



NEWSLETTER OF AHIKS



THE KOMMANDEUR

AH BUYS SPI !!! (see bulletin board)

THE PRESIDENT'S CORNER

Well, guess I'm it. Actually, I don't mean to sound resigned to my fate; I am looking forward to working for you. K16/5 mentioned that stand-alone candidates didn't have to submit platforms. I did submit one; even if someone is running unopposed, I think you have the right to see what he has to say, and have something by which to judge his performance. So, I thought I'd go ahead and let you see my platform as it was submitted:

I have been an elected or appointed officer in AHIKS for the past 6 years. As a result, I am well familiar with the society as a whole and the Exec in particular. I know where we have been, and where we are heading, and I have some ideas on things that we should be doing. I've been on one side or the other of battles big and small, seen mistakes we don't want to repeat and seen a lot of good things happen within AHIKS that we want to keep going. Thus, I believe my experience will be of benefit to the Society in terms of a smooth transition and maintenance of continuity.

On a personal note, I want to serve as an AHIKS officer not for any great glory or reward, but simply to help out and keep AHIKS going. In my opinion, AHIKS has to rank as one of the two or three best things in the whole war-gaming hobby. If it wasn't for AHIKS I would have quit gaming a long time ago.

I have about a half-dozen things I'd like to pursue:

-First, maintain or improve our services to you, the members of AHIKS.

-Second, reduce the workload on the officers who so willingly give of their time to provide these services.

-Third, maintain a slow but steady membership growth without compromising our standards for courteous and quality play.

-Fourth, expand or add new services to meet the needs of the members.

-Fifth, keep the cost to you as low as possible - preferably right where it is now.

-Lastly, I'd like to see AHIKS become a recognized force in the hobby/industry. I believe that we have a unique opportunity to influence the design and development of games, to influence the quality and to make the views of a group of older, more mature and experienced gamers known. Of course we will be looking primarily at the pfm aspects of games, but any constructive ideas we provide will be of great benefit across the board. We have a couple things in the works now—the Playtest Committee and a "Best PBM Game" Award—but there is more we can and should do.

Those of you that know me may be concerned about a couple things: time available and a rather hot temper. As of the beginning of the year, several of my outside interests will be done and that will leave more time. As to the other matter, well, I'll just have to work at it a bit; certainly the office of President will demand a different approach.

Well, that was it. Let me put out one thought: we need your comments, suggestions and even criticism, so write the officers, write articles for the "K", etc. You won't be ignored.

On that note, I'll mention that I'll be out of the country for almost 3 weeks during Feb-Mar, so if I'm a bit slow at answering any letters, have a bit of patience.

I'll close by thanking the outgoing officers for all their help and work - AHIKS is a volunteer organization and the assistance is more than welcome.

John "Ratz"enberger

February 1, 1982



AHIKS WORLD'S FAIR CONVENTION

-Jim Burnett-

As mentioned in a previous issue of the "K", Knoxville will be hosting the World's Fair in 1982. In conjunction with this event, we plan to hold an open house style of convention for AHIKS members and friends. At present, the date for this event is still up in the air, but we are shooting for a whole week con sometime around July fourth. That's right, a whole week. We feel that a total of nine days of gaming activities is probably longer than most people may want (especially those with families) but the idea here is to give you plenty of time to see the fair and other sights as well as to play. A whole week with two weekends should allow plenty of time for everything. As for the families, there are many other things in the area to see and do. They shouldn't feel too neglected.

Unless there are more attendees than I anticipate, the gaming will be held at my house - if the society does turn out in greater numbers than expected, other arrangements can be made.

What I would like to find out is a general idea of interest in this meeting. As is stated above, housing may be a bit difficult; the natives are already planning some price gouging, but with enough notice I may be able to get a group rate for those who wish it at some area motels or private housing which is open for rent. It would be nice to plan this as far ahead as possible.

What I would like, then, is an idea of the amount of interest in this project. If you would like to attend, please send me a note stating any preference as to dates and accommodations. I will try to get more detailed information out as it comes available.

I think this would not only make a good vacation, but hopefully a great gaming experience, especially for those interested in multi-player PTF. As this con is just for AHIKS and friends, only responsible adults will attend, and the gaming should be of high quality.

So come to the Fair, take a vacation, and enjoy some good gaming. Write for info: 606 Timbercrest Drive, Clinton TN 87716.



editorial

Welcome to the new year, our 17th in publication. I really dislike starting off on a slightly sour note, but must apologize for the mixup last issue. I took over the printing job for K16/5, and ran into some problems. The final result was that it mailed late, and I know a number of you got the issue and dues form very close—or after—to the deadline of Jan 31. Ballots received up to about Feb 15 will be counted, and those who guessed correctly that we would also extend the \$1 discount will not be bugged for an extra buck. Those who weren't too sure and sent the extra \$1, if they want it back, may send me a post card. I will summarize the names for Joe Horne, and we will either send out checks for \$1, or credit your 1983 dues, depending upon how many respond.

I now have the new printer whipped into shape (actually, I'm not sure who got whipped!), and will hold to a firm publication schedule of every even month (sigh: except for this issue, which I've got to hold a bit later since K16/5 was late). Get your material to me before the 1st of the month (Feb, Apr, Jun, Jul, Aug, Oct, Dec) and it will be in the mail by the second week.

MATERIAL FOR THE K: I prefer handwritten, double spaced, dark ink (or #2 pencil), on lined binder paper (right: the scuzzy stuff with holes in the margin). This really makes it easy for me to edit and for the typist to type. Type if you like, but double space it, and plan on having it retyped by my typist anyway (ie, don't bother making it perfect). On all submissions, print your name clearly at the top, and print your address (and phone number when appropriate) when you ask people to write (or call). Much of poor handwriting can be deciphered due to context, but names and addresses cannot.

Ratings: 80% of these don't change from one issue to the next, hence an editor isn't too concerned about updates. What we'll do for at least this year is print about 65 names (starting with the top 65) each issue. This should allow everyone to see his name once per year. If you are not really into the ratings system, please withdraw your name, since it's a waste of time and money otherwise.

As always, we're anxious to get reviews, reports of meetings, PBM ideas (send to Harvey Grove first, though: address on p.2), opinions, and swappie shoppe material. Those who feel their contributions are so spectacular that they deserve regular columns may contact me for details (details on why I may delay some material depending upon space available!).

The K has been the NEWSLETTER OF AHIKS for six years now. The emphasis continues on "newsletter" because it is a product by and for the membership of this Society. I'll help with spelling and syntax, so whatever you send will not embarrass you on minor points. We benefit from the exchange of ideas, and this is our forum.

Pete Menconi

February 7, 1982

(K)

TREASURER

Since I do not have a full treasury report, I'll make this a very short column and give results of the balloting for the two offices for which there was some contest:

RD PACIFIC
Jim Frediani: 21*
Mike Scott: 18
Gary Gossett: 5

RD CANADA
Casey Bruyn: 6*
Jean Jodoin: 5

In view of the late mailing of the ballot issue K, I extended the deadline for receipt of ballots to March 7, which should be enough for anyone desiring to vote. All the ballots received in the last week or so were unmarked: I presume all those responding now assumed their votes would not be counted.

Joe Horne

March 7, 1982

(K)



THE KOMMANDEUR VOLUME 17 NUMBER 1 FEBRUARY 1982

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GENERAL INFORMATION

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

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

Subscriptions to the KOMMANDEUR are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Inquire with the Editor or European Regional Director for details.

THE BARRAGE

As this is the first BARRAGE of the new year, I'd like to report briefly the statistical state of the region. We ended 1981 with 67 members, down three from last year. Our distribution by state continues to be dominated by Virginia (15 members), Maryland (15), and Florida (11). Tennessee is next with 6, while Alabama, Georgia, and South Carolina have 4 each. Delaware and West Virginia each contain 2 AHIKSers; Kentucky, Mississippi, North Carolina, and Venezuela contain 1 each.

We have one new member to welcome. He is Keith Wright of Hanahan, South Carolina (our second member in this town, as Norm Albrecht also lives there). Keith, who is finishing college, has been a gamer for 10 years and is especially interested in Napoleonic tactical, American Civil War, and modern period games. Welcome, Keith, and good gaming!

From time to time in this space, I've urged members to attempt to organize local FTF get-togethers. Now Jim Burnett, of Clinton, Tennessee, is making an ambitious effort in that direction. In connection with the Knoxville World's Fair, which opens May and will run through October, Jim is trying to organize an open-house style of AHIKS convention for sometime in early July, to include perhaps a week of gaming. Members interested in more details on this can write directly to Jim at 606 Timbercrest Drive, Clinton, Tennessee 37716. Commendations and good luck, Jim, on a really ambitious undertaking! Hosting a houseful of gamers for an entire week is heroism above and beyond, indeed!

It's hard to believe, but wargame convention season is beginning to loom on the horizon again. The big one, Origins 82, is scheduled for 23-25 July in Baltimore, which puts it in the heart of our region, in terms of membership concentration, we should have a strong contingent on hand. Our traditional Origins Saturday night dinner should be well attended, and we might think about other activities as well. I'd like to hear from Region members who plan to attend Origins and/or have ideas for convention activities. What about a get-together or dinner the evening before the convention opens, to avoid the conflicts with tournament schedules which sometimes keep members away from the Saturday night gathering? Let me hear your suggestions and ideas on this.

Graham Cosmas

February 15, 1982

(K)

Pacific Theatre

I thought that last issue was my last column as RD, but with the delayed delivery of the ballots, I doubt if a new RD will even be notified of the victory before the deadline for the K. So, this will be my last contribution as RD. I may contribute in some other fashion.

It has been a quiet three months. I've not had any new members or even requests for applications. Problems have been minor. I'll be able to turn over the RDship in good shape. I have a box of materials to mail.

I've been wondering lately what impact the postage hike will have on pkm gaming. It is becoming an increasingly expensive hobby. One area impacted for me is the multiplayer field. Playing one turn costs 40 cents, plus whatever postage expense for diplomacy. Some multiplayer zines charge a game fee and no postage, so you still have to invest a large amount of money for just one game. The price of postage may encourage more to go to those who run magazines for gaming, but then the games drag 4-6 weeks per turn, if you have a reliable GM. Interest is lost at that pace. I really appreciate the hard work of some of these GMs who not only monitor the game, but also publish it and mail it. I know what it takes to monitor just one or two games, and doing 7-10 must really take a hunk out of family life. Regularity on their part is a real mark of good character.

Another impact of the postage hike may see us playing both ends of the match at the same time. This would be feasible for some of the simpler games, but for games with more than one OOB sheet per side it would require extra postage. It would still be cheaper, but not as much. Plus, it would also slow down the response time, but it would allow lower expenses.

For those gamers in the Seattle area, keep your ears open for something in the way of ftf for the Spring. I won't be able to host this year because of the anticipated arrival of #3, but others in the Marysville area are talking about a minicom.

Dave Grant

February 4, 1982

(K)

INTERIOR LINES

For those of you who do not ordinarily read the list of officers on page two (and why should you?), I have moved. My new address and telephone number are listed for your use. As ever, I'm home to all AHIKSers in the area. As of right now, only a few hours each evening and weekend are used for work, which leaves some time for the important things in life (games).

As the entire world now knows, this column was missing in the last issue. This is due to one of three reasons: it got lost in the shuffle, or there was a space limitation in the "K", or the rest of the Exec is out to get me. Anyway, I will reiterate the important parts.

Counting last issue and this one, we have SIX new members in our region. "Welcome Aboards" go to: Marvin Miller, an engineer from Corydon, IN. In two years, Marvin has raised his A.R.E.A. rating from 600 to mid-1500 (it took me approximately ten years to raise mine 200 points, so Miller's on my "don't play him" list). Dennis Sheppard, a factory worker from Lancaster, PA: Dennis is our only (to my knowledge) movie star—he played a German NCO in "Playing for Time" on CBS. David Schuitema, a postal clerk (that's why I didn't say my last column was lost in the mails) from Wyoming, MI. David works the graveyard shift, so members in his area should plan accordingly if they want to contact him. Thomas Hanover, a student at UW-Wilwaukee. Tom says AHIKS is listed in the appendices of all the wargame books he's read, and our reputation is one of the reasons he joined. William Retoff, from Minonk, IL, who lists his occupation(s) as mail carrier/musician/magazine writer. He has had problems in the past with finding opponents for what he likes to play (uncomplicated modern air combat scenarios). And Bryan Eshleman, a computer programmer student in Williamsport, PA. Bryan says he has quite a collection of unplayed games (don't we all?) and hopes AHIKS will provide suitable opponents.

Counting our new colleagues, membership in North Central is now 83. Nine members have moved administratively to the new Canadian region. Our breakdown is: IL 22, IN 5, MI 14, OH 17, PA 17, and WI 8.

With spring approaching (PLEASE!), if you are considering hosting an FTF, or planning to do something at a Con, let the membership know—through this column is you wish.

Jim Mueller

February 2, 1982

(K)

POSTAL SERVICE—CANADIAN STYLE

—Jean Jodoin—

I would like to present a problem all Canadian members should relate to: or postal service, or the lack thereof. It seems that the extremely slow postal service is getting even slower and it is reaching the point where I may have to drop out of two Crusades games. Why? Because it recently took 2+ weeks for letters to reach me, leaving me 4 and 2 days, respectively, to respond, and that included the time required by my letter to reach my US gamemaster. This of course resulted in NMR (no move received). It seems my biggest problem is not my politico-military opponents but just getting my moves on time. My US counterparts just can't believe I mail my response within 2-3 days. And who can blame them?

I hope that our opponents will be considerate, and some multi-player game deadlines (or allowances therefore) can be set with this in mind. Otherwise, using special delivery or similar means would be required. And those US members who are thinking of the cost involved, think of us poor souls who must pay 35 cents to have our mail delivered to you too late. Anyone with an idea can write directly to me at 4062 D'Auteuil, Pierrefonds, Quebec H9H 2V4. (**you might request matches from the MC only from Canada and the northern US states closest to your province.—pm**)

(K)



ORIGINS '82

JULY 23-24-25, 1982

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

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

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

WARGAMES: PLAY BY MAIL AND A LITTLE ORGANIZATION MAKE IT FUN

-Mike Scott-

I really started my wargaming about four years ago when I joined AHIKS, as before that time I just played solitaire, and one game at a time. After I joined I found that one or two games would not steadily fill the time I felt I had available, so I joined more games until I realized I'd got myself over-extended. Ever found yourself in that situation? What did you do? Instead of cutting back, I organized and was able to take on more, including the monitoring of 14 games and the (mis)publishing of the little game zine I call MIKE'S MAG. since several people have asked me how I do it, I thought I'd set it down so all could see and maybe help their own gaming by it.

RECORDS: Paperwork! We all hate it, but sometimes it can help make the play of the games easier. I started out keeping some of the first letters from my opponents with the games rules—in an envelope or a folder. And I didn't keep copies of what I'd done that turn. That type of system (?) doesn't work very well. Now I either make a copy of everything before I send it, or use carbon paper to get me a copy. (On one of my games I wrote the GM to challenge a move he'd done; he said there was no way for him to double check: he didn't keep any copies of anyone's moves!) I file all paper into a 3-ring notebook, each book having from one to five games of similar type in them. With the notebooks labeled, on on the small shelf area I have, I can quickly go to any particular game when a call or letter comes in on it. I also file copies of the various game zines I get into their own larger binders, even though I've made copies of the games I'm playing in that are filed with the game information.

One thing most people know and do: put the name of the game and the date of mailing when you send out anything. Too many people play in many games, and it will save them time if they can quickly relate to which of the games you refer.

GAME SET UP: I haven't found anyone yet who has the table space to lay out all the games they play in. Especially the one-on-one games; they can be space-costly when compared to the amount of time spent with them. I took an AHIKS suggested idea and built my own cabinet, one with nine shelves to put the games onto. When that game's move comes in the mail, I pull out the shelf, map and counters on it, make my moves, and put it all back away. This small cabinet sits out in the garage, near a table and good light.

For the multi-player games, for which I have several matches of each going at any one time, I use copies of the maps and my own "peg board" method. Games which provide small maps are great (Kingmaker, Diplomacy, Machiavelli), and the others I've taken to printers to have reduced copies made (look for a printing service that charges 10-15 cents for a reduced copy on a bond copier, not the \$10 offset process!). The only real problem is that the colorings don't come out too good, so I always have my own original map handy to check things out. I take the map and attach it to a piece of fiberboard (available at lumber yards or building material stores). Some of these I have put up on the wall of the garage, others go into my cabinet, and a few just sort of stand around. This provides a pin cushion for the map. I use two methods: thumb tacks or colored sewing pins; both work. I use the tacks for games like Dip and KM: felt pen or dry transfer lettering, with a fixitive spray on top, provides markings on the tack, and the tacks come in different colors. I recently started to use more of the sewing pins; with their smaller heads and deeper penetration (**!-pm**) they don't come out as easily when taking out an adjacent pin, but you can't write on them; they work well in Machiavelli, Conquistador, Rail Baron, and I am using them with a RCW game (but you have to use very expensive numbered pins with RCW, and keep records what the 1-100 code stands for: I don't use them very much).

DEADLINES: I keep a master list of due dates, which tells me at a glance how I'm doing. If I'm busy negotiating or just figuring out how to survive in one game, I still don't want to miss a deadline in another game. Consolidating the list is important, since having to look into the binders for individual dates would mean I'd forget some for sure.

I also put down the date that my two-player games get to me, knowing from my agreement with the opponent how soon I have to get it out. Once the move is in the mail, I check it off so I can concentrate on the others.

As a GM, with 14 games going, I keep another list; this one is of all the games and the players in them. When I get a player's move, I mark it in the log. A few days before the deadline I can sit down and start putting together those games for which I have all the moves.

HOLDING FILE: As a GM I put each player's move into an expandable file, which holds just that game's moves. This is done as soon as the move is logged in, and so far has prevented the loss of any moves once I get them. I use another expandable file to hold the correspondence that I've not yet answered in the games I play in, though I will admit that I don't always get to this as quickly as I should.

PLAY AIDS: If you've come across or developed a good workable system or chart or OOB for one of your games, don't be bashful about passing it along to others, especially for games that are played a lot; and maybe what you've put forth may make the little-used game be played a lot more. I've been pleased to find a very good response to those that I've put together, and am pleased that on a couple of occasions someone else could take what I've started and carried it another step down the line.

ADDRESS LABELS: As a GM I've found it beneficial to use address labels, and by typing up a master list and going to my printer he can run me a set or two at a time on the Xerox, or other bond copier. I've now just about decided to do it for some other games, especially the two-player ones and games like Dip, KM and Mach. I feel it will save time and make the games more fun.

And we do play games to have fun, relax, learn, and meet new people. So if it can be done more easily, maybe you'll have more time to play another game. Who knows, maybe it'll be one you can beat me in!!

Ⓚ

FROM THE MATCH COORDINATOR

GENERAL:

AHIKS warmly welcomes all you new members: John Sunde; Robert Granville; Christopher Reeve; Stan Forbes; Thomas Courtney; Carl Castaldi; Thomas Hammer; William Vincent; Chuck Leath; Donald Cornelison; Dan Duval; William Wiesing; Keith Wright; Daniel Covello; Michael Riley; Thomas Hanover; William Retoff; Michael Marks; Robert Ruppert; Steve Beck; William Nusbaum; Allyn Vannoy; Bryan Eshleman.

An urgent call to the membership for help in accepting NEW MEMBER matches: in the last several months an increase in the membership has put a strain on qualified members to teach pkm to new members, therefore, I appeal for your assistance by requesting that any member who can play a new member forward his request to me by stating the game and number of new members he is willing to accept. Thank you!

ADMINISTRATION & POLICY:

Reference to AREA below is meant only to inform the members of those potential opponents within AHIKS who are members of AREA through Avalon Hill and who desire to be matched with other AREA members in either Avalon Hill games or non-Avalon Hill games. Be advised however that non-Avalon Hill game matches are not rated by the AREA rating system, but they are under AHIKS' system.

Members desiring matches write to me for opponents and ICRKS. If you have an opponent and need ICRKS, then still write directly to me. Members in need of continuation ICRK sheets for games presently in progress can write directly to Carl Benton (MSO). Please indicate the name of game in progress and the ICRK # presently being used.

FROM THE MATCH COORDINATOR

The MATCH REQUEST FORM at the end of this Column is very important: please use it. I stress the need to indicate specifically your requests according to the KEY listed and to allow for alternates if possible. For re-published games please indicate publishing firm and year (i.e. Battle of Bulge-81 AH).

Members desiring to cancel matches that have been requested and have not been matched with an opponent may do so by writing me. If already matched then member must write to his opponent to resign from the match.

Each member is strongly urged to return his own ICRK to me upon completing a match rather than forwarding it to his opponent to do so; there have been events that have lost the entire set of ICRKS and has resulted in a no-match, no-rated game.

RATING (as of 12-31-81)

Ratings are a means of judging one's own progress within this Society, but do not play only for ratings. Playing for FUN is what the Society is all about. Winning is great too, but losing a friend is a greater loss.

1	Burdick	2015	31	Metzler	1510
2	Oleson	1920	32	Landry	1505
3	Eller	2000	33	Ayers	1420
4	Power	1830	34	Jerome	1480
5	Maston	1870	35	Townsend	1490
6	McCarthy	1805	36	Mugler	1485
7	Kinsella	1805	37	Goheen	1525
8	Mills	1795	38	Popolis	1485
9	Drummond	1775	39	Deck Sr.	1480
10	Newbury	1780	40	Curley	1480
11	Eisan	1720	41	Jerkich	1520
12	Knepper	1760	42	Kern	1445
13	Helfferich	1755	43	Burtt	1445
14	Windsor	1740	44	Starnik	1430
15	Creeger	1770	45	Wetzelsberger	1430
16	Becker	1735	46	Grant	1430
17	Hopkins	1730	47	Dempsey	1430
18	Truesdell	1675	48	Destefano	1415
19	Keough	1630	49	List	1410
20	Bizwell	1645	50	Yarwood	1360
21	B. Hill	1640	51	Wallace	1460
22	Teleucky	1620	52	Rosamilia	1395
23	Freemon	1580	53	Kraus	1395
24	Woodbery	1580	54	Rhodes	1390
25	Dough	1560	55	Ryan	1390
26	Wharton	1480	56	Benton	1390
27	Flynn	1565	57	Pippus	1390
28	Beaty	1540	58	Griffin	1240
29	Demory	1520	59	Powlesland	1380
30	Pelliccia	1430	60	Caton	1375

MATCH REQUESTS (as of 1-31-82)

OPEN MATCHES

Africa Korp, Alexander, Assault on Leningrad, Battle, Berlin-85, Big Red One, Blitzkrieg, Borodino, Breakout and Pursuit, Bulge-65, Bulge-81, Chinese Civil War, Crusades, Fulda Gap, Flattop, Forward to Richmond, Franco-Prussian War, Fury in the West, Gettysburg, Great War in the East, House Divided, Iron Clad,

Kursk, Malta Midway, Modern Battle II, Normandy, Operation Grief, Panzer Leader, Panzer Blitz, Paratrooper, SST, Stalin-grad, Seelowe, Simon DeMontfort, Sorcerer, TSS, 30 Year War, Waterloo, West Wall, World War-I, Wurzburg.

NEW MEMBER REQUESTS: "NEED ASSISTANCE HERE"

Cobra, Desert Fox, Luftwaffe, Lee Moves North, Operation Granada, Panzer Leader, Submarine, Vera Cruz.

OPEN TO NEW MEMBERS ONLY:

From experienced pbn players desiring to assist new members; Africa Korp, Alexander, Break out & Pursuit, Bulge-65, Crusades, Fulda Gap, Franco-Prussian War, House Divided, Kursk, Modern Battle II, Operation Grief, 30 Year War, Waterloo, World War-I, Wurzburg.

A.R.E.A. REQUESTED MATCHES/OPPONENTS

Alexander, Blitzkrieg, Borodino, Bulge-65, Crusades, Franco-Prussian War, Great War in the East, House Divided, Modern Battle II, Normandy, Operation Grief, Panzer Blitz, SST, Seelowe, 30 Year War, Waterloo, West Wall World War-I.

OPEN TO EUROPEAN & FAR EASTERN THEATRE

Africa Korp, Alexander, Assault on Leningrad, Battle, Berlin-85, Blitzkrieg, Bulge-65, Chinese Civil War, Crusades, Forward to Richmond, Franco-Prussian War, Gettysburg, Normandy, Paratrooper, Seelowe, Simon DeMontfort, West Wall, Wurzburg.

FAST PLAYING REQUESTED MATCHES

Bulge-65, Operation Grief, Waterloo.

MULTI-PLAYER MATCHES REQUESTED

Flattop.

3-WAY MATCH REQUESTED

War in Europe.

MISCELLANEOUS

Walter Compton, Apartado 14311 Candelaria, CARACA, 1011-A Venezuela, is looking for members who are interested in playing out of print games. Please contact him direct.///// Captain Pierre Bompar, Silver Hill Apt 303, 28 Shirogane-Cho, Shinjuku-Ku, Tokyo 162, Japan, is willing to GM a 2 Player Submarine mini-campaign. Please contact him direct.///// Please contact your Regional Director for information pertaining to PBM, proper use of ICRKS and all complaints: I am unable to satisfy inquiries due to limited time.///// The US/CANADIAN Postal System is far from what one would desire and it appears the System is being attacked by phantom Indians/Robbers, for loss of mail is on the rise, and you are urged to inquire with me if you have not received any response (or listing in open matches) for your requested matches after a period of 60 days. Please indicate that it is an inquiry.

Les Deck

January 31, 1982



SET REQUEST FORM

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

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

Are you AREA rated? Yes No

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

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

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

NAME _____ ADDRESS _____
 DATE _____ Phone Number () -

bulletin board

HEADLINE OF THE YEAR: Mike Scott called on March 13 (just under the wire) to report that a friend of his that works at Simulations Publications Inc. tells Mike that Avalon Hill has purchased SPI. The source is considered reliable by Mike, and Mike is considered reliable, so it looks like the real thing. What's good for US Steel is good for AH, eh! Certainly this could provide our hobby with a terrific blend of creativity and practicality.

MISSING IN ACTION: The latest K to these members was returned without forwarding addresses. If you know where these members are, please let us know: Paul Selzer (Manitoba, Canada), Thomas Isner (Columbus, OH)/////Please remember that changes of address should be sent to the Society Secretary, Bruce Maston, address on page 2. If you send them to the editor, president, treasurer or RD, then they are delayed by the posting to the Secretary./////Mike Scott, publisher of Mike's Mag (devoted to multiplayer games) issues a call for players in five games which he's held open for a while: Outreach, Russian Civil War, Operation Crusader, The Crusades, Wreck of the BSM Pandora. Write to Mike at 1726 Cypress Court, La Verne, CA 91750./////Les Deck writes that Richard Helfferich tells him that Fire & Movement magazine was purchased by Steve Jackson Games, Box 18957, Austin, TX 78760. Issue #26 should be out at the end of February, 82./////Chester Hendrix, 1710 Mapelhurst St., Olivehurst, CA 95961, still has 40 copies of

Operation Grief available to members. It uses a Battle of the Bulge board. Cost is \$0.53. He even includes preprinted PBM sheets with the game.

APPOLOGIES TO ALL MEMBERS FOR BALLOT ISSUE DELAYS

When I took over the last K of 1981 from Jim Pratt, I ran into a series of delays. The typist had lost some items, which I had to type up. The printer was slow, then misprinted all the envelopes for Joe Horne. I misjudged how much time it would take to assemble the K (last time I did it, we only had about 350 members!). Had I known this series of delays was in the wind, I would have set the deadline for receipt of ballots back by about two weeks, and saved a lot of confusion about whether ballots would be counted if received after Jan 31 and whether the \$1 discount was good after the 31st.

NEXT ISSUE

Please have material to me by April 1 (ie, send it NOW). I can handle some items after that date, but plan to have the bulk of the material into my typist on the 1st. Having an in-office typist for the K is a great help: she does about half an issue on one lunch hour! I plan to mail the April K in mid-month, so if May 1 rolls around (in the US/Canada) and you don't have your issue, drop me a card. -pm

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