

they wish to search, in order - they may, if desired, place a STOP ORDER at any point (e.g., "stop search when one carrier located," or "stop search after air searches if at least one ship located," etc.)

(c) "Readying" and/or "De-reading" specifics for all carriers - JUDGE will assume that all planes once readied remain so and all planes refueling are ready on next turn, unless otherwise informed.

2. JUDGE conducts search, taking into account all STOP ORDERS - an automatic STOP comes into effect when all the ships of one side have been located - JUDGE then advise A & B of:

(a) areas opponent has searched, up to any executed STOP.

(b) successful search results.

(c) presence of JAP ships at MIDWAY, if any - identified ATAGO by name if applicable.

(d) conjunction of opposing ships in same zone, if any.

AIR-TO-SHIP COMBAT

1. A & B exchange operations plans - a copy of each goes to JUDGE

2. All Defenders decide

(a) Fighter planes stripped-off, if any

(b) Disposition of ships in Combat Zone(s). Copies of this are sent to opponent and JUDGE

3. All Attackers decide disposition of attacking planes - copies of this are sent to opponent and JUDGE

4. All Defenders assign anti-aircraft fire (and stripped-off planes if any) - send to JUDGE only

5. JUDGE resolves all combats (fighter vs. fighter and air vs. ship) and sends results to both opponents - he also sends results of any attacks on MIDWAY and, taking into account the presence of any JAP BBS on MIDWAY, advises both players of new Relative Fortification Strength - finally, he decides the type-losses of planes on MIDWAY (if any) by equal distribution among the three types - odd numbers of losses are assigned in the order (1) F (2) D (3) T

6. A & B advise each other of location of ships that have launched or received attacking planes - they inform JUDGE of specific landings (may be done in same letter as new Step #1 of Search Procedure)

SURFACE COMBAT

1. B sends initial disposition & 1st move to A and JUDGE

2. A sends initial disposition & 1st move to B and JUDGE

3. B sends Fire Pattern (if within range) to JUDGE only (A, when he is within range, sends Fire Pattern to JUDGE in his STEP #2 letter)

4. JUDGE resolves all combats and sends results to both players. If a

player wishes to withdraw, he must include this request in his "Fire Pattern" Step (#2 for A, #3 for B), but only in that letter to the JUDGE - JUDGE will resolve all withdrawal attempts and enclose results along with those of the combat - if withdrawal successful, resort to SEARCH PROCEDURE; if not, repeat SURFACE COMBAT Procedure.

Of course, the means by which one phase resolves into another is governed by the original MIDWAY BATTLE MANUAL. Earl Hodin, M.D., 18F Clintwood Dr., Rochester, N. Y. 14620.

Play-by-Phone

A friend and myself have played by phone off and on for quite sometime now, so was surprised to see a system in the latest General (March, 1966). I agree with the system through step 2, but 3, 4 and 5 make it much harder than necessary. All that is needed once the move is agreed upon (assuming that both parties have the same phone book) is for one to call off a page number-- followed without pause by the other party naming a column and item number. Each party notes the numbers. This is repeated as many times as there are combats. The parties then look up in the book the designated coordinates and take the last digit of the number (counting the columns from left to right and the items from top to bottom) and check their results. This eliminates all the adding, name copying, and other confusion that the published method contains. It is so fast that in the early moves of Afrika Korps more than one round can be played in a single conversation. I hope this will be helpful to any persons who read the original article and are using that cumbersome method. David J. Simecek, 3017 Woodlark Lane, St. Paul, Minn. 55111.

The AH Intercontinental Kriegspiel Society

Mr. J. K. Norris of Wick, Caithness (Scotland) has been chosen the Representative of the Avalon Hill Intercontinental Kriegspiel Society (AHIKS) for Great Britain. Mr. Norris has many years of experience in war gaming and is well oriented about all Avalon Hill war games, especially Stalingrad and Blitzkrieg. Adult players in Great Britain or Ireland may contact Mr. Norris for information about the AHIKS and an application form.

ICRK Replaces Stock System

The 'Individual Combat Resolution Key' (ICRK), developed by the AHIKS, has found such an enthusiastic acceptance, that this system is now adopted

as the only method for resolving combat within the Society. This eliminates the need for stock listings and saves much time and inconvenience. The ICRK service, however, can only be extended to members of the AHIKS.

Guadalcanal Accepted By Ahiks

Guadalcanal, Blitzkrieg, Battle of the Bulge, Afrika Korps, Stalingrad, D-Day and Waterloo are the games officially selected by the AHIKS. Any adult, who would like to be matched with an interesting opponent for a correspondence game, please contact Mr. Henry H. Bodenstedt, P.O. Box 809, Freehold, N. J. 07728.

AH Play-by-Mail League

The renewal of membership has been a success with an increase in new members. The office has an over-flow of game requests it hasn't been able to answer yet and it apologizes for it. After introducing the Bulge to our game list only one game has been able to be matched. This would lead one to believe that one of AH finest games is not popular.

Members:

A new introduction sheet will have arrived or will be arriving soon. Please read this over thoroughly. It describes the league's policy on play-balance rules and optional additions. Note the change in the stock list.

Have you renewed your membership? If you are one of those who was not aware of the fact, just send your dues to the league office with any game addition or address change.

Want to join the only war-gaming organization that will rate you according to your ability? Do you want to play with those who have the same experience as yourself? Well that's what the league does. To join just send for particulars to: Bruce Mathews, 423 W. First St., Cloverdale, Calif. 95425.

Would You Believe...

The Duke of Wellington and Napoleon Bonaparte were both born in the same year, 1769. Each was born on an island, each became fatherless in boyhood, each had four brothers and three sisters; each attended military school in France and at the same time. Both became Lt. Colonels within a day of each other, both excelled at mathematics, both were great soldiers, and each commanded a great army. Both are remembered for Waterloo where one became victor and the other the vanquished.