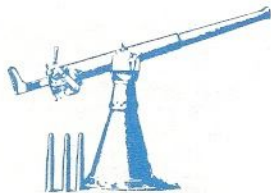


NEWSLETTER OF AHIKS



THE KOMMANDEUR

OPPORTUNITY FIRE



THE SOAPBOX

Why me...why is it ALWAYS ME!!! I'll bet Bill KNEW this was going to happen when he snuckered me into this job. Just wait til he tried to get those four million pesos! HA!

Now that that is over, I get a chance to explain a major/minor crisis approaching. Don Eisan, our hardworking Match Service Officer, has told me that the computer wherein lies all of our hard earned secrets (addresses, ratings, etc.) will soon become unavailable to him and thusly to us. We will need a replacement. Here's what he has to say:

"The information currently requires about 3000 sectors - it will not fit on TWO IBM floppy disks. A 10 Megabyte hard disk is required. As I see it there are 4 choices:

1. Find a member who has a micro with a 10 or 20 Mb system and who is willing to take over the job. It would have to be a CPM based machine or MS/DOS.
2. Reduce the job to just mailing labels for the K and drop the ratings and the other information that is being carried. This could be turned over to a member with just a PC (no hard disk required).
3. Go outside for the services on #2.
4. Provide some sort of financial assistance in the purchase of a hard disk in proportion to the AHIKS storage space to the total space available."

There you have it, troops. I personally lean toward #2 and I will scope out #3 around this area. (Your editor heavily favors #4 as a justifiable expense considering the present surplus in the Treasury - we may never have this opportunity, financially, again. Les Deck has informed me that about \$500 will take care of it. I consider this a bargain for the services that will be permanently available to us! Send postcards -yea or nay- immediately to the Prez for feedback! ed.) If anyone out there meets the requirements of #1 or #2, especially the WILLING part, drop me a quick line.

Other business: I hope in my tenure to establish better and closer ties with our European sector. I honestly don't think it will take more than two or three trips over there to settle things...what do you say, Sid???

I have been duly elected as your new Editor (John Burt told me that I COULD have said no, but I could tell by the way he "asked" me that if I refused I might suddenly be short some limbs and/or vital organs).

The main thrust of this first column is to prepare you to expect some changes in the K. I am vehemently opinionated about virtually every aspect of our hobby even if it means saying "What are you talking about?!" I want to assure you that (unlike my hero, Humble Howard) I am not afraid to take my lumps in public should I need to extract my foot from my mouth in the company of witnesses. Always feel free in your articles to take exception to anything I might say. I am your EDITOR, not your CENSOR! To give you a quick idea of where I'm coming from, I will be headlining my column as OPPORTUNITY FIRE. Just remember to send all your K material to-

CHESTER E. HENDRIX, EDITOR
1054 LEWIS OAK ROAD
GRIDLEY, CA 95948
(916) 846-2703

Questions involving my sanity, snide remarks and impeachment demands should be directed at our (new) fearless leader John Burt.

The hot topic these days is PBM BURNOUT. One question that has NOT been raised is why are we afraid of it? Just because we don't have multiple gameboards set out and postally active does NOT mean we can't be a member of AHIKS. I think of it sometimes kind of like being family. We are always members of the family. We don't always participate in all of the family activities, but that doesn't mean we need to leave the family or that we no longer need the family. I haven't played a game by mail for almost 3 years now, but if you think I'm going to leave AHIKS - just take a look at the name of your Editor! Rest assured that someday (probably soon) I will hit the envelope road to victory again. In the meantime I am perfectly content (and certainly busy enough) just to sit around the family campstove watching the rambunctious ones kick up the dust until that old paper magic gets back into my blood and boils it to the point that I have to kick the cobwebs too!

What I would like to hear between now and the next 'K' is your thoughts on PBM BURNOUT. Specifically a contest-like thing. On a postcard, DEFINE this animal PBM/GAMING BURNOUT in 50 words or less and send it to me. Till next time -

Chester

INTERIOR LINES

I would like to welcome seven new members to our region: R. L. McConnell, a musician from Dublin, Ohio; Richard J. Ramaglia, Jr., a salesman and student from McKees Rocks, PA; Barry Conley, a postal carrier (an obvious straight line - the possibilities boggle the mind - ed.) from Bowling Green, Ohio; Rick Roksiewicz, who is self employed from Raco, Mich; Todd D. Brady, a student at the University of Michigan; James J. Tarsi, an Engineer from Bethlehem, PA; and Gary Charbonneau, a Librarian and former AHIKS member from Bloomington, Ind. Welcome and Good Gaming to all!

I noticed an interesting trend in our new members. Each person was asked to list ten of their favorite games. Of the seventy games listed, 54 were Avalon Hill games. It seems that most of us own many AH games. We will have to wait and see if AH can continue to maintain such a large majority. Happy Holidays.

-Kevin McCarthy-

OMARS LAST BATTLES

The 11th and final Jew Jersey AHIKS get together will be held the weekend of 14 March 1986. I am moving to New Mexico in June, so this will be the last meeting I will host.

The Vail-Deane School is 20 miles from New York City and near the NJ Parkway and Turnpike. We'll meet Friday evening, all day Saturday, and Sunday as long as you want. A tax-free donation to the school of \$3.00 will be collected from members (\$3.50 from non-members).

We expect to feature 4 Apple II's with color monitors, the usual swap/buy table for games, good competition and a lot more.

This is your LAST chance - put 14-16 March on your calendar and write me so I can put you on the "interested" list.

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

LETTER FROM MIKE

As your Editor I will share a personal letter from my esteemed (he did write to me!) colleague from the North - Mike Kaulbars. "You seem to have hit the saddle with your sword drawn; let's just hope there is someone to fight. (Isn't that what windmills are for? ed.) For myself I find none of the membership ever writes to me with or about anything to or for the K. Perhaps if we took some controversial stand? How about starting a drive to free Lithuania? Speaking of slander, one idea I have been keeping in the sock drawer is to review Game Companies, rather than just games. What I want to do is solicit comments from the membership about specific companies and/or any of their products. Presuming that I receive a reasonable response I could then write a piece on the entire company. This would provide the membership with a guide that would be useful in evaluating games from certain companies in the absence of specific reviews. We all know what AH, TSR, GDW etc. products are like on average, and we base some of our buying decisions on company reputation. But for many of the smaller companies we lack that info and either pass up good games (to the detriment, and occasionally demise of said company) or wind up buying a turkey. So what do you think? Any of the members up on libel laws? Can we get away with it? Need-less to say any sort of honest effort will not be kind in certain quarters."



THE KOMMANDEUR VOLUME 21 NUMBER 1 JAN 86

CENTRAL OFFICES

PRESIDENT

John D. Burt
1020 Lake #3
Idaho Falls, ID 83402
(208) 529-9143

VICE PRESIDENT

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

TREASURER

Sid Jolly
731 G Street #E8
Chula Vista, CA 92010
(619) 425-1820

SECRETARY

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

MATCH SERVICE OFFICER

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

REGIONAL DIRECTORS

NORTHEAST

Kevin Murray
13 Van Buren Dr
Kinderhook, NY 12106

WEST

Harry Welch
606 Eastcliff Dr.
Eules, TX 76040
(817) 267-9453

NORTH CENTRAL

Kevin McCarthy
3866 Wallingford
South Euclid, OH 44121

CANADA

Mike Kaulbars
Dept of Biology
Charleton University
Ottawa, Ontario
CANADA K1S 5B6

EDITOR

Chester E. Hendrix
1054 Lewis Oak Road
Gridley, CA 95901
(916) 846-2703

JUDGE

Bill Lindow
12038 Horn Silver Mtn Rd
Littleton, CO 80127

MATCH COORDINATOR

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

EUROPEAN REPRESENTATIVE

Allan White
77 Brackley Rd.
Hazlemere, High Wycombe
Bucks, ENGLAND HP15 7EY
EUROPEAN EDITOR
Dave Steed
6 Blacksmith Common
Chalton, Beds
ENGLAND LU4 9UN

EUROPEAN

Ian Daglish
7 The Spinney
Cheadle, Cheshire
ENGLAND SK8 1JA
PACIFIC

Charles Leath
574 N. Bayview
Sunnyvale, CA 94086
(408) 733-5484

SOUTHEAST

Arthur G. Dempsey
2319 Riverdale Dr
New Pt Richey, FL 33552

SERVICES AVAILABLE

MULTIPLAYER COORDINATOR

Roy Henricks
128 Deerfield Dr.
Pittsburgh, PA 15235

PBM IDEA COORDINATOR

Harvey Grove
308 Trailwood Circle
Lufkin, TX 75901

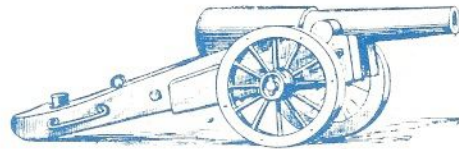
ARCHIVIST

Bill Perry
22 Devonshire Rd.
Mt. Laurel, NJ 08054
(609) 235-2486

GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games 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 the European Regional Director for details.



THE TRUE NORTH

There is still room for several more managers in the Statis-Pro Baseball leagues I am trying to organize. We will be using the 1983 Player Cards because the 1984 cards are too new for some managers to get, especially overseas. The leagues will be Draft only, league. I.e., "American" league teams will draft players only from the pool of American League player cards and the "National" league teams will draft only National League player cards.

Because this is not an official AHIKS activity, dues will be required: \$10 for league dues and \$5 refundable security deposit. The league dues will cover postage and copying fees for newsletters and league notices plus trophies and/or plaques. The deposit is refundable if the contributing manager completes the season. If not, the deposit goes into the dues for better trophies and/or plaques. Make checks payable to BILL LINDOW. For the leery, I am the AHIKS Judge and fairly reputable. Ask my opponents.

The deadline for applying for league teams is 28 Feb 1986. I.e., I have to receive your application and dues by this date. In addition, I will need the following, to speed up the season start:

- 1) 20 team names, in order of preference, and preferred league affiliation.
- 2) The American League players, listed by position and ordered by preference within each position. This is required.
- 3) Your draft order for 50 players, by position. This is required.

Example:

1 - Relief Pitcher
2 - Outfielder
* *
50 - First Base

- 4) The National League players, listed by position and ordered by preference within each position. This and 5) are necessary only if you wish to be in the National League or have no league preference.
- 5) Your draft order for 50 players, by position.

If there are only enough managers for one league (10 or less teams), the default will be American League. Every manager will be able to play, even if the leagues may not have their full complement of 10 teams. League Championships and World Series will be held at season's end (this is what the trophies and plaques are for).

-Bill Lindow-

November '85 TREASURER'S REPORT

| | |
|-------------------|--------------------------------|
| Starting balance: | \$4,609.90 |
| Income: | |
| | 127.00 (dues payments) |
| | 45.00 (excess payments) |
| | 18.19 (interest) |
| | <u>\$ 190.19</u> |
| Expenses: | \$ 9.40 (Bank service charges) |
| | 6.84 (Jolly - Treasurer) |
| | 78.76 (Deck - MC) |
| | 282.50 (Hendrix - printing) |
| | 133.72 (Burt - Editor) |
| | 21.23 (Eisan - MSO) |
| | <u>(\$ 532.45)</u> |
| | \$4,267.64 (Final balance) |

Greetings, fellow AHIKS'ers. Last year the dues charge was raised from \$10 to \$12 annually. I am currently offering dues payments at the old rate if paid by February 15th -- pay early!

Our society currently has an almost \$5000 treasury, with dues payments due. An almost embarrassingly large surplus. Question: Should we continue as we are, reduce dues, or undertake one or more special projects?

-Sidney J. Jolly-

It was fitting that as Christmas approached we were very busy up here in the True North. A while ago I ran an advert in Games by Mail and it generated a certain amount of interest and some new members. Joining us this time is...Chris Harrison of Calgary, Alberta. Chris is a petroleum technologist and ten year veteran of gaming. Also from out west we have Allan Scutt who is a farmer. Most of us are always whining about how hard it is to find opponents; you can imagine how gamers in rural areas find it. Closer to (my) home is Michael Smith of Waterloo, Ont. Mike is a grad student and interested in some ftf. Members in the area might phone (519) 746-3947 and help him out.

Other items on the agenda: Two complaints (tsk tsk). There would be more if my opponents were not so understanding. We seem to have misplaced two members - would anyone knowing the whereabouts of Ron Shea (formerly of Shubenacadie) or Paul Selzer (formerly of Thompson) please contact me or ask them to?

This whole organization is beginning to look like a game of Junta. How are we going to get by without Omar? Kevin, we hardly knew you lad. Bill, good luck with the degree, hope it turns out. I haven't been RD for a year and I feel like an AHIKS veteran (where does that leave me? ed.)

What to editorialize about this time? All of us have to go through the experience of explaining to loved ones and strangers that, yes...I am a wargamer...but it's not what you think! Actually our defenses vary. I usually point out that lovers of mystery novels don't condone murder, and I don't condone war. Other gamers mumble apologies, some go over to the attack. I think at the root we all fear that maybe we do belong to a NUT group. I've certainly met some gamers who were Jr Nazis and worse. The whole raison d'être of AHIKS is that there are some gamers who are not desirable, for whatever reasons. Are we all...tainted!?

The elderly among us may remember an article in The General 12(4) by Manuela Oleson. In it she reported on a small survey of some gamers and their habits. In a nutshell the finding was that gamers fell into two groups, the hobbist and the obsessed. While interesting, the study was limited in scope and based on a small sample size. Since then I have wondered what a more ambitious study might find?

So there's the challenge. Do we have any social psychologists out there willing to try to find out? You might even get funding for it; God knows D&D made the cover of Psychology Today. AHIKS is a large albeit select sample group, all we lack is the convictions of our courage. Why not try a survey of the membership to be compared to some population norm? Let's find out if we are more aggressive, anal, logical, social or anti-social. I know I would be interested in the results of such a study, whatever they may be. How do the rest of you feel?

(I want to get the inside on most popular snacks! ed.)

Final report on that game of Bull Run with Dave Newman. Despite being virtually eliminated the CSA managed to enter C'ville a couple of turns before total oblivion. The lesson Dave taught me...don't give up too much ground to start, the C'ville plateau should be your last line of defence, not your first.

I hope all of you had a good holiday season. I'm hoping to find FIREPOWER in my stocking. If any Canucks want to editorialize in this space, by all means send it along. OK let's roll...and hey, let's be courteous out there.

-Mike Kaulbars-

THE BATTLE OF THE CORAL SEA

For the past few years a multi-player campaign game has been underway, with participation by a number of AHIKS members, to refight the battle of the coral sea. This is a status report on the game.

For the simulation, the strategic portion of the game is handled primarily by BL's FLATTOP - with some adaptations from the AH version). The tactical encounters are handled with the BL version of AIR FORCE/DAUNTLESS (AF/D) games. The game is being performed on a 1-1 ratio based on the actual forces involved. Thus all the ships plus 600+ planes are included. A number of modifications have been made to the tactical game rules including some more realistic flight maneuvers by myself (drawn on my experience as a naval fighter pilot from 1943-1952) as well as some innovative firing rules by John Ratzenberger for flexible guns in the multi-engine bombers. Otehr players have contributed such as Jim Frediani who prepared the new data cards for the AF/D to include Mavis, Pete, Dave, Hudson, and Kingfisher aircraft. Also, some mods have been made to the FLATTOP rules such as requiring advanced sailing orders for ships and task forces, and complete plans for all air searches and air strikes. These rules lend more realism to the strategic game. Linkage between strategic and tactical games, like assessing damage from tactical strikes and requiring damaged planes to limp back to base at reduced speed, were worked out by me.

Gamemastering is handled by myself for the strategic game with John R. and myself share the tactical duties. There are up to 4 tactical games going at any one time. At this time there are 32 players involved. Some are handling strategic moves with the rest doing the shooting. Four hours of action for May 4, 1942, have been completed. Three tactical actions have been completed with three more in the works. Although limited intelligence is in force, the following synopsis can be given.

In the first few hours the US Navy (USN) successfully struck at Tulugi with dive bombers, sinking three ships, including a seaplane tender and shot down 4 RufeCAP aircraft. Several USN planes were also lost. About the same time US Army Air Force (USAAF) forces conducted a fighter sweep against Lae catching a squadron of Japanese Army Air Force (JAAF) Nell bombers escorted by Zeros as they departed for a raid. Several p-39 fighters were lost with some losses to the Japanese as well.

In addition, a squadron of USAAF B-26 bombers surprised a squadron of JAAF Nells on the ground at Gasmata destroying 15 of them and heavily damaging the airfield using glide bomb tactics. A few Zeros were lost along with some B-26s.

There are three tactical actions underway: a JAAF bomber strike against Port Moresby; a USAAF low level bomber strike against Lae; and an IJN airstrike against the planes which bombed Tulugi - the action involves 14 IJN planes, 17 USN fighters and 14 USN dive bombers near a discovered USN carrier.

In the strategic game, besides the actions initiated above, the USN has located another IJN seaplane tender as well as an IJN light carrier force. The IJN have located a US carrier task force. Both sides have had submarines located but no attacks have occurred. There is a cold front pushing across the area and heavy cloud cover complicating further searching.

From comments I have received, the game is being enjoyed by all participants. For those of you with Personal computers, John and I are using them to administer the game, including personalized move and shoot reports for each player. John has his programmed his to help with some of the details of his tactical turns - determining visible aircraft, which have firing opportunities. I don't think either of us would have undertaken such a massive project without PCs.

We have no openings right now but we have had some turnover. If you'd be interested in being on a waiting list, just drop John or I a note.

-Len Mumbower-

GAME REPORT - YEAR OF THE RAT

30 Mar - 5 Apr 1972

The communist forces under General Thompson struck major cities in the Quang Tri Province. The battles have been reported to be fierce, especially near the DMZ. Military reports show the ARVN 25th Division has been totally decimated and its remnants are fleeing toward Saigon. This leaves Dak To open to the Communists. The town of Ben Me Thout is also under the red banner.

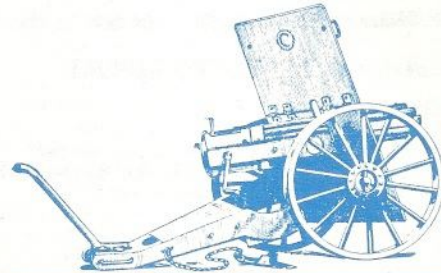
US General Sheppard has concentrated heavy air strikes against NVA positions outside the city of Quang Tri and Dak To. The few US airborne units in country have been flown to Khe Sanh and Chu Lai as reinforcements. The Koreans (ROK) have begun an offensive in the central highlands to disrupt the advancing NVA, while the ARVN concentrate their elite forces inside Cambodia near Svey Rieng. The Mekong Delta remains quiet. Sheppard's HQ is at Vinh Long at the airfield.

6 Apr - 12 Apr 1972

Hue has fallen to the NVA, while Quang Tri remains in Allied hands. The Koreans continue to secure the central coast area. The ARVN seem overmatched and are relying on US airpower to stall the communist advance. Airstrikes were called in on Hue and will surely cause heavy damage to that city. Several Ranger units have been sent to the Tay Ninh and an Allied push hopes to recapture Ben Me Thout.

(Ed note: This is an experiment of sorts - along with Coral Sea, these reports are partial games - still in progress. Previously I had used only completed games so you didn't have to wait year(s) to find out what happened - I mean, these games are EXCITING!!!! Drop your new editor a line (postcard) and let him know whether you want partials or full game reports.)

-Les Deck-



ONE GAMER'S OPINIONS ON PBM BURNOUT

I disagree with Kevin Murray's suggestion that a provisional membership be established in order to help new members avoid pbm burnout. After all, aren't all members of AHIKS supposedly adults? As adults we should be able to know what we can reasonably handle in the way of pbm games.

Personally, I believe that good management practices are the key to avoiding pbm burnout. Good management calls for good record keeping and an excellent grasp of the amount of gaming time one has. To come up with an estimate of gaming time available it is important to keep track of how much time is spent on pbm games over an extended period of time. It is not realistic to assume that because you had six hours a week for the last two weeks to spend on pbm games, you will have six hours a week for the rest of the year.

To determine how much pbm gaming time I have, I keep track of every minute I spend on pbm games. (If you do this I recommend a secret notation system on a calendar booklet kept close to your games but away from the eyes of your wife or girlfriend). I also record every mailing I send out and how long it took to prepare that mailing. It is also good to write down on your calendar when you send each mailing and when you receive each mailing. This enables you to estimate actual turnaround time as compared to the agreed-to turnaround time. As we all know, actual and agreed-to are two separate things.

When I first began this process of data collection I also wrote down how much time was spent playing games solitaire when I did not have a pbm mailing to do. I personally dislike playing wargames solitaire even though solitaire play does allow you the opportunity to be brilliant, mediocre and stupid all at once.

This data collection process should be conducted over a period of at least a few months. Personally, when I joined AHIKS I had already completed 20+ pbm games and I had a good data base that had been collected over about a year and a half of gaming. When I joined AHIKS I added new opponents one at a time (as solitaire gaming drove me crazy awaiting delinquent opponents). I believe this is important. I know of gamers that suddenly, with only a vague idea of what kind of time they had for pbm, took on 7 or 8 games at once only to find themselves overwhelmed within two months.

I believe that in addition to adding games one at a time, it can be helpful to take only games with opponents that are willing to agree to a fairly long turnaround time at the outset. I call them contingency opponents - i.e., they are willing to roll with the time constraints that are imposed by suddenly arising contingencies, so long as they receive appropriate notification of any pending or current delay.

Beyond keeping track of your games in the way I have described above, there are many ways to cut wasted time when pbm-ing. One of the most important, in my opinion, is a separate file for each game. Another is joining AHIKS. One of my prime reasons for joining AHIKS was to get away from stocks and all the other horrendously inefficient ways to generate die rolls. (Another reason was the quality and quantity of adult opponents).

With my system I have handled as many as 27 games at once (when I was single). Family and work pressures have reduced that to 18 at this point. This may sound like a great number to some but 9 of the 18 are short games (with low counter density) requiring 15 to 30 min. for response preparation.

In summation, I believe that pbm burnout is an avoidable phenomenon. With good management and common sense gamers can control the urge to play everyone now. As adults and as members of AHIKS it is up to each gamer to keep his gaming at a level that can be managed. Artificial limits such as a provisional classification will serve only as a deterrent to membership for gamers who have pbm experience. It is up to the individual to avoid the danger of pbm burnout.

-Chuck Leonard-

THE BARRAGE

Well people, I am completing my first year as your R.D. I found it both informative and rewarding, and I look forward to another year (read: glutton for punishment -ed.). I would like to thank those members who took the time to write letters of encouragement, they were all much appreciated. I don't plan any change in how I prepare the column. The first part will be a report of activity I performed on behalf of the conference. The second part will consist of an article which I have taken an interest in. I will continue to be opinionated. And, I will do my level best to make the articles interesting.

The only piece of business that required my attention was a follow-up of an "official complaint". The complaint was filed by Graham Cosmas, our previous R.D., during his final term. It has not been resolved, hence my follow-up action.

It is renewal time again. Time to get out the trusty old checkbook and scribble out a check to AHIKS. Let's see, how many years is it now: 1, 5, 10, 10+. You will probably receive a renewal notice and stamped return envelope. Most of you will renew, but there will be some who will just toss the notice into the wastebasket. The unfortunate aspect of that action, aside from the fact that they are no longer a member, is that AHIKS will be unaware of your decision until some months later. It is hardly a mature act, nor is it polite. If you are going to leave the club, we would like to know WHY! There must have been something AHIKS had that made you become a member in the first place. The headline you read in the last issue of the "K" appears to be the answer to the members who fail to reply. Therefore the next time you receive that renewal notice, take the time to send it in. Even if you decide against continuing your membership, let AHIKS know.

One last thought for your consideration. What is your opinion of: membership cards (your editor/printer has these available -ed.), shirts with organization logos on them, etc. Do you think AHIKS should get into the novelty market? This is nothing official, just a thought. If you have a comment, drop me a postcard.

Well that's what I think. How about you?

-Art Dempsey-

PACIFIC THEATER

I noticed in one of the recent K's some discussion regarding membership recruiting and distribution on a regional basis. Not to be left out, I thought it might be appropriate to give a summary of the membership in the Pacific Theater. There are a total of 106 members in this region distributed as follows: Calif. 59, Wash. 21, Australia 10, Ore. 3, Hawaii 3, Japan 3, Alaska 2, Korea 2, Tahiti 1, Malaysia 1, and Taiwan 1.

We have one more member to add to the Alaskan contingent to bring their number to 3. The new member is Del M. Wilson, an electrical engineer who lives in College, Alaska. Del says his interest in history led him into historical conflict simulation games (wargames). He has been gaming since 1976 in both ftf and pbm. He said that he dabbled a bit in fantasy and sci-fi for a few games and decided to return to true wargaming. Del's primary motives for joining AHIKS is to find some able, mature, and enthusiastic gamers. We have all that - right guys? Like many of us, Del is dismayed by the overwhelming number of games on the market, and in some cases their lack of quality. Well, he hopes to use AHIKS as a sort of filter for selecting the best games to play.

I recently received a letter from Mike Harris, one of the members who lives in Japan, regarding a comment appearing in the 20-6 K. The comment which appeared in the article by M. Kaulbars, the RD for Canada, stated that one way to avoid pbm burnout was to select an overseas opponent because you get a six week turnaround. In other words you get a long respite between each turn. Mike H. was concerned that this long turnaround time might discourage players from selecting overseas opponents, and he wanted to set the record straight, at least for Japan. Mike reports that it takes 7 days maximum for a letter to reach the Northeast and 4-5 days to reach California. The bottom-line is do not hesitate to select overseas opponents based on mailing time - many of those folks may be your best competition.

-Chuck Leath-

I would like to take this opportunity to comment on the topic of GAMER BURNOUT which has appeared in recent issues of the K. From years of PBM experience, I have perceived that game drop outs have occurred most often from a group of gamers that I choose to call "enthusiasts". These gamers are often, but not always, new to PBM. Their game libraries are supported by a lackluster or nonexistent military history library. Correlation with mapboard play may be via a popularist account of the battle or, more likely, a past issue of S&T. My point is that enthusiasts have little knowledge and/or care very little about the historicity of the battle. A dedicated - or sincere PBM gamer is one who is interested in maintaining divisional integrity for reasons other than obtaining a shift on the CRT. The enthusiast is the first to buy a new game title - and the first to relegate it to his storage shelf. The dedicated PBMer weighs each new title and buys those which are in his field of interest, often waiting for a review to get a glimpse of the quality of the game. An enthusiast sacrifices PBM time in favor of FTF. There may be no wanting of opponents locally, yet he doesn't feel satiated and turns to PBM to gain further satisfaction. This overindulgence spirals until a point is reached where he finds himself over committed. And who suffers? Certainly not his local opponents - after all FTF is his first love. No, its the PBMer who take the back seat.

To be blunt, the PBMer are the more responsible group. They realise the time available to them and allocate it properly. Enthusiasts come and go quickly. Unfortunately they always seem to take casualties with them. I've been one and where possible, I avoid playing them in preference to other gamers.

(any comments??? Ed)

-Randy Heller-

FROM THE MATCH COORDINATOR

I.a. Welcome, all recently joined members - good to have you with us. Have fun and good gaming.

b. I have tried to present in this column information which I feel will assist our membership in avoiding problems that might create an atmosphere of frustration; I strongly urge each to take a moment to read this column for basic helpful hints.

c. As much as I would like to fill all requests (within reason) the one I can not oblige you in is requesting to be issued ICRKs and OOBs for yourself and NON-MEMBERS. This cannot be done. AHKS services are for members in good standing, who have been accepted within the Society after compliance with our by-laws. PLEASE DO NOT REQUEST SUCH MATCHES. I would recommend you have him join us.

d. A NEW MEMBER GUIDE will be issued to each new member by our Secretary. This will explain away many of the questions that might arise. In the event you still have questions, you are free to call upon your Regional Director, opponent, or me to resolve your problem. Check the index for address of Officers. In the event you have not received your NMG, write to our Secretary.

e. Each member is assigned a CODE NUMBER for administrative purposes (similar names, etc). When corresponding with me, please use your code number. The code number also acts as information for any member who has requested matches; he can check the OPEN MATCH REQUEST section and note his posted request as being received. One can also find his code number listed at the top right hand corner of the address label of his K-zine.

f. All members are initially assigned a rating of 1200. Each member is rated on a one- or two-game match that has been completed. Forfeits for matches that have not been played are not rated or counted.

Each member is responsible for the return of the assigned control numbered random die roll sheet, called the ICRK, to the MC after completion of the match. The TOP portion of the ICRK should be detached and completed where required in order to receive proper rating and be credited for the return of the ICRK. Although members can request A.R.E.A. rated matches, AHKS is not obligated to report an; A.R.E.A. matches to Avalon Hill - this is the responsibility of the member. Members have the right not to have their rating published in the K-zine. A request for non-publication should be sent to me.

g. The SET REQUESTER FORM is the only vital link between the MC and the members that allows communication of what a member desires. Therefore it is imperative that it be properly filled out so that confusion can be avoided. If you are requesting more than one game, place each game on separate lines. If you desire only one game but have options then indicate each option on the same line separated by a comma. If there are two games with the same name made by different companies then indicate which company you desire to play with; in other words, be detailed. I do not know all the names of the games that have been published nor do I know all of the companies that have produced them. So any information you can render to me on your request that will allow me to correctly secure your request is greatly desired (i.e. AH co, Needs Double die ICRK, etc.).

h. An initial match will be assigned upon receipt of a new member's data sheet. Every effort will be made to assign a match that the new member has requested and if at all possible, with an experienced member who will assist the new member in the mechanics of our system. In the event that a game is not available then the MC will assign a match that is listed on the data sheet, in the order of listing so that the new member may begin to enjoy PBM without delay.

i. Upon receipt of assignment, members should contact their opponents and agree on the rules of play, sides, time schedules of reply, and any other information necessary for the match to progress smoothly; (vital if the games PBM system is being felt out as you go). Each player is responsible for insuring that they are playing with the same rules, errata, local changes and clarifications and finally, who/what will be the authority for disagreements (other than our own judges).

j. In the event one receives the wrong ICRK, do not panic. Just give me a call for the address of your opponent. Keep the ICRK, as it becomes his and his becomes yours. It doesn't require new issue.

k. If any member has an opponent on the fence and is only in need of ICRKs or OOBs, then have only one agree to contact the MC for them. Please include your opponent's code number, name, and address, the same as if you were preparing the SET REQUEST FORM. NOTE: The MSO Officer is not the person to contact or send in any type of request to; send all requests for anything to do with matches, OOBs, or ICRKs to me, thus avoiding delays.

l. I aim to please and make your gaming as enjoyable as possible. Therefore, I have PRE-PRINTED OOBs available to you in limited quantities. I am in need of members who will prepare OOBs for the Society. Interested members can prepare them on our 8x10 or 8x14 standard forms, keeping at a minimum the number of sheets used; however be sure to include the entire forces used in the game for both sides, including reinforcements.

m. The OOBs available are:
#3 TRC; #4 AK; #5 D-DAY; #6 BB-81; #6a BB-65; #7 STALINGRAD; #8 WATERLOO; #9 FORTRESS EUROPE; #10 WAR IN EUROPE; #11 ANZIO; #12 LONGEST DAY (Scenario #1); #13 COBRA; #14 BLITZKRIEG; #15 CHICK/SHILO; #16 CEMETARY HILL/ANTIETAM; #17 MIDWAY; #18 LUFTWAFFE; #19 AIR ASSAULT ON CRETE; #20 PANZER ARMEE AFIKA; #21 PANZER GROUPE GUIRDEAN; #22 NAPOLEON LAST BATTLES; #23 BULL RUN. Others are being prepared; can you help?

n. Those members who desire to GM/Monitor games can submit their names to the MC and include the games you desire to GM/M and the number of opponents or can handle for the game. The GM/M will be responsible for insuring that all ICRKs issued for the game are returned to the MC along with listed names of those who were winners/losers for rating purposes.

o. COMPLAINTS. All complaints should be directed to your regional director. He will take the necessary actions to satisfy your complaint and get back to you as soon as possible. The MC is not the one to contact!! We have all stated the reasons for joining AHIKS: to find good and reliable opponents. Fine, but don't just let it die there! If you come across an opponent who fails to respond to your several inquiries and you have taken every possible course open to you, then make the complaint to the RD. He will then determine the required actions to either resolve the matter favorably, or request his expulsion from the Society.

p. There is a great need for experienced members to come forward and request matches with new members. Can you recall when you initially joined in order to enjoy the wargaming world? Let's help our new members get involved the right way - get in there and pass your experiences on to them. It will help to expand our base.

q. It has been my intention to give the membership the best possible service that I can provide, but I need your help. Without it I can accomplish little or nothing; The best service is based on you keeping me informed of any changes to your address or phone number.

r. It is not the practice or policy of this Society that any monies be rendered for any services which are provided within the organization, or by any individual member. The only monies are annual dues! Have you sent yours in?!

s. Any member who desires to be inactive and still maintain their membership with the Society is privileged to do so. The only requirement is that they maintain their good standing by having their dues paid up.

SPECIAL NOTICE:

If you have not paid your 1985 dues be sure to send your 12.00 to Sid Jolly, 731 G Street, #E8, Chula Vista, CA 92010 - No service will be given unless paid up. Members who are delinquent by 12/31/85 will be dropped from the active rolls and thereafter must reapply for membership.

II. OPEN REQUEST MATCH:

AFRICA KORP (713); AIR ASSAULT ON CRETE (1011); AIR FORCE DAUNTESS (959); AMERICAN CIVIL WAR (SPI)(1013)*; ARMOR (1056)*; ARNHIEM (815); ASSAULT ON LENINGRAD (926) BB-81; BATTLE OF CORINTH (815); BATTLE OF SHILOH (253); BLOODY APRIL (815); BISMARCK (36)*; BOMBER (988)NM-only; CHANCELLORSVILLE (1051); CHATANOOGA (253); CHESS (341) CIRCUS MAXMUM (1102); CLOSE ASSAULT (Yaq)(511); COBRA (305); D-DAY (794); DEVIL'S DEN (1051); DECISION AT KASSERINE (9347); DIVINE RIGHT (216); FAST ATTACK BOATS (326); FORTRESS EUROPE (1105); FRANCO-PRUSSIAN WAR (299); FULDA GAP (1085)*; FURY IN THE WEST (1051); HELLS HIGHWAY (826); IRONBOTTOM SOUND (1013)*; JACKSON AT THE CROSSROADS (815); KASSERINE PASS (Conf-77)(2Ed)(880); KURSK (1011); LAGRANF ARMY (511); LEE MOVES NORTH (1075); LUFTWAFFE (1009); MIDWAY (Coral Sea Version)(1013)*; MONTYS DDAY (991); MURFREESBORD (36)*; NATO (815)SPI; NORMANDY (1085)*; OPERATION: GRANADA (719); OVERLORD (1086); PANZER LEADER (1107)*; PRESTAG (817); RACE TO THE MEUSE (519); RIFLE AND SABER (511); ROCROI (299); ROAD TO RICHMOND (815); SCRIMMAGE (742); SHENANDOAH (511)BL; SOLOMONS CAMPAIGN (1107)*; STARS & BARS (711)(3W); THE RUSSIAN CAMPAIGN (1107)*; WAGRAM (253); WAR AT SEA (1044)GM

III. NEW MEMBER ID's

| | |
|----------------|-------|
| R. Laboon | #1100 |
| H. Lowood | 1101 |
| H. Crosswhite | 1102 |
| D. MacKay | 1103 |
| M. Smith | 1104 |
| T. Brady | 1105 |
| G. Charbonneau | 1106 |
| B. Conley | 1107 |
| R. Rokiewicz | 1108 |
| S. Stewart | 1109 |
| J. Tharsi | 1110 |
| A. Scutt | 1111 |
| J. Masker | 1112 |
| T. Jupda | 1113 |
| D. Wilson | 1114 |
| C. Harrison | 1115 |

If you are not aware of your code # then contact me, only after you have been with us for two months.

7

-Les Deck, MC-

NAME _____ MEMBER CODE _____ TELEPHONE () _____ DATE _____

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

- N: will play New Member (list the number of months you will hold this open before being matched with an old member)
- M: Multi-Player game request (# Of players)
- G: willing to Game-Master or monitor a game
- E: will play European opponent if available
- A: prefer AREA rated opponent
- F: prefer "FAST" game (four day replies) if available

Are you AREA rated? () YES () NO

To request matches: Insert the game title(s) on the following lines, including all letter codes that apply. 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. List the games in order of preference.

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

() My address has changed from the mailing label on the back (write the new address near the label)



Bill Salvatore, 2841 Summerfield Rd., Falls Church, VA 22042-2062 USA, is editing a newsletter devoted to "World in Flames", the strategic-level game of all of WWII which was released by Australian Design Group at Origins '85. For sample issue, send SASE or international reply coupon; subscriptions are US \$2 per 5 issues in the U.S. rate zone, US \$3 per 5 issues outside the U.S. rate zone. Subscriptions for 30 issues are entitled to request a free copy of the 2nd edition rules and charts (50 were provided to Bill by ADG for use as subscription incentives).

FOR SALE: Must sell - I'll pay shipping. AH's THIRD REICH (mint cond.) \$13, BISMARCK (mint) \$12, FLAT TOP (unpunched) \$16, PANZER ARMY AFRICA (mint) \$10, FREDRICK THE GREAT (unpunched) \$10, GUNS OF AUGUST (mint) \$10, 1776 (unpunched) \$10, AIR ASSAULT ON CRETE (mint) \$10, ANIZO (fair) \$7, VEGAS HELLS HIGHWAY (unpunched) \$14, CIVIL WAR (mint) \$12, GDM's THEIR FINEST HOUR (mint) \$17. Buy 2 games, get one free bonus game (my choice). C. J. Hammett, Box 358 Douglas City, CA 96024

Robert Chenoweth is willing to GM up to 2 blind games of Panzer, 88 and/or Armor. He will select scenario and will advise points available for force selection. Any member interested and willing to complete, contact him at 5 Waddell St., Weaverville, NC 28787 indicating 1st and 2nd choices for game, which nation(s), and attack or defend.

GAME NOTICE

The time is 27 January 1943...the place is somewhere over the Reich...If you wish to command three B-17s and their crews - here's your slot! Already the Third Bomb Group of the 8th AF have flown their first mission and are now heading for their second. Flak, fighters, breakdowns, letdowns, et al. If you're interested, contact me at the address below.

Should WWII be too current, the Battle of Shiloh ranges on. Using AH's BLOODY APRIL, with Confederate Corp commanders and Union Divisional commanders, slots are open.

Both these games are "just for fun". Contact: Joe Hruby, 803 E. Fir #6, Mount Vernon, WA 98273.

SALE: Much of my collection of 600+ games. Send a SASE for lists: Specify: wargames WWII or after, or pre-WWII games, or non-wargames, or books and mags. These are bargains and rare titles like 12 O'CLOCK HIGH (test series) \$15; VIKING (mint) \$20; ESCAPE FROM COLDITZ \$15. Contact Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208

Well my friends:

Your humble Editor spent his vacation over the holidays moving his entire household and game room to a new dwelling. Please note the address change in the accompanying 'K'. What fun. I would much rather have been beaten severely and repeatedly with large sticks, but on to the fun part of this insert-

Please fill out the handy voting/survey card included in this package and return it via the enclosed pre-stamped, pre-addressed envelope which will go to our favorite Treasurer. **NOTE:** Apologies to those living outside the U.S. I presently have no control. Be sure to include your check or money order (no cash please) according to the schedule below.

1986 DUES-

\$10 If postmarked on or before 31 MARCH.

\$12 If postmarked between 1 APRIL and 15 MAY.

The purge will commence with 'K' Issue 21-4 to be mailed on or about the 23rd of JUNE. Anyone not having dues paid before the deadline of 15 MAY (which we realize might not get back to us until the first week of JUNE) will simply not receive Issue 21-4 of the 'K'. 21-4 is scheduled to be our blockbuster package and will include the new membership guide, the current member mailing list, Issue 21-4 of the 'K' (of course) and special inserts from any of the game companies whom we can talk into helping to PAY for this newsletter! Since this special mailing is scheduled to hit just BEFORE the ORIGINS convention, we hope to see some interesting offers and/or information.

Accompanying this package will be a survey which we hope ALL the members will fill out and return (A SASE will be provided for your convenience). Due to the better than average interest of our membership and the fairly broad cross-section we represent, we expect to see the hobby industry on its collective ear when the results are finally tallied. Basically, you will be asked to list EVERY game you own (each game will have a number code) and rate it in 3-5 different areas.

Gentlemen-AHIKS plans to make its voice heard in this hobby as responsible gamers who CARE about where the industry goes. We NEED each of you to fill out this survey when it comes to you this summer and then SEND IT IN! Prepare yourselves now for it.

Included in THIS mailing is a small card (previously mentioned) asking for votes for and/or against (since no one was fool enough to run against them) various people which have been blackmailed into said positions through various threats, assassinations and deals which could not be refused- like your humble Editor. We are not doing our usual survey, but instead have one urgent question- Should the 'K' be returned to First Class mailing status? This would approximately add around \$60 per issue to postage costs. Vote YES if you approve of the added expense for quicker delivery or NO if you think the service is fine and think we should save the money.

On the reverse of the little card please PRINT clearly your correct name (no incorrect names thank you), and full address and your AHIKS code number so that we can double check the mailing list.

In summary-

1. FILL OUT THE LITTLE CARD AND PUT IT IN THE RETURN ENVELOPE.
 2. PUT CHECK OR MONEY ORDER IN RETURN ENVELOPE.
 3. PUT RETURN ENVELOPE IN MAIL.
- STOP! READ NO FURTHER UNTIL YOU HAVE PLAYED THIS SCENARIO!

WARNING! DEADLINE FOR THE NEXT 'K' - Issue 21-2 - IS FEBRUARY 15! GO FOR IT!

P.S. If you use the Match Request Form from this issue, be sure to include your name and address on the back since your mailing label isn't on it.

AHIKS
CHESTER E.
1054 LEW
GRIDLEY, C

**FORWARD
CORRECT**