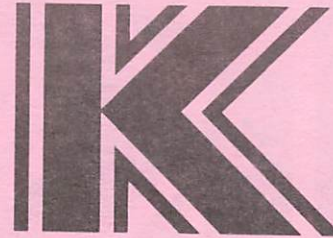
I have received a letter from member, Scott Mills, Warren, MI, in which he offers to try to arrange, or help out in arranging, a playing area for us during Origins '83. He says he lives "very close" to Cobo Hall and can offer suggestions on where to stay, where to eat, etc. I have forwarded his generous suggestion on to our Pres., and I will be corresponding with Mills between now and the next issue of the "K". I will keep you informed as to what takes place.

Speaking of Origins '83 (and it is not too early to plan for it), since North Central is the "host region" this year, I am going to try very hard to make it to Detroit in July. I know several of our members are also involved in Metro Detroit Gamers, and having attended one of their excellently organized cons before, I know they don't need any suggestions from me. If I can make it to Origins, I plan to spend as much time as possible at, or near our booth/table/room so as to meet as many regional and national members as possible. I always enter what used to be called the "AH 500", and always plan to be involved in it during the entire convention. I also always end up with a lot of free time after the first round. Last year, at least, it was an AHKS member who knocked me out. Usually it is a 12 year old, who just broke the cellophane on his game before sitting down, who beats me. But, every year I come back for more disgrace (Wargamers have no shame). So, figuring the same will happen this year, I hope to meet many of you there.

Jim Mueller

February 1, 1983

K



THE KOMMANDEUR VOLUME 18 NUMBER 1 FEBRUARY 1983

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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHKS, 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, AHKS exists to minimize encounters with such opponents, and to facilitate playing by mail.

Society dues are \$12 per year, prorated quarterly, with a one-time initiation fee of \$8. 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.

Current membership: total 676 (EU: 168, CN: 34, SE: 78, W: 82, NE: 118, NC: 98, P: 98)

HEAR FROM THE JUDGE

I. Correction

What was printed as my previous column was intended as a letter from a member, not as an official communication from an officer, but I failed to convey that point to the Editor. Also, there was an error in it: "Fire & Movement" is not reducing to quarterly publication; in fact, as noted in a letter from its editor, AHKS member Fred Helfferich, it will publish 8 issues in '83.

II. Judging Procedure

- Receive a request for a ruling (should include name and address of opponent). If answered in Rulings Summary, send both opponents copy of RS, and go to step (f). Otherwise, go to step (b).
- Copy request for ruling.
- Send original to Specialist with SASE.
- Make 2 copies of Specialist's ruling, and discard copy from (a).
- Attach usual wording about appeals to each copy, and send one to each side.
- File original request plus ruling.
- Update Rulings Summary.
- Rule, if necessary, on appeals.

Notes:

- If the Specialist is involved in the dispute, or if there is no Specialist, the Judge makes the first ruling.
- If the Judge is involved in the dispute, the President deposes an uninvolved officer to fill in, as necessary.

III. Games for which there is either a Specialist or a Rulings Summary.

(date = date of Rulings Summary)
 (* = there is a Specialist)
 (please volunteer as Specialist for any game which you know well for which there is no Specialist)

Sept 77	* Afrika Korps (latest edition)		
	* After the Holocaust	Aug 78	* October War
	* Agincourt		* Oil War
	* Air Assault on Crete		* Operation Crusader
	* American Civil War		* Origins of WWII
Dec 79	* American Revolution		* Overlord (1st edition)
Oct 77	* Anzio		* Panzer '44
Oct 79	* Armada	Dec 77	* Panzerblitz
Jan 83	* Battle of the Bulge (AH81)	Oct 78	* Panzergruppe Guderian
Oct 77	* Battle of the Bulge (AH65)	Feb 78	* PanzerLeader
Dec 77	* Battlefleet Mars	Dec 77	* Patrol
	* Battles for the Ardennes		* Pearl Harbor
May 80	* Battles of Bull Run	Mar 78	* Plot to Assassinate Hit
	* Blitzkrieg	May 80	* Punic Wars
Apr 78	* Blue & Gray I	Mar 78	* Raid
Apr 78	* Burma		* Red Star/White Star
Oct 78	* Cobra		* Road to the Rhine
	* D-Day	Jan 83	* Russian Campaign
	* Desert War		* Search & Destroy
	* Diplomacy	Aug 78	* Siege of Constantinople
June 80	* Dresden (/Eylau)	May 80	* South Africa
June 80	* Eylau (/Dresden)	June 78	* Squad Leader
Jan 79	* Firefight		* Stalingrad (latest ed)
July 81	* Fortress Europa	Mar 78	* Starship Troopers
	* Franco-Prussian War		* Stellar Conquest
	* Frederick the Great	Oct 79	* Stonewall
	* Global War		* Submarine
May 80	* Hot Spot		* Tank
Dec 82	* Imperium	Aug 79	* Terrible Swift Sword
Oct 77	* Invasion: America		* Third Reich (pre-'81)
Apr 78	* Island War Quad		* Third Reich (AH81)
	* Kasserine Pass (both)		* Tobruk
	* Kingmaker	May 80	* Veracruz
	* Korea		* Wacht am Rhein
Aug 77	* Luftwaffe	Aug 79	* Warsaw Pact
	* Manassas	Mar 78	* Waterloo
	* Mech War '77		* Westwall Quad
	* Midway		* World War II
	* Modern Battles Quad		* 1776
Aug 79	* Napoleon at Bay	Mar 78	* 1815
	* Napoleonic Quads		
	* North Africa Quad		

Bill Salvatore

February 1, 1983

EUROPEAN BRIEFING

FROM THE RD:

For the benefit of all who were not able to attend the Epping meeting, I was very pleased to be able to report on the status of the Region to the members present.

We are doing well. After the difficulties we had to report last year, the Region is now running better than ever.

Alan White reports a growing membership, Dave Grantham has so many requests that he has (temporarily) run out of OCB sheets, and please note all ye defaulters - he will shortly be computerising our records so by 1984 we shall know who is paid up and who is not.

Pete Charltons good news for '83 is that subs will be no more than '81 - £5.00 For this you will receive not only the full AHKS BHM services, but also this superb newsletter. I am sure all of you will join with the members at Epping in applauding Dave Steed's efforts that have resulted in the new look "D".

We hope to see more of you in the Spring at Chester where the meeting will once again be ably organised by John Poole. Dates will be confirmed in Despatch.

As you will see, we have not received the "K" in time for inclusion in this Despatch. But never mind, Dave has enough domestic material for a couple more editions.

Finally, my GM, ED, WS & IM, I have a couple of responses. Just a few more and we can start in earnest.

Dec. 1, 1983

K

FROM THE "D":

Plans on future issues are well under way thanks to the generosity of some truly helpful members who have given up their time to keep the momentum of Despatch going. I'll take any form of articles no matter how large or small, especially if you write it legibly (committee members take note?)

For those interested in multi-player games, I am finishing an article on M/P gaming with the help of our American experts, Roy Hendricks and Mike Scott. For those who want to be included in M/P activities, look out for the next issue.

Besides multi-player interests, I've contacted Les Deck in the states regarding Anglo/America matches. Les has open requests in his MC column in the "K" for matches between members on both sides of the Atlantic. (I would be interested in knowing how many of us ask for matches).

The General issue Volume 1 has a profile on Storm Over Arnhem plus a mind-bending series replay on the game between Alan Rimoon and Don Greenwood. Other articles include The Longest Day, Third Reich (Invasion of France), Down with the King & Tobruk. The next issue features The Battle of the Bulge (new edition).

The Phoenix: Has Hitler's War by Nicky Palmer. This is the last issue under the Phoenix's present format, as it is being relaunched as the New Phoenix, with an improved British based flavour.

The Wargamer Issue 20: Contains articles on Cry Havoc, Raider, 1941, Battle of the Bulge, Ironbottom Sound, etc. The free game is Little Round Top, the confederates attack around Devils Den. Sept/Oct features No Trumpets No Drums (see issue 60 for an idea of the game, whilst issue 23, Nov/Dec will have Decision at Kasserine).

Fire & Movement Issue 27: Contains in-depth articles on Suez 73, Campaigns of Napoleon, A House Divided, plus others. I try and refrain from making comments on any of the mags, but I must just say I particularly like the assessment of postal play suitability in the game reviews.

The Gamer Issue 7: Contains Skystrike, a free game on Midway, designed for "new gamers". The mag offers a broad spectrum of games in general, but has various war game articles including Down with the King, Ace of Aces, and Apocalypse.

Issue 8 will have a Nicky Palmer game called Strike for 2 - 8 players on industrial relations in the car industry. Sounds fun. Nicky is fighting sail and, good play in Hitlers War.

Squad Leader buffs may like to know that World Wide Wargamers have printed a S/L Scenario booklet under license from Avalon Hill.

Other news from WWW includes special offers on early WWW game Bloody Buna, Marston Moor, Kessel Ring and Operation Condor, all at £4.00 each. Games being evaluated for box releases at next years Origins are Penisular War (Wellington Campaigns) Army of Tennessee (strategic western Civil War).

The Longest Day, campaign game, is being undertaken "by mail" as a European/Canadian venture. Keeping our European "end-up" is Willie Burggraave in Belgium who is commanding the Axis defenses. Supreme Allied Commander is Michael Shea in Canada with three sub commanders.

They have agreed on the honour system for die rolls for Air Operations, Naval Operations, DD-Tanks landing, Parachute Drops, German Strategic Movement Attack. ICRK's are used for Defensive fire, Combat and Weather. This OOB, but with that finished the Weather. This allows for minimum writing without upsetting the game system.

The hardest part being the listing of units on the OOB, but with that finished the latest reports show the Allies securing beachheads at Utah (2), Omaha (2), Gold (4), Juno (4), Sword (2), which means the British/Canadian forces were very lucky whilst the US at Omaha had a rough time.

Pierre Bompar is currently running 5 multi-player games. He is Allied Commander in Bismark with Roy Hendricks and is GM (Game Monitor) a 7 player Bismark.

Pierre has also started a super Bismark with 12 players based on classified intelligence on a double level. Each commander decides on his own hex by hex plan before play begins thereby keeping radio silence in the game. If they change from this original plan, they send a message to this affect which can be intercepted by the enemy.

Other games Pierre is GM'ing include Ironbottom Sound and a Submarine Campaign. Needless to say, Pierre is a GM Naval expert and is co-editor of a zine devoted to this called Broadside. He will be delighted to hear from anyone who wants to join a multi-player Submarine.

Pierre's address is Silver Hill, Apt. 303, 28 Shirogane-Chio, Shinjuku-Ku, Tokyo 162, Japan.

D

COMMUNIQUE FROM HQ

Another year has rolled passed and with it, a shift in positions. Instead of the Western Front column, I had to come up with a new line to foster on everyone. Regardless of the title, we will still try to keep it interesting and try to keep you informed of things that pass our way.

Still no word from Frank Chadwick of G.D.W., on the fate of Pearl Harbor. We can only wait and hope. I hope to have an article on strategy in the game that may appear in the next issue if Pete has room for it. In the meantime, Don Greenwood of Avalon Hill is taking a long hard look at a submission of a game or the same general scope, called Yamamoto. Don wrote and told me that if he decides to go ahead with its development, our local group will be asked to lend a hand. So, perhaps something may still develop in this area.

In reflecting on last year's activities I see that Joe Grills was the most active gamer in 1982; at least based on completed ICRKs. Joe finished up and recorded 24 games last year. That's a lot of gaming in one year. The most active gamer, since we started keeping records on the computer back in 1979, is Steve Peluso with a total of 49 games recorded. Steve also leads the list with the greatest number of different opponents, having gone up against 19 other members.

As for the most popular games played last year, Russian Campaign continues to lead with 28 completed games by various members. RC did not run away with it, showing some loss in popularity, while the old favorites like Panzerblitz, Battle of the Bulge, and Stalingrad still hold strong. The following are the top ten games played in AHKS last year, by mail:

1. Russian Campaign 32
2. Panzerblitz 31
3. Battle of the Bulge 27
4. Stalingrad 27
5. Africa Korps 23
6. Blue & Grey I & II 22
7. Waterloo 18
8. Squad Leader 13
9. Anzio 12
10. Fortress Europa 12

I have just received the pre-release of Avalon Hill's new version of Renaissance. The artwork, board and counters look great. I hope to have something more on this in the next issue.

I can't close without responding to Pete Rosamilia's comments in the last "K" about my aversions to Witches & Trolls. Admittedly, trying to recall my hi-jinks of some thirty or more years ago is not easy. I do recall, however, that when a bunch of guys and gals got together for a little multi-player fun, it was more in the nature of strip poker than D & D. It's true that some of the females I encountered could be described as Witches. I remember one particular young lady with a hair lip and glasses that had a body that was out of this world. I talked her into wearing a face mask by telling her it was so she would not be recognized in the home movies I was making. To each his own.

Don Eisan

February 16, 1983

K

MONSTER GAMES

-Mike Scott-

This column will be sporadic in nature, and will depend upon the GM's getting me their info for listing in here. I will attempt to keep all of you updated on the BIG GAMES; and urge you to play in one of those MONSTERS if you have it. Besides trying to cover those games which are monsters just by their size, I will also cover some that are Monsterish by their variant design and which contain more than the normal amount. If you know of a game that should be covered in this column, please let the GM know about the column and have him send me the info. Thanks.

TERRIBLE SWIFT SWORD: The Little Round Top Scenario; GM is now Mike Bedard, 2204 Maple, Cross Plains, WI 53528. Currently, the Confederate right wing is pushing hard for The Little Round Top, while the Union forces have had to shift towards their left wing to cover this. Into the 1700 turn now, however, added players are welcome and desired.

HIGHWAY TO THE REICH: Full Campaign Game; GM is Mike Bonkowski, 17619 Palomino Drive, Bothell, WA 98011. Using a lot of Hidden Intelligence info; and only into the end of the 2nd turn, 1st part of the 3rd now. ON "A" Map - The Allied forces have just about wiped out the OBW hqs and may have the bridge prior to the 9th Recon getting across. ON "B" Map - The Allies have yet to encounter any opposition, other than the Flak units on the board. The Germans are aware of the Allied landings, but are setting up slowly. ON "C" Map - The Allies are moving towards the German Flak units just north of the "D" Map, but have not yet attacked, and they are just south of the river where the Germans seem to be setting up on the North of the Allied Drops. ON "D" Map - The main part of the Allied XXX Corps has not yet made an appearance, or any sort of attack, while the Germans, though under some artillery bombardment, are rearranging their defence. This game, too, can use more players, having 4 - 7's best.

BLOODY APRIL: GM will be Mike Lewis, 68 Orchard Close, Christmas Pie, Normandy, Near Guildford, GU3 2ET, Surrey, England. He has 6 players, needs up to 3 more to start the game. Each player will command a Confederate Corps (4 players) or a Union Division (5 players). Movement will be hidden, messages between players will be passed via the GM by sending out Aides who could be captured or killed and the message intercepted. There will be a command structure.

HIDDEN PLAYER WS/IM - TRAFALGAR: GM is Mike Scott, 1726 Cypress Circle, La Verne, CA 91750. 20 players, each commanding 3 ships which are scattered within the fleet, messages sent via signal flags. Play was started before the AH set up and the Allied Admiral did not duplicate the 180 degree turn around of the historical battle. Thus, in turn 7 now we have just had the VICTORY's foremast fall, with the rest of her squadron a way back and not yet challenging the Allied line. The other squadron moved to cut off the Allied lead ships, trying to cross the Tee; only to see the Allies turn away from them now.

MAXI-MULTI-PLAYER/KINGMAKER: GM is Mike Scott (address above). Now going strong in the 12th turn, there are 26 players in this variant that makes you the Noble that attempts to be a factor in the game (instead of lucky Crown Card draws) as you interact with the other players and form factions to gain strength and power. This game is set up to handle late starters, if you are a Kingmaker Player then you should be in this one.

WACHT AM RHEIM: Full Campaign Game. GM, again, Mike Scott. I have 2 or 3 players for this and am late now getting it started; could use 2 or 3 more.

K

THE BARRAGE

We have five new members to welcome this month: Gene Boggess, an English professor from Columbus, Mississippi; Barry Johnson, a coach and athletic director from Fayetteville, NC; Tom Secor, a teacher and band director from Washington, NC; J. B. Skeels, a telephone switching supervisor from Bradenton, Florida; and Robert J. Phillips, a Navy man stationed at Jacksonville, Florida. I'm glad to see members coming in from Mississippi and North Carolina, where AHIKS representation has been relatively sparse.

Overall, and not counting our five new friends above, the Region finished 1982 with 74 members, an increase of about 4 over last year. Virginia (15 members), Maryland (14 members), and Florida (13 members) continue to be our biggest states. Tennessee and South Carolina are moving up with 7 and 6 respectively; and Alabama is close behind them with 5. We seem to be getting a more even spread of members over the states of our region. Let's all keep recruiting and spreading the word.

I'd like to thank the Southeast Region members for your confidence in me in electing me your Regional Director once again. I will do my best to provide efficient service and assistance and help in every way I can as RD to make your AHIKS gaming as enjoyable and trouble-free as possible.

In the latter connection, I am happy to report that we got through another year with relatively few member complaints and disputes. The few we had, as in the past, fortunately were resolvable without having to resort to formal disciplinary procedure. Once again, let me urge everyone, if you have to cancel out of a game or delay or postpone a move, let your opponent know at once. This saves a lot of headaches for everyone and me (and AHIKS) a lot of a postage.

I would like to reiterate once again, that I welcome SE Region member contributions for this space--paragraph length reports of games played, face to face get togethers held, etc., or perhaps devices or techniques to simplify BHM play. This is your column as well as mine, so let us hear from you.

Good luck and good gaming.

Graham Cosmas

February 6, 1983

K

A SHORTENED VERSION OF "RAIL BARON"

-James Pratt-

Although wargamer purists will loudly object to any mention of a game that does not have tanks, these are merely the cries of the ignorant. "Rail Baron" is one of the best family games ever published. It has all of the virtues of "Monopoly" without its vices. Since it is a game that can be played and enjoyed by non-wargaming spouses and children, it can help the dedicated wargamer maintain a link with his family and pretend that he is a normal person. The one flaw of "Rail Baron" is the length of time needed to play a complete game. It may be difficult for the average wargamer to believe, but some people think that four hours or so is too long a time to play a game.

There have been some attempts to solve this problem by substituting other victory conditions, such as a calculation of net cash at the end of the game, but these versions lack the simplicity and excitement of the "declaration" method of ending the game that is part of the unmodified rules.

The straightforward method of shortening the game is to pass out railroads to the players before the start of play. However, if this is just done at random it eliminates the skill and excitement that are associated with choosing those railroads that will best help the player's network and hinder that of his opponents. After long experiment, the method described in this article has been developed. It closely matches the full-length game in everything but the length of time needed to complete it. All of the usual rules of the games are used, except for these modifications:

A. Divide the 28 railroads, the Superchief card, and the Express card into five groups, as shown in Table 1. Note that each group contains railroads of roughly equal value. Also note that "price" and "value" are not necessarily the same. This arrangement of railroads was arrived at after a lot of trial and error, and surprisingly small changes in the arrangement will have a large effect on the game.

B. Select one of the five groups of railroads at random. Each player then rolls a die, and the player with the highest number gets first choice. This player may choose one railroad (or card) from the group that was selected or from any group of lesser value. The other players then also choose railroads in the same way.

C. Select another group of railroads at random and repeat step B. Continue until each of the five groups of railroads has been selected once and each player has chosen five railroads (or four railroads and a card).

After the railroads are selected, the players roll for their home-towns and play proceeds in the usual way. The railroads chosen by the players before the start of play are considered to be owned by them. However, the owning player collects no penalty fees for these railroads until they are activated; any player may use an unactivated railroad as though it were unowned, paying the \$1,000 fee to the bank. Each time a player reaches a destination he must activate one of his unactivated railroads (in addition to the usual payoff and any purchase he may make), and once activated the railroad is treated no differently than one purchased during the play. An opposing player whose pawn is on a railroad when it is activated is considered to be established and continues to pay the \$1,000 penalty fee, except it is paid to the owning player. The penalty fee does not go from \$5,000 to \$10,000 until all of the railroads have been sold and until there are no unactivated railroads.

When this version is used the playing time is reduced to about two-thirds of the normal time, and none of the tension and excitement of the standard game is lost. Hard core wargamers can ease the discomfort they feel because there is no combat phase by pretending that they are moving troop trains.

Group I: SP, AT&SF, UP, PA, NYC, Superchief
Group II: CRI&P, B&O, MP, C&O, SCU, CB&Q
Group III: SLSF, L&N, CMST&P, GN, NP, C&NW
Group IV: SAL, IC, ACL, GM&O, N&W, WP
Group V: T&P, D&RGW, NYNH&H, B&M, RF&P, Express

K

STALINGRAD - A NEW LOOK AT AN OLD STANDBY

--Bob Johnson--

Having played this game innumerable times in the last 14 years, and not having lost as the Russians but once in the last eleven, I have pondered mightily on why.

It suddenly became easy to realize. If you take out your map-board, I will demonstrate. The Germans must take the three cities and hold them for two full turns. Therefore, the Germans, in effect, have 22 turns to win the game. If you count the hexes from Stalingrad to the nearest hex that a German unit may begin it, you will count 24 hexes. With just enough strong points, the German player will require two additional turns, i.e., 26 turns. On that, hinges the game. To lose as the Russians is a great shame or the recipient of excessive bad luck on die rolls.

This ignores Leningrad and Moscow, as I assume everyone knows how to play those two cities. Now that you know the secret of defense, what are we to do with the game other than let it collect dust in the closet. In my ancient collection of variants, I am sure those for Stalingrad are most numerous. If you have some real old K's you will find most of them; and in one issue there was a rating list of many of the variants. I have only played the HOLCOTE VARIANT in the last 10 or 11 years (see Vol. 4 of the K). It has made the games closer and more interesting; yet the Germans still lose. Maybe that is the way it should be. Maybe the Russians should lose under inferior leadership regardless of German player ability. However, I am getting bored with winning as Russians and almost always losing as Germans.

Of course, I am proposing a variant rule, and it isn't even a new one. I propose that any time a German unit or units have a Russian unit or units in a situation where the Russian must be eliminated, those Russian units no longer have a zone of control for German mechanized units (6 movers). This means a 3 to 1 surround would eliminate the zoc as well as a 7 to 1.

Actually, early in the game the Germans would not get too many opportunities to get this Auto Victory, but it will cause the Russians to defend less strongly and/or give up greater blocks of territory. Plus, there will be fewer opportunities to kill those pesky g2-3-6's. I also strongly suggest you try the HOLCOTE VARIANT, it might be worth the reprinting of the articles in today's K. I also use the old AHIKS repler rate of 4-4-4 / 5-6-6 / 7-7-7. A further thing to impede the Russians slightly, if needed, is to allow replacements come only from the city earned.

Robert E. Johnson

K

MORE ON TSR

--from Fire & Movement Magazine--

On December 6, 1982, a petition for involuntary bankruptcy (Chapter 7) was filed against Simulations Publications, Inc., in US Bankruptcy Court, District of New Jersey. Filing was James F. Dunnigan (holding notes against SPI), Stephen B. Patrick (legal fees), James Goss and John Lesko (lifetime subscribers), and Milton Rosenberg (who took out a subscription just before the SPI collapse). The papers were delivered to Kevin Blume, the last listed officer of SPI, by certified mail on December 15th.

Under the rules for involuntary bankruptcy, the court will call a first meeting of creditors and establish a deadline (usually 90 days) for hearing from other creditors. Afterwards, the court will examine the claims and the assets and make some determination concerning who will get how much.

Those who believe that they have a claim against Simulations Publications, Inc., may write and ask for a "proof of claim" form, which must be submitted during the 90 day period. Send a self addressed, stamped envelope to:

US Bankruptcy Court
District of New Jersey
Post Office Box 557
Newark, New Jersey 07101

The case number for the suit is 82-0823CDV.

In other news of the SPI crash, the Office of Consumer Protection of the Wisconsin Department of Justice has informed F&M that they do not intend to pursue complaints filed against TSR Hobbies, Inc. involving TSR's liability for SPI's obligations. This decision was based on a response from Sally Fischer, TSR legal coordinator, dated November 8th. The response was reviewed by the Consumer Protection Division, and they found "it to be a reasonable and legally correct position for (TSR's) firm to take."

K

A letter from TSR sent in by Ron Teleucky:

Dear Mr. Teleucky,

Thank you for your letter of Dec. 2, 1982, which I have just been shown today. I have not seen your other letters, so I can only respond to this one.

I can only reply briefly to your philosophical question of fairness, as opposed to business. Fairness is a value that can only be considered subjectively. You do score several points in your criticisms, and you certainly have a valid point about the status of old subscriptions to the former Simulations, Inc.

It is unfortunate that subscribers to the old Simulations cannot receive full value back on their subs to the former corporation. Simulations was in bad shape for a long time, and probably would have gone under on their own. TSR Hobbies, Inc. stepped in, expecting to be a partner in Simulations' operations. Instead, it was found that Simulations had little collateral, and had used its loan money only towards creditors. A more detailed explanation of this is included in S&T (TM) issue #91.

While TSR is constricted in returning full value on the old Simulations' debts, we are being fair in returning to the hobby as much as we can, within legal and financial limits. The SPI (TM) Games line, as well as ARES (TM) and S&T Magazines are being continued. Instead of just a memory, with scattered games parts and magazine collectors' items, these products will continue to be available to the consumer.

While business decisions do have to be based upon sound practices, we are seeking to give back as much as is economically feasible. S&T #90 was sent out free to all old and new subscribers. Former lifetime subscribers have received all available issues predating their "lifer" status. The one year free offer has been extended several times past deadlines. The initial decision to run three issue games per year has already been upped to four per year, with variant game components in other issues. The goal being set for S&T and ARES is to break even in costs during the two year for one subscription offer. And, there is no guarantee at this point that the games or magazines will automatically be successful on their own.

In terms of quality, Michael Moore, former magazines managing editor at Simulations, will continue as Editor in Chief. David Ritchie, former research and development head at Simulations, will be the SPI Games product manager. Numerous writers and designers, including David Martin, Richard Berg, Joe Reiser, A.A. Nofi, and John Prados, will continue to be working with us.

In answer to your specific questions, the S&T #90 was the last Simulations issue printed. We sent that out free to all subscribers. S&T #91, our first produced issue, has already been printed. Its quality, if I may so as a longtime S&T subscriber, is probably even better than older issues. We intend to keep the magazine military-historical, with the same writers and designers, and better quality than before.

Free issues of ARES Magazine #12 are now being sent to all old and new subscribers to that publication. MOVES (TM) Magazine has been discontinued, due to low circulation. As a former S&T subscriber, you have already been sent that (S&T #90).

I hope I have answered your questions and given you our perspective on this. We certainly appreciate your concern and advice, and now leave it up to you to make an informed decision about renewing. We're also extending the 2 year for 1 offer in your case until Jan. 31, 1983, to allow you some time to decide.

Sincerely,

Charles Ramsay
Assistant Editor
SPI Publications
Dragon Publishing

K



EPPING, 1982

This year's Epping weekender was slightly different than last in as much as many members actually had proper roofs over their heads and not plastic sheeting! Yes, we'd gone upmarket this year, folks, and nipped around the corner from the Tree Tops to the Forest Lodge Hotel, which was not to be confused with a boarding kennel of the same name further down the road (oh, I don't know, though).

Most of the stalwarts arrived Friday at around five and made straight for the gaming room, which again was unusual, as they usually make straight for the bar. Still it didn't take long for the drinking to start and to get straight into a game of Gunslinger, which Bob Collman had bought complete with miniatures. As the evening wore on (and on), Ironclads, Caesar Alesia, D&D (courtesy of none other than Don Turnbull), Oregon Trail, and Acquire made their appearances. Marcus Watney tried in vain to get takers for his new Middle East game, but we didn't really like the way he had our arms twisted up to the back or our necks....

Saturday morning saw the usual moans and groans around the breakfast table and the traditional search for those extra packs of butter that never seem to be there when you want them. Fueled and ready we reported for action at the Flat Top tables, while those with more sense went off to play other games. D&D picked up where it left off, and Seelowe saw the light of day. Ian Daglish was at (you guessed it) Squad Leader, and I think I saw A House Divided, too.

After lunch (liquid) the now traditional game of Soldiers was undertaken by Henry Radice, Pete Charlton and Slasher (Henry's dog), who looked more than once at the left foot of Andy Daglish for a possible skirmish, of his own, but unfortunately nothing came of it. The afternoon sped by with a masterful piece of tactical surprise undertaken by the Hotel staff, who managed to move the tables around ready for dinner, with gamers still playing on them.

Dinner was a civilised affair, including a speech from our RD and the usual unsightly display of nepotism when the raffle was won by the RDs brother. The big surprise of the evening was that someone started a card game after dinner! Marcus still couldn't get anyone into Middle East.

Sunday saw everyone searching for quick and easy games to play before the trek home, so what did we play? Middle East, of course! It was great fun. The D&D crowd found a small cavern.

The meeting was great fun (Steve Brophy finally lost a game to Andy Bagley!), and will be done again in 1983 at Chester.

A CALL TO ARMS FOR QJM BULGE

--Bob Johnson--

I am looking for eight people who have the ability to stick with a game and who enjoy multi-commander, limited intelligence games that are a real challenge. We will refight the Battle of the Bulge with the action beginning on 12/16/44. All you need is the 1981 version of Avalong Hill's Battle of the Bulge board and counters (plus a few new counters). I might be able to loan an interested player a copy of the board, but you'll need to make/get your own counters.

In QJM, we throw away the rule book. A short guidebook of rules is given to the players. Rule one is, try it if it seems reasonable. The main concept is that combat is by formula and losses are in percentages. There is a good difference between artillery, armor and infantry. It (QJM) seems to be quite accurate, but a pain to calculate; thank goodness for my computer. Morale and fatigue are also important battle factors as well. Note, however, that OOB and OOA will not necessarily follow any of the present Bulge games in the market place.

There are four generals per side. One general for each side is the commander in chief. He will not have any tactical units directly under his command. He will be in charge of tactics or grand tactics of the battle as a whole. He will also dole out reinforcements, replacements, supply and air power, etc. He has total authority for his side including switching generals and maybe even replacing them.

I think those who have played or are playing in my other QJM games will tell you that they are unique, difficult and have a greater sense of reality.

If you are interested, send an SSAE to me and I'll send you the guide. If you tell me what side you want or that you want to be commander in chief, I'll oblige under the rule, first come, first gets. Costs for the game are an SSAE for each move for 30 cents a move. Turnaround for moves will be three weeks to a month.

Write to: R. E. Johnson (201) 875-3663
RR-1, Box 644, Augusta, NJ 07822
----- K -----

SERENADE TO THE BIG BIRD:

Announcing a multi-player role playing game for WW2/USAAF fanatics like myself. This will be based on the game "B17: Queen of the Skies" by Target Games (P.O. Box 14332, Allis, WI, 53214. Cost \$12.50).

Despite a rather atrocious box cover and a distinctly home made appearance, the game is very interesting; at least to folks like myself who get all wrapped about the propellor about WW2 aviation and in particular the 8th Air Force. The price is a bit steep for the component quality, but it makes for a dandy solitaire game. It's not worth much for 2-player as all the detail is on the B17's side, not the German side.

What I'll do is build a squadron using several unit histories as a basis for operations, etc. Each player will have one (maybe more) B17, in effect you'll be both the B17 and it's crew. Using the game as a basis, we'll start flying missions; you'll see your crews change as they are wounded or killed. Both your B17 and crew may be lost, in which case you'll start the next mission as a new (or possibly transferred) B17 or an older ship with a new crew, etc. Ideally, I'll find about a dozen guys to play; that will keep it to one B17 each (PS: since the solitaire rules, etc. are pretty well fixed, I figure I can be a player also).

The concept behind the thing is to have fun, I think. If you are into the 8th AF like I am, you could have a lot of fun making up characters, creating little dramas, etc., etc. I'd expect this to become a fairly "verbal" game with lots of radio chatter and little background vignettes being built up; in short, fun.

So, if you get a thrill from hearing the Wright Cyclones kick over in the opening scene to "12 O'Clock High" and things like that, then get the game and drop me a line. I'd like to hear from you if interested, and people can join at any time; you'll just be a new crew on the next mission.

John Ratzenberger
124 Continental
Lansing, KS, 66043
----- K -----

ARCHIVES AVAILABILITY LISTING

-Jim Wallace-

Below is listed the various AHIKS publications that I have in stock for members who would like to see some of the past history of the Society. We have a complete back listing of the Kommandeur (see below), plus issues of the regional newsletters from those years in which the regional directors were also responsible for publishing: The European Region Newsletter (Europe), The Barrage (East region), AHIKS WEST (West region). Anyone interested in the regional publications, contact me and we can talk price, but it will probably be about \$1 per issue. Prices for issues of the K are shown below, and reflect the availability or original copies (vs photocopies), since the originals cost us less to send. The editor of the K is listed after each volume.

VOLUME 1 (Henry Bodenstedt)
#1 & #2--photocopy only, the founding year of AHIKS.

VOLUME 2 (Hank Greensfelder)
#1--photocopy only, main article German advance on Arras.

VOLUME 3 (Henry Bodenstedt)
#1 & #2--originals, a year of change in leadership and growth; some issues 6 pages, some 10.

VOLUME 4 (Bob Johnson)
#1-5--first year, to make at least four issues! 4 or 6 pages in each issue. Originals.

VOLUME 5 (Bob Johnson)
#1-4--Expanded K, each 10 to 12 pages; #3 had a naval game (Fighting Sails). Originals.

VOLUME 6 (Bob Johnson)
#1-4--continued "magazine" format, 10 pages per issue, #4 had an "untested" game (ACW!), originals.

VOLUME 7 (Ed Mohrman)
#1, 3, 4--leaving the entire Society with the question, "what happened to #2?" 4 to 6 pages, copies.

VOLUME 8 (Ed Mohrman)
#1 & #2--8 & 6 pages. Continued rapid growth, problems in communications. Copies.

VOLUME 9 (Richard Berg) (THE FROG)
#1-3--6, 8 10 pages. #3 extremely good: had the game Hamburger Helper (a spoof). Originals.

VOLUME 10 (Richard Berg)
#1 & #2--8 and 4 pages. Spotty communications again. Originals.

VOLUME 11 (Pete Menconi)
#1-6--first year of the bi-monthly newsletter K, 6-10 pages each. Probably the most regular publication schedule yet achieved. Originals.

VOLUME 12 (Pete Menconi)
#1-6 Issue #1 has, for the first time ever, photographs of the officers retiring from the previous year. Originals.

VOLUME 13 (Pete Menconi)
#1-6--originals. A quiet year of steady growth in membership. For the first time ever, most of the K typing was done externally. Big improvement!

VOLUME 14 (Jim Pratt)
#1-6--Stable membership level (something new!), accompanied by an expanding EBM methods library. Originals, averaging 10 pages.

VOLUME 15 (Jim Pratt)
#1-6--Membership still holding at 500, "Our Leader" picture first appears in #4. Originals, averaging 10 pages.

VOLUME 16 (Jim Pratt)
#1-5--The Multiplayer/Monitored games column "A Call to Arms" first appears. Originals, averaging 10 pages.

Prices: the entire list above may be ordered for a paltry \$50 (Euro Region, contract your RD for prices). Where "originals" is indicated, the price per issue is 60 cents; where "copies" are listed, price per issue is 15 cents per page. Prices include postage to your address; allow at least one month for delivery.
----- K -----

PACIFIC THEATER

Happy New Year and welcome to AHIKS, Donald Graham of Spokane, Washington. Don is a Geologist interested in Squad Leader and Flat Top. I have one other application pending. Last year I processed 24 new members from Alaska to Australia, Malaysia and Japan. The I (as in International) is certainly getting a workout. The FTF get together attempt is just that, an attempt, with virtually no response. I will probably write it up next time, as February is just around the corner. Ciao.

Jim Frediani

1/22/83

K

PBM

The following list shows which games have PBM methods submitted and on file.

After the Holocaust	Midway
Air Assault on Crete/Malta	Napoleon at War Quad
Air Force	Narvik
American Civil War	North Africa Quad
American Revolution	Operation Crusader
Anzio	Panzerblitz
Bar-Lev	Panzergruppe Guderian
Battle of Britain	Patrol
Beda Fomm	Panzer Leader
Bismark	Pea Ridge
Blitzkrieg	Richthofen's War
Bloody April	Russian Campaign
Blue & Grey Quad	1776
Breitenfeld	Siege of Constantinople
Civilization	Sniper (3 player)
Cobra	Squad Leader
Conquistador	Starship Trooper
Dark December	Stonewall
Devil's Den	Terrible Swift Sword
DNO/UNT	Third Reich
Fortress Europa	Tobruk
Franco-Prussian War	Torgau
Frederick the Great	Trireme
Guadalcanal	20th Maine
Ironclads	USN
Island War Quad	Verdun
Jutland	War at Sea
Kharkov	Wacht Am Rhein
Kingmaker	War Between the States
La Grande Arme	Westwall Quad
Mech War '77	Wilson's Creek
Modern Battles Quad	Wooden Ships and Iron Men

Concepts/procedures for:

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

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

Gettysburg
Kingmaker
Panzerblitz/Panzer Leader
Battle of the Bulge (81)

Gettysburg, P/PL and BB are primarily for writing moves and will require a printer to get full use of the program. Kingmaker is a playing-aid, keeping track of event cards that have been played and crown cards held by various nobles. These programs are written for a 48K, 1 disk TRS 80 (I), but can be modified for a 16K machine. If you have one and want a program, send a cassette and I will make you a copy of it, or if you have a different computer I can run you a listing. Also, if you have any programs that you have written that you would like to share, send them in and I will add them to our list.

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.

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 pbn 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.

Gamemasters: once you get your notice of available players, please let me know when the game gets started so I can be sure these guys are taken care of.

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, Air War, Bismarck, Bloody April, Campaign for North Africa, Conquistador, Crusades, Chicamauga, Diplomacy, Empires, Flattop, Gunslinger, Ironbottom Sound, Ironclad, Kingmaker, Machiavelli, Magic Realm, Midway, 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 or August, Invasion America, Ironbottom Sound, Ironclad, Junta, Kingmaker, LaBataille Moskova, Midway, 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&IM.

GMs with Games Available:

Mike Scott, MIKE'S MAG, 1726 Cypress Circle, LaVerne, CA 91750, Openings in Kingmaker, Outreach, Operation Crusader, Gunslinger, Machiavelli, Rail Baron, Crusades, Russian Civil War, WS&IM.

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.

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

Richard Snitzer, THE BROADSIDE, various naval games. 527 East Double St., Carson, CA 90745.

Richard Nelson, ready to run Flattop. One Eklof Ct., Croton-On-Hudson, NY 10520.

Ien Mumbower (with John Ratzenberger): Battle of the Coral Sea, using Flattop as a basis for strategics, Dauntless for tactical resolution. Write for a full-page description of the system: 2462 Emory Ln, Marietta, CA 30067.

Roy Henricks

November 1, 1982

K

SWAPPE SHOPPE

Wanted: Empires or the Middle Ages, SPIES, ARES 3 with game, S&T 84 with game; Operation Grenade, map (or photocopy of same) for Voyage of the Pandora.
For Sale: 10 Micro-armor packs: T34's, and assorted Russian and German AFV's.
Wally Waldau, PSC Box 2302, APO, NY 09021

Am looking for 2nd Edition Rules to Hwy. to the Reich.
Jim Frediani, Box 751, 100 Silverado Tr., Calistoga, CA 94515.

For Sale: All good to excellent condition. * Indicates never played. \$4: Origins; \$5: Luftwaffe, R.W., Outdoor Survival, VIP, Alex, Ceasars (2), WS & IM, Dreadnaught, Franco Prussian War, Fury in the West (BL); \$6: AIW, PB, 3rd Reich, Fr40, Gett. 80, Sub., Stonewall; \$7: FE, Ney vs Wellington, Tannenberg*; \$8: Eylau (GLW), Flat Top* (BL); \$10: 88 (Ya); \$12: Thin Red Line (Ya); \$14: Manassas (ICF); \$22: 1914*. Include \$1 for

postage for each \$10 of merchandise.
Jim Creeger, 9679 Rudway Ct., Sacramento, CA 95827 (916) 362-6063.

Trade: Machiavelli (new unpunched) for a similar condition Afrika Korps. Also looking for USN, Rostov and Operation Star.
Peter B. Landry, Route 5, Box 130, Tamarack Road, Plymouth, Massachusetts 02360

Wanted: Information on games covering the Guadalcanal Campaign; titles, manufacturers, and current availability.
Bill Salvatore, 2841 Summerfield Rd., Falls Church, VA 22042

Wanted to Purchase: War in Europe (SPI) new or used.
David McCormick, 11 Cheyenne Lane, Yarmouth Port, MA 02675

Wanted to Purchase: U.S.N. (SPI)
Mark Gorskil, 34 Brady Avenue, Salem, NH 03079 and
Dan Shannon, SS2, Marleau Rd., Prince George, B.X. Canada V2N 2K6.

K

FROM THE MATCH COORDINATOR

To begin with Happy New Year. May the new year bring you health and good gaming...

My address has been altered by the Postal Department again; RR #2, Box 1300, Worcester Road, Stowe, Vermont 05672. Be advised that any member desiring continuations of ICRK's or COB's to send me their requests.

Members who have submitted requests and no matches for that request have been made, then after six months of publishing, it will be dropped. Members are responsible for outstanding requests sent to the MC. If no longer desired, the member should inform the MC to cancel.

All issued ICRK's are required to be returned to the MC after their use. The importance for their return cannot be overly stressed; many functions are held up, i.e., ratings, accountability, and control. Insure that those ICRK's are completely filled out after use. If not used, indicate canceled and date. If used, indicate if game was completed, insure that winners are indicated and date game was completed. Other information on the sheet, for our records to assist in further matching, would be helpful.

New COB sheets with printed units for specific games are now in the works. At present I have on hand Fortress Europe, and TRC (Russ1941). Members who wish to do so may prepare COB's for games in their possession and send them to Farvy Grove, FBM Idea Officer, and if accepted, he will forward them to the MC for reproduction.

MATCH REQUESTS

Aces High; Arrica Korp; Air War-80-(14); Angola; Anzio; Army Group South; Avalanch; Anzio Beach Head; Bar Lev; Battle for the Ardennes; Berlin; Bulge-81-(NM); B/G-I; Borodino;

Brittenfield; CA; Carrier Strike; Chancellorsville; Chickamaqua; Cobra; C.O.I.; Craonne; DD-(69); DD-(77); Drive on Damascus; Dune; Fifth Frontier War; Fortress Europa; Fortress Rhodesia; Gettysburg-(64); G.I. Anvil; Guns of Aug; Flattop-(NM); Indian Ocean Adventure; Kaiser Battle; LaBattle DeLamosk; Lee Moves North; Leningrad; Luftwaffe; Kriegspiel; Marlborough at Bleheim; Midway (GLW); Modern Bat Qd-I-47; Modern Bat Qd-II-47; Panzer Blitz-(NM); Nap ART of War-47; Nap Last Battles-47; Narvik-(72-74); Narvik-(77); North African Qd-47; Operation Granade; Panzer Kreig; Overlord; Patton 3rd Army; Red Star/White Eagle; Rifle and Saber; Road to the Rhine; Stalingrad; Star Ship Trooper; Struggle of a Nation; Sq. Leader; Third Reich; Tac-II; Trireme; Victory in the Pacific; WW-I; Wreck of the DSM Pandora-12; Surzburg-47; Yalu; DNO; Case White; Marita-Merkur; White Death; Unentschieden.

GAME MASTERS NEEDED: Air Force

A.R.E.A. MATCHES REQUESTED: Stalingrad; TRC

OPEN REQUEST FROM OVERSEAS MEMBERS: Write directly to Overseas MC, Dave Grantham, 45 Burbage Avenue, Hull, Humberside HU8 0ET.

Berlin-85; Seelowe; Panzer Blitz, TRC, Panzer Leader, Blitzkrieg, AK, 3R, Eylau, Mech/War-77, Operation Pegasus, Warsaw Pact, Grt. Medieval Bat., Richhoffers War, Swords and Sorcery, Imperium, Panzer-44, Bastogne, Moscow Campaign, Nap at Leipzig, The Great Redoubt, NATO, Army Group South, Karkov, Modern Battles Qd, Sinai, Norway-40, Caesar Alesia.

MULTI PLAYER MATCHES: Write to Roy Henricks, 128 Deerfield Drive, Pittsburg, PA 15235.

Les Deck, Sr.

January 1, 1983

K

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 ARIKS 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.

bulletin board

The following members have not paid 1983 dues, and should contact Joe Horne immediately if they intend to keep their membership: Ahre, Albright, Alsen, Anderson, Aslin, Bailes, Barrette, Basta, Beaty, Bell, Benton, Bodenstedt, Branley, Brownawell, Buchanan, Bullock, Burgess, Burke, Burrus, Bush, Butcher, Butitta, Buttrick, Carraway, Castaldi, Cato, Chaffins, Clark J, Clark T, Colena, Compton, Conroy, Cooney, Coppula, Corn, Cromartie, Curley, DeJulio, Dickerson, Dietz, Dippon, Dorman, Drummond, Dubinsky, Eisan, Eller, Farone, Fisher, Fortier, Frye, Gardner, Gelinas, Goldcamp, Griffin, Gugarty, Haggart, Hannah, Hanson, Hass, Hastings, Heidenreich, Heim, Hendrix, Henry, Herron, Heydt, Higgins, Hilton, Hooks, Howard, Huerta, Hulsten, Hurley, Isner, Jackson, Jarvis, Jodoin, Kelley, Kelly, Kidd, King, Kluska, LaBarge, Lodholm, MacArthur, Marks, McCuaig, McDonnell, McLaughlin, Mills, Monroe, Moro, Mugler, Newberg, Newell, Pertierra, Prizner, Reeve, Reynolds, Richter, Rohde, Rohlfing, Rousseau, Rowell, Saha, Schoenberger, Selders, Shannon, Shellabarger, Smith, Soon, Speer, Sullivan, Truex, van der Hagen, Vannoy, Vaughn, Velez-Diaz, Wallace, Walton, Wartinbee, Wenker, Wetzelsberger, White, Winslow, Wlas, Woolridge.

Past experience says that those living outside the US are probably listed because the mails are so slow, and we will contact you again in about a month if we still have no word from you. We hope to hear from the rest of you before the next mailing of the K, at which time final "drops" must be made. If you are dropped from membership, it takes an initiation fee to get back in, so we hope you do not delay!

----- K -----

RATINGS

RATING POOL BY RATING 02/17/83

NAME	CUR.		
1. D. BURDICK	2015DDD	22. D. HUGHES	1470EFG
2. K. MILLS	1965HGF	23. J. PELLICCIA	1465HHE
3. D. EISAN	1905KJK	24. F. KRAUS	1460EFC
4. T. OLESON	1905DEB	25. D. DEMORY	1460DED
5. R. KINSELLA	1905DDD	26. M. LAUSSADE	1455FEG
6. K. MCCARTHY	1875FED	27. R. LOGSDON	1455FED
7. R. WINDSOR	1870GGG	28. J. POPOLIS	1445DEE
8. B. MASTON	1840DEE	29. H. TELEUCKY	1440HGH
9. T. BECKER	1790DEC	30. G. GOHEEN	1440HGH
10. T. ELLER	1790DEA	31. H. WHARTON	1440DDD
11. J. CREEGER	1720EEC	32. D. ROD	1420FEG
12. J. POWER	1670FFC	33. D. MCCARTY	1410FFG
13. L. DECK SR	1640EGF	34. J. SOMERVILLE	1385HHG
14. P. LANDRY	1640DEE	35. S. DESTEFANO	1385EEB
15. P. TRUESDELL	1635EEF	36. R. STARNIK	1380FFD
16. D. AYERS	1595HHF	37. W. WALDAU	1380DEE
17. T. THORNSEN	1550EEF	38. C. PARKS	1330EGF
18. K. MACDONALD	1530GFE	39. M. STANLEY	1310FGG
19. V. MUGLER	1485HHH	40. L. KELLY	1305HGD
20. P. ROSAMILIA	1480JIF	41. E. HASS	1305EBC
21. M. YARWOOD	1480EDE		

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



FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED

