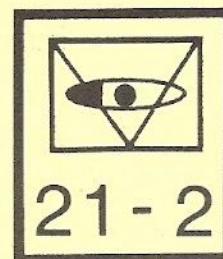


NEWSLETTER OF AHIKS



THE KOMMANDEUR

THE BARRAGE

Since my last report to you, there has been very little in the matter of activity. I did receive a membership inquiry around mid-December. Unfortunately nothing came of it. I have a feeling the \$20 fee may have scared him off.

Did you notice the Treasurer's November report? It indicated a positive balance of \$4267.64. Well, among other things, it reflects highly on the Treasurer's department and the way they handle our funds. So, if we are going to find ways to reduce that balance (your Editor valiantly offers to sacrifice his time on any European fact-finding missions the Society decides to bankroll! Ed.), let us use the same care they did to build it! One area of interest would be to improve and expand services to the membership.

A service which begs for expansion is the ratings system! Don't you feel it's about time the ratings system be given its own department!? But let's not stop there. It should also be provided with its own section of the 'K'. And while we're at it, I would like to see a rewrite of our PBM rules and regulations. The emphasis should be placed on the ratings structure. If you only "play for fun", then so much the better. Any type of player can only benefit from quicker and stricter enforcement of the playing procedure.

I feel our current procedures are too permissive and lengthy. Members must be made to understand, that when they violate a rule or regulation they will be dealt with quickly and decisively. If a member MUST seek the aid of his RD to force compliance, the errant member immediately places himself "at risk". This is a departure from the current procedure.

The "at risk" procedure would utilize such tools as: Registered Mail, 7-10 day response time, and judgement. I would favor the elimination of repetitive mailings! The "at risk" penalty would hinge on the severity of the offense. Probation, suspension or expulsion from the club. I would imagine that most first time offenders would be placed on probation. This is a rather harsh procedure, but I feel its time has come.

As for the "at risk" machinery, it would be either another duty of the RD or a new department within AHIKS would be established. In conjunction with the desire to seek reliable opponents, an excellent rating service and strict regulations would help in retaining the quality players which AHIKS likes to embrace.

One more subject I would like to bring to your attention is: the dues deadline date! May 15 is way too long. I can't see any reason why the dues cannot be paid by March 15. What kind of precedent does AHIKS set when it is perfectly content to wait five months for its dues? I like the idea behind the "discount" for prompt payment of dues. This concept should be repeated every year in conjunction with the March 15 deadline!

Well, that's what I think, how about you?

Art Dempsey

THE SOAPBOX

It's been a tough couple months! Buku hassles and my phone has been ringing non stop! By vote of the officers and confirmation by cards from you all out there, it was decided that of the four options, the best was to help our MSO buy the storage needed for his computer. We worked out a deal with Don for 5 year depreciation of the unit and hopefully things will start rolling again.

The officer changeover and the computer hassles have inserted a BUG in the AHIKS system that I apologise for. Connecting up the new members and their NEW MEMBER GUIDES, getting ICRKS out, etc. all took a tumble with the changeovers. That is in the past (he said with fingers crossed), and services should be up to our usual chaotic standards shortly. A big welcome to Tom Hastings who has been conned by the esteemed Kevin Murray into taking over the NE region. And if you haven't sent your 1986 dues in, do so - where else could you see so many people doing so much with so little for no end at all!

jdb

PACIFIC THEATER

Things are pretty quiet out this way. There is the prospect of one new member but his application packet was not complete so I will have to delay his profile till the next K.

I do have some exciting news to report regarding upcoming events in our area. There will be a GAMES CAUCUS CONVENTION at the Dunfey in San Mateo, Calif. May 24-26. As part of this grand affair, there will be a FORTRESS EUROPA Invasion Scenario Tournament which is open to all AHIKS members. The tournament will be proctored by Russell Powell, who is the owner of the International Gamers Association (IGA). Prizes will be awarded by the IGA. For more information about the Con write to: Games Caucus, 1550 Benton Street #C, Alameda, Ca. 94501.

For the AHIKS members who are from the far flung regions of the Pacific Theater and need a place to stay, one of our local AHIKS members, Randy Heller, has volunteered his place as a hostel for the weary travelers. To contact Randy call or write to: Randy Heller, 4442 Paradise Knoll, Castro Valley, Ca. 94546; tel. no.: 415-538-0230.

I have been to the Dunfey for the annual game convention we have here called Pacificon, and that has always been a lot of fun (your Editor has attended this convention on more than one occasion and found it to be excellent for boardgamers! While the main emphasis is on role-playing games, there is always enough boardgaming tournaments going on to keep anybody involved. In fact, since there are a limited number of boardgame events, you can usually attend MORE events than you could if the main emphasis was on boardgaming. A second plus to this particular convention is that the flea market/auction is usually 90%+ boardgames at great prices! PACIFICON is usually over the Labor Day weekend in September. Ed.).

I am definitely going to try and make it to this convention, hope to see you there.

Chuck Leath

THE TRUE NORTH

My sincere apologies to Mike Harris and any other overseas gamers whom I may have slighted. I believe that in general, overseas games will take longer, but obviously that is not always true, and no one should avoid an overseas opponent because it is assumed that it will take a long time. At the risk of incurring Les's wrath, let him know what your requirements are and what can be expected from you, and I am sure he will do his best.

Next...congrats to the new ed., 21-1 was really spiffy(pat self on back.Ed), even though Bryce Allen suggested that my column got a large cannon because I'm always shooting off my mouth. We have two new members to welcome this time around. Mike Sloan is an Industrial Engineer from Ontario, and definitely leans towards tactical games. Don MacKay of Burlington, Ont. is an electronic technologist and also goes for the tactical games. Obviously the two of you should get together.

In the past couple of months I haven't received any complaints: WHY NOT? Both FTF and PBM friends have made unofficial complaints about fellow AHIKS people. If you don't complain to your RD these people just stay on, and an increasing number of your AHIKS encounters will be bad experiences. I know it is a pain to complain, and no one wants to be seen as a whiner, but along with the privileges of AHIKS come certain obligations (the dues are only a part of it). I should note that all my opponents may ignore this, I'll be sending my move real soon, I promise.

Santa was very good to me and I got both Firepower and Pacific War in my stocking. On top of that someone else bought me Russian Front; talk about a good Christmas! I hope everyone else did as well. Games, games, too many games, and I want more! Which is why I look forward to the massive survey that has been proposed. But, this survey will not replace reviews, so keep them coming.

On the same line I would like to take issue with those people who belabor TAHGC for buying titles rather than working new ones. These people seem to feel that game design is like painting or books, and there is something cheap or demeaning about selling a design that isn't in-house as some form of plagiarism. I would like to extend my sincere thanks to TAHGC for keeping many excellent titles on the market, games that I would otherwise not own and play.

One final note, Bill Bean of Kitchener, Ont is looking for FTF in his area, why not phone (519) 742-8908 and make a friend? Ciao.

Mike Kaulbars

JAN '86

TREASURER'S REPORT

Starting

Balance: \$4,031.04

Income: \$ 804.00 dues pymnts
27.00 excess pymnts
2.00 donation
16.84 interest

849.84

Expenses: \$ 10.60 bank chrgs
12.00 ovrrpymnt rfnds
143.08 Sec / Judge
6.88 Treasurer
89.79 President
90.41 MC
280.00 Editor
5.36 VP

(\$ 638.12)

\$ 4242.76 final balance



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Initial dues are \$12, prorated quarterly, plus \$8. Annual dues are \$12; \$10 if paid by 31 March 1988. Payment in U.S. funds please, tho' we can accept Canadian dollars. Overpayments will be credited unless a refund is requested.

"I divide officers into four classes -- the clever, the lazy, the stupid and the industrious. Each officer possesses at least two of these qualities. Those who are clever and industrious are fitted for the high staff appointments. Use can be made of those who are stupid and lazy. The man who is clever and lazy is fit for the very highest command. He has the temperament and the requisite nerves to deal with all situations. But whoever is stupid and industrious must be removed immediately."

General Kurt von Hammerstein 1933

Greetings, fellow AHKSers! Who am I, other than the guy on the other end of your dues checks? For one, I've been an AHKS member since a few days after the Flood, as witness my membership number of 12. I have been gaming even longer than that. I like the more complex type games, so when Harold Horne asked for someone to replace him as Treasurer I volunteered. Not that I'm overloaded with spare time, but it gives me an excuse to play with the data base program on my computer. Electronic tech'ing pays the bills, at least until someone offers me a computer programming job.

Sid Jolly

JUST ANOTHER MEMBER OF THE FAMILY

I am writing as a member of the family that you described in K 21-1. In six or seven years of AHKS membership, I have PBM'd one half of one game (Sinai, with Les Deck). Keeping a grip on the professional ladder simply took too much time. Just this month, I have initiated my second match, which I have every expectation of completing.

Why did I continue to mail off \$8 and \$10 a year, knowing I wouldn't actively use the club's services? To maintain contact with the hobby - the part of the hobby that interested me - i.e. historical gaming and not the adventure/fantasy branch. In those years, I've done some solitaire play and a couple of FTF games. Mostly, through the K, I have been a spectator(voyeur?).

I suspect I am not unique within the organization. Those of us in this "holding pattern" may not be able to justify subscriptions to F&M, the General, the Wargamer and the now-you-see-them-now-you-don't journals. AHKS is a mature, generally dependable, focused yet diverse alternative. I suspect that those like me are the ones who request more game reviews (screen the industry for us, please) and more game reports - see voyeur above. (Tell Les that partial reports are fine, if there is some ongoing update).

In other words, I haven't experienced PBM burnout because I'm the other side of the coin - I haven't yet achieved PBM burn in. But I've never felt guilty sending in my dues and reading the K.

Randy Heller sounds like a player who has been burned. That is truly too bad. But I refuse to feel guilty because I've signed up to play Franco-Prussian War without having on my bookshelf several books on the subject. Randy's not-too-subtle put-down of S&T ignores the fact that, through S&T, SPI at least provided some historical background on the game subject. How many packaged games today duplicate that? Randy's letter sounds like long-repressed backlash from what SPI used to call the "grognards".

There is new vitality I think, in AHKS. Notwithstanding the current shuffling of officers. I expect it to keep getting better, especially if we attract gamers who are also conversant with computers. Eventually, the play-aids available free to members will include the software necessary to play games via modem.

David Pellow

At long last I have managed to complete the transfer of the JUDGE files to Bill Lindow. To all where games were delayed or inconvenienced, I apologize. Anyone who still has not had a response please write to Bill Lindow. Apologies to him also!

Bill Salvatore

OPINIONS

I just received issue 21-1 of the K and I thoroughly enjoyed it, from the illustration of the Ferdinand (Elefant) to the 'Mini Series Replays.' The article on 'The battle of the Coral Sea' especially boggled my mind. I am constantly amazed at what some of our innovative hobby members are capable of. Also, the letters on PBM Burnout were relevant. My own definition: The point at which game-playing switches from interesting, challenging enjoyment to complicated, tedious drudgery.

Regarding a point raised in Randy Heller's "Enthusiasts" letter - I don't think the degree to which interest in military history and historical wargames interact is properly appreciated. While I can't speak for all Wargamers, for me conflict simulations and military history have always reinforced and fed off of each other. My interest in military history stems from the interest of my son, now a high school senior, who since early grade school has been fascinated by WWII history. Eventually, we learned of wargames, and after watching the movie "Midway", decided to try VICTORY IN THE PACIFIC and we have been hooked ever since. The interest continues to be mutually interdependent. After playing PANZER ARMEE AFRIKA, I turned to W.G.F. Jackson's THE BATTLE FOR NORTH AFRICA for more information. PBM matches of PANZERBLITZ conspired to make me the proud owner of the ENCYCLOPEDIA OF GERMAN TANKS OF WWII, not to mention UNITED STATES TANKS OF WWII. Reading Peter Allen's THE YOM KIPPUR WAR lead me to Avalon Hill's THE ARAB-ISRAELI WARS. In the Designer's Notes of the latter, I found an important fact unmentioned in the purely military history:

"...Israeli doctrine requires the tank commander to fight with his hatch open and his upper body exposed outside the tank. In contrast, the Arabs, following Soviet doctrine, fight buttoned-up with all hatches closed. While fighting with an open hatch increases the chance that the tank commander will be injured (making it the most dangerous job in the Israeli army), the U.S. Army calculates that it makes the tank *twice* as efficient as one in which the tank commander fights with a closed hatch..."

Thus the boardgame serves to increase my enjoyment of the military history and vice-versa. While I agree with Mr. Heller that historicity can add greatly to the enjoyment of our games and that a gamer with genuine interest in military history is less likely to burn out than a gamer who participates only to play games, I must take issue with his implication that a player who is less interested about the historicity of the game is not a dedicated or sincere PBM gamer. To me this unduly restricts the other major enjoyable aspect of wargaming, the "What if..." feature. Considerable enjoyment can be derived from wargames by deliberately changing some of the historical variables to determine how the outcome would have changed.

"If the Wake Island relief force had not been recalled, would the battle of Midway still have been fought and would the US still have destroyed the IJN carrier force?" "If the Germans had invaded Malta, would control of the Mediterranean allowed them to capture all of Egypt?" To me these are legitimate aspects of wargaming and a player who indulges in 'tinkering with history' can be just as serious a player as one who is interested in maintaining historical divisional integrity in his battles. There is room enough in the hobby for both types of players.

If any of the above comments are of interest or relevance to you, then fine. If not, then, as my long-time AHKS opponent Dave Rod is fond of saying, "They burn well."

Ken Nied

MORE VIEWS

I would like to comment on Mr. Heller's piece on Burnout. I have been a wargamer for fourteen years (so I have a little background in wargaming). Mr Heller says that to be good at PBM you have to be dedicated to the point of knowing the history behind the battle you are gaming. When I started out playing wargames I played for fun. But then I became interested in how and why those battles were fought. So I started a military history library. I had books on subjects from Waterloo to Tobruk and I was playing over 30 games. Now I have half the games and my library is on only two subjects.

My point is that we all change with time. If we don't try different areas of our hobby at first, we won't know what we really like. I agree that PBMs are the most responsible of all wargamers. I like PBM because a person can take his time in making a move. A General does not move an army to attack in five minutes. We should not attack the enthusiast or any other group in wargaming. We play wargames to refight military campaigns. To place ourselves in the shoes of the great Generals. But first (and often, Ed.) we should play for fun.

Joseph Bukal

AN ENTHUSIAST'S RESPONSE

I'd like to respond to Randy Heller's comments on "enthusiasts". 1) I am an enthusiast by his definition because I could't care less how far 1/1/I gets from 2/1/1, or for that matter what 1/1/I MEANS. If I need 2 points to get 3-1 I'll pull it from anywhere I can! (I agree with and follow this approach, but only when it doesn't conflict with the rules. I always figure that if it was THAT important there would be command control rules or unit integrity. Ed.) If you want period flavor or unit integrity, visit a battle field or join the army (I'd consider this your basic extremist reaction! Ed.).

2) Those gamers who buy games and never play them (myself included) keep the industry alive. It's nice to sit back and wait a year or two to see if the game is good, but you can bet there would be less new titles coming out if everyone did that.

3) I wonder if the only reason Mr. Heller doesn't play with enthusiasts is their relative aloofness. I've played both, and the "enthusiasts" are better competition. They know the rules, and don't take a month to decide their errors in math. While a gamer is still working on his rally phase looking for his precious leader counters, the enthusiast has plotted his next 3 moves, and probably knows his odds in the battles he has planned (I hate to burst your bubble Roger, but I know more GAMERS who can do this than enthusiasts. Ed.)

4) And enthusiasts are more fun, they know that they are playing a game, not re-living a war (I would consider this - and the article last issue which prompted it - your basic emotional response to extreme classes of individuals who I am sure we have all met at one time or another. I think it is safe to say that they represent opposite extremes of hobby personalities and that in MY experience MOST hobbyists I have had the good fortune to meet are a pleasant mixture of the two. One of the main reasons I joined AHIKS was to get away from the extremists and find reliable opponents. Ed.)

ROGER COX

MORE ENTHUSIASM

You wanted 50 words on PBM Burnout. I can't give you a 50 word definition of the beast, because I don't know what it is.

I'm a 34 year-old late arrival to gaming. I've only been playing for four years and I don't know yet what it's like to get bored with it! (There, finally someone you never thought you'd meet!) I've not had more than three games on the go at one time; only one of them with an AHIKS member (SHAME! Ed.), and I do a little FTF and solitaire. Frankly I'm a little intimidated by anyone who claims to work 18 games at once. Where does one store them? And how long can one go without sleep?

I get a lot of pleasure out of my small handfull of games- anticipation of my opponents' moves, planning, paperwork and the pleasure of a surprise attack. I don't think you have to opt for quantity to get enjoyment from your hobby.

Burnout would seem to be the result of A) over-extending yourself or B) playing boring games. I recommend playing fewer games and better ones.

Now for you, Hendrix: how come you're not playing any games by mail (because I'm too busy doing such a wonderful job on the K? Ed.)? Just think of all the new members (me included) who would benefit from contact with a veteran. Aren't you being a bit selfish? (I must say I hadn't really thought about it that way before, but I assure you that I more than make up for it in the time I put into being the Editor and preparing the artwork for the preprinted OOBs. Ed.)

OK, another note: as a newspaperman, I lean toward black and white format for the printed word. However, the old black type on green paper does work, certainly a lot better than the blue type on white paper of 21-1 (funny, I got a letter from another member who did cartwheels in praise for the blue ink. Oh well, some of the people some of the time...Ed.). I prefer white paper - it gives you a clean look - but if you can't get black type, then revert to green stock (I usually try to rotate a different color of stock each issue. The only reason 21-1 was in blue ink was that the press just happened to be in that color that day- and I thought it would be fun for one time to treat you folks to something different. I will do colored ink again someday, and you will continue to see different colors of stock- just expect the unexpected. Ed.).

Like your masthead changes- are you planning to use a different AV in each issue? (No, again that was just something special for my 'first' issue as the Editor, although I reserve the right to change mastheads without notice. Ed.) Like the name of your column too- what are you going to call Letters To The Editor- "CLOSE ASSAULT" or "COUNTER ATTACK"? (No, I just give every letter a title - like this one - and print them up as articles. That is an important facet of the club, PEOPLE talking to each other about things of mutual interest. Ed.)

Re: the summertime games survey. I got into gaming through buying old S&T mags at a hobby store - a fast, cheap way of getting a lot of games. I've noticed other gamers who, if they didn't exactly start the same way, took roughly the same path. They have a batch of old SPI games tucked away - some of them are played and replayed - yet I'll bet a dollar that they don't or won't show up on too many lists (GOOD POINT! This will be part of the survey- we WANT to know what games have sit on the shelf and never got played! Keep this in mind when the survey comes out. Ed.).

One last word on PBM Burnout. For a new gamer, it's kind of disappointing to hear of so many who are getting tired or are fading out of the scene. When I discovered S&T, I didn't then know that SPI had died. As I read further and talked with other gamers, it became clear that the hobby had passed its peak. I hoped that it didn't mean that the hobby had passed its prime (the hobby HASN'T 'peaked' OR passed its prime- it has just reached the point where it is no longer strictly a HOBBY - although that frame of reference is still a basic cornerstone and always will be - but has now grown to the point where it is a minor industry in its own right. Industry exists on a complicated balance of profit and loss. Our small industry/hobby has matured to the point where economic pressures are on an equal par with consumer pressures. With maturity comes responsibility and having to deal with the marketplace from a different perspective. There are as many theories on the best way to do this as there are people doing it. That's why some will fail [SPI], some will succeed [PEOPLE'S WARGAMES] and some will make major changes [TAHGC]. Ed.).

I guess that as long as there is new blood coming in there will be games and gamers - but don't think the old blood is supposed to drain away. We need experienced gamers. They will teach us, give us perspective on gaming and will challenge us. Don't bail out...

Bill Bean

Congratulations on your new AHIKS job. How does it feel to have achieved one of the peaks of power and influence?(see title above.Ed.)

PBM BURNOUT: I wasn't aware that it was becoming commonplace. I knew I suffered from it, but thought I was the only one. I always have one PBM game ticking over (with a former AHIKS member), but in my heyday I used to play as many as eight simultaneously.

The secret of multifarious PBM is to keep your boards set up. I managed this feat with six 3'x5' particle boards. Five of these boards had six rubber doorstoppers screwed to them to serve as short legs. (You need six legs to prevent sag in the middle.) I laid out my game boards on these stubby-legged tables, and between moves simply piled up the tables one on top of the other. They make a solid edifice that even the cat can't topple, but it's not the sort of assemblage you see pictured in Better Homes & Gardens. Whenever we entertained visitors, my wife kept my lair's door firmly shut.

To utilize this device you need a room big enough to swing the cat. Murphy's Law dictates that the next game move to arrive in the mail will NEVER correspond to the game on the top of the pile. So you need room to be able to 'shuffle' the boards, and ideally, a second table on which to leave the board currently in play. I also used two cork boards mounted on the walls for games that were suitable. Ideal games were the old SPI quads with their small maps and limited numbers of units, especially those that allowed no unit stacking, or at most stacks of two.

Which brings me to why this system finally burned out. It was buffeted and imperiled by three unrelenting forces.

1. The constant and remorseless shrinkage of modern living space.

2. The inexorable accumulation of possessions too potentially useful to be discarded, and which must be stored within the bounds of the diminishing space available.

This includes such artifacts as books I am determined to one day read and games I fully intend to one day play. And the newest and most voracious of all space hogs, my computer with its scattered accoutrements, the printer, spare boxes of tractor feed paper, slumping piles of grossly thick computer magazines and manuals, wads of printouts and heaps of software I one day intend to utilize. Not to mention plastic boxes crammed with diskettes and a disorderly jumble of desk organizers and perilously teetering towers of interlocking paper holder trays vainly striving to impart some order on the inanimate bedlam. My den is now so crowded that even the cat can barely squeeze in. (Some people will go to ANY length to keep the cat out of the game room!Ed.)

3. And finally the phenomenon of diminishing time. Everybody these days has less of it. Maybe time isn't infinite and endless. Maybe the supply is finally running out. I know I had more time before the advent of television, but I don't watch that much of it to account for my woeful shortage of PBM time.

Maybe as our globe shrinks to village proportions, in the heightened conglomeration I've become distracted, or maybe I've just developed too many other compelling interests. I'm not sure what's happened. All I know is I want to play more PBM, but I don't have the room nor the time.

All of which finally brings me to the real reason I am writing this letter. I've been wondering how many AHIKS members have computers, and how many of them have managed to utilize their machines to help them PBM. I've found mine useful in many ways, from calculating the results of die rolls to keeping the records and OOB sheets of games in progress. Is anybody out there interested in exchanging ideas on this subject, or ways the computer can be used to save PBM time?

I am a brand new AHIKS member, and I recently received my first issue of the 'K'. Judging from the articles, it looks like AHIKS is composed of people with strong opinions who can express themselves well and who enjoy doing it (surely you don't mean ME?! Ed.). I'm glad to be a part of the group; I think I'm going to have fun.

There were about eight topics I wanted to write on (your Editor is awaiting the list now that you have committed yourself!Ed.), but I'll try to stick with one. The article by Mike Kaulbars discussed the impression wargamers leave on other people (both wargamers and non-wargamers). Unfortunately, most outsiders compare wargamers with either neoNazis or juveniles who commit suicide after playing too much D&D. None of my fellow gamers fit these molds; I'm sure this is true of nearly all wargamers.

I think no one can show the public the true wargamer better than AHIKS. (Could it possibly be our duty?) Wargame conventions would be ideal opportunities to stage small media blitzes, by inviting journalists to the AHIKS meetings (assuming there will BE one at a con.Ed.), talking with reporters, etc. There is plenty of time to organize such events before con season starts.

The psychological survey (what psych survey? They only let me out on WEEKENDS!Ed.) is an interesting idea. Perhaps it can be made part of the big mid-year survey of the membership. Thanks for letting me shoot off my mouth. I'm looking forward to being part of the group.

Jim Tarsi

OPPORTUNITY FIRE

I think when you read all the articles that have appeared in the 'K's for the last year (especially this and last issue) that have dealt with PBM BURNOUT, you will get an overall picture of the following- PBM BURNOUT: that condition in which a gamer ceases his active (sitdown for FTF or sit down + postal for PBM) commitment to gaming and shifts to the passive (buying, examining and reading games and hobby magazines) mode for reasons as diverse as the individuals involved. Note that we don't turn our backs on the hobby, but merely become less active. This usually comes about due to time restraints. Some are able to cope with this either through elaborate time scheduling, a natural ability or just schmucking it out somehow. This is a subject that needed to be talked about and gotten out into the open so that those of us who ARE in the passive mode understand that we are 1) NOT wierd, 2) NOT deserting the hobby and 3) NOT alone! I believe this subject can safely be put to rest, and viewed in the context of sort of an I'M OK YOU'RE OK type of idea. Not something to forget about; every once in awhile we need to remind ourselves and the new kids on the block that it's OK to NOT put in 8 hours a day (or week or month, etc.) on playing games.

As we become older, more responsibilities enter our lives which vie for our time. It is a paradox of our culture that the more leisure time we have, the less we seem to be able to do with it. Some of us succeed better at it than others, and everybody has a system that may not work for somebody else.

The bottom line is that whether we spend all our spare moments trying to squeeze in one more die roll or are just trying to find time to glance over the table of contents of the only magazine we bought last year - we are still a part of the hobby as long as we don't chuck it all. There's that little voice in the back of our head that KNOWS that SOMEDAY we'll have the time once again to pin Stalin in Moscow in '41!

INTERIOR LINES

I would like to welcome two new members to our region: Anthony Macianskis, a Bakery owner (Joy of joys! No questions asked, you're in) from Chicago, Illinois; and Shaughn Haines, a Quality Control Inspector from Sault Ste. Marie, Michigan.

If you are thinking of starting another PBM game, why not try one of the AH classics? These games are all easy to PBM with the possible exception of the Bulge game. Although compared with some of the newer games, Bulge doesn't look too bad. You will find that there are almost no rule problems, which is extremely important in a PBM game. I have played over 30 of these games by mail and have never had a problem getting opponents. In fact the average skill level of classics players seems to be higher than the norm, at least in these games. I believe that this is due to the fact that many of us have had more experience playing these games than we have had with the newer titles.

Most of the classics can be finished within a year and a half of starting the game. These games may be old but I have found them to be both challenging and enjoyable and I think that you will too.

In K 20-6 Kevin Murray suggested that we consider a provisional membership for new members. I agree with his idea of a limit of two games during a new member's first year. I don't see any problem with this since two AHIKS sets equal four games. With this system new members will be able to see for themselves the amount of time an AHIKS set takes before they get in over their heads.

Kevin McCarthy

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 presented in this column information that I feel will assist our membership and avoid problems that might create an atmosphere of confusion; I strongly urge each to take a moment to read this column for helpful hints.

C. As much as I would like to fill all requests (within reason) the one I cannot oblige you is requesting to be issued ICRKs and OOBs for yourselves and NON-MEMBERS! This cannot be done. AHIKS services are for members in good standing who have been accepted within the Society after compliance with our by-laws. PLEASE DON'T REQUEST SUCH MATCHES! I would recommend that your non-member friend join our organization.

D. A NEW MEMBER GUIDE will be issued to each new member from our Secretary. This will explain away many of the questions that might arise. In the event that you continue to have questions, you are free to contact your Regional Director, opponent or me to resolve your problem. Check the index for Officer addresses. In the event that 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 # 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 # listed at the top right hand corner of the address label on 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 nor accepted for any reason. 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, AHIKS is not obligated to report any 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. request for non-publication should be sent to me.

G. The SET REQUEST FORM is the only vital link between the MC and the members that allows communication of what the 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 a separate line. If you desire only one game but have options, then indicate each option on the same line separated by commas. If there are two games with the same name made by different companies, then indicate which company's game you desire to play; in other words- be detailed. I do not have at my disposal all of the games that have been published nor do I have knowledge of the companies that have produced them, therefore any information that you can render to me on your request that will assist me in securing your request is greatly desired and appreciated (eg. AH Co; Need double die ICRK; etc.). Please use the codes that are indicated to avoid confusion. An initial match will be assigned a new member upon receipt of his data sheet from the Regional Director. Every effort will be made to assign a match that the new member has requested, and if at all possible with an experienced member in the mechanics of our system. In the event that a game is not available; the MC will assign a match listed on the data sheet, in the order of listing so that the new member may begin to enjoy PBM without delay. RD's: insure NMs know this.

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 to insure 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. It becomes his and his becomes yours. It doesn't require new issue.

K. If any member has the 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 opponents 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 8x11 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; #6A BB-65, #7 Stalingrad; #8 Waterloo; #9 Fortress Europa, #10 War in Europe, #11 Anzio, #12 Longest Day (Scenario #1), #13 Cobra, #14 Blitzkreig, #15 Chick/Shilo, #16 Cemetery Hill/Antietam, #17 Midway, #18 Luftwaffe, #19 Air Assault on Crete, #20 Panzer Armee Africa, #21 Panzergruppe Guderian, #22 Napoleon's 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 desired to GM/M and the number of opponents one can handle for the game. The GM/M will be responsible to insure 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. Those members who desire to play multi-player matches are advised to contact our MULTIPLAYER COORDINATOR OFFICER see officer index.

P. 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, reliable opponents. Fine, but just don't let it die there; if you come across an opponent who fails to respond to your several inquiries and you have taken every recourse open to you possible, 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.

Q. 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 experience on to them, it will help to expand our base.

R. 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.

S. It is not the practise 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 requested are annual dues! Have you sent it in?!

T. 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 to Sid Jolly 731 G Street #E8 Chula Vista, CA 92010. Service will be suspended until dues are paid or I am notified by the Treasurer that dues have been recieved. Members who are delinquent will soon be dropped from active rolls. Sorry, but it's costing us too much sending the K to non-paying members.

II. OPEN REQUEST MATCH: 1940(991), 1941(991), ALEXANDER THE GREAT(975), AIR ASSAULT ON CRETE(1011), AFRIKA KORPS(991), ANZIO(336), AMERICAN CIVL WAR(SPI)(336), ARMOR(1119), ASSAULT ON LENINGRAD(926), BULGE-85(933), BULGE-81 (1121), CHESS(341), CIRCUS MAXIMUS(1102), CIVILIZATION(1091), CLOSE ASSULT (Yaq) (511), CV (959), DIVINE RIGHT (216), EMPIRES OF MIDDLE AGES (1116), GETTYSBURG-77(646), GREAT REDOUBT(1116), GUNS OF AUGUST(136), GUNSLINGER(MULTI)(251), JACKSON AT THE CROSSROADS(238), KURSK(1011), LaGRAND ARMY(511), MONTY'S D-DAY (991), NAP. AT BAY (1116), NAP. LAST BATTLES(967), NATO (VG)(519), NORDLINGER(511), OPERATION MARKET GARDEN(253), PANZERBLITZ (596), PANZER LEADER(1107), PRESTAG(817), RACE TO THE MEUSE(519), RAIL BARON(216), RIFLE AND SABER(511), ROAD TO VICKSBURG(238), SOUTH MOUNTAIN(253)(WE), SPEED CIRCUIT(MULTI)(251), SQ LDR(ADV,1st SIT.)(262), STELLAR CONQUEST (519) WILL GM. STRUGGLE OF NATIONS (1116), TASK FORCE(1028), TRC(251), THIRD REICH(1091), TWILIGHT 2000(12), VICTORY IN THE PACIFIC(1121), WAR AT SEA(1121).

III. NEW MEMBER CODE #s :

C. John	1116
S. Haines	1117
A. Macianskis	1118
M. Sloan	1119
F. Reed	1120
H. Boniface	1121

In the event you do not know your code number contact me.

LES DECK, MC.

7

SET REQUEST FORM

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)

THE VENEZUELAN CONNECTION

I received my copy of K 21-1 and want to comment on some things in it. I strongly favor a stronger relationship with the European sector and possibly an ongoing competition or something.

PBM burnout is mostly the individual getting into more than he can handle or else some sort of circumstance causes it. If a game takes a couple of years to complete it is highly susceptible to being dropped. One solution is that any game that goes beyond a certain number of moves (3 or 4) be declared lost by the one who drops out so that at least the one who wished to continue can get some sort of credit for it. Perhaps some type of game finishing count for each member? By this I mean not how many games won or lost, but only how many to date he has finished. That rating would give the others some idea of who they are up against or who they want to try to play. Also, maybe each player could show a game or two they would accept a challenge for, to be shown on the membership list by an asterisk which could indicate that this player is available for such challenges. This might take some work off the MC, although Les is doing a great job.

New players should be advised that they are getting into a real rule reading and rereading ordeal when playing a game by mail (funny, I always have the same problem FF/Ed.). If you have played the game only once or never before and it is complex, then be prepared to spend a lot of time on those rules as there are many surprises in store for you. Even games you have played several times have hidden or subtle moves, or combat or whatever rules that you simply did not ever get to use or that you never referred to. In PBM it is slow enough and tedious enough for you to get a real workout of the rules (rest assured if YOU don't, your OPPONENT will Ed.). Do not expect to win if you have not gone over the rules thoroughly.

With all that money in the treasury, how about if some of it goes to get a game company to develop a short two or three move PBM game that could be the base for an annual AHIKS competition or introductory game for new members? Something with a little luck involved and the ICERs. With a simple first move and combat resolution and then a more complicated second turn followed by a final third move that really decides your fate based on the results of the first two turns (it seems like most of the games I play work that way—especially when I'm going to lose Ed.). The game companies should be able to come up with something interesting along this line and perhaps we could playtest it. If it works, then we could adopt it as THE standard game around for PBM.

How about each new member being asked to list a couple of his games in the K so that regular members would be more attracted to them by the games shown?

Walt #511

WARNING! DEADLINE FOR K 21-3 IS 15 APRIL 86!
GET THOSE CARDS AND LETTERS IN FAST! TODAY!!



WANTED: Beat up old copies of SL and Gamettes to team up with my beat up old copy of COI so that I can work on this combined arms stuff I keep hearing about. Please mail prices and descriptions of missing and abused parts to Arthur G. Balliet, 4227B 8th Ave NE, Seattle WA 98105. Games in good condition will also be considered.

FOR SALE: RARE CIVIL WAR GAMES: SPI: War Between the States. COMMAND PERSPECTIVES: Sharpsburg (extra set of counters). CONFLICT: Rifle & Musket. RAND: Vicksburg. AH: Original CHANCELLORSVILLE (extra set unpunched counters), Gettysburg (original hex version), Gettysburg (original square grid w/ outpost counters). BATTLELINE: Shannendoah. WANTED: Siege of Jerusalem 70AD. Gilbert Collins, 83 Arlington Ave Apt 2, Ottawa Ontario, K1E 5S4 CANADA. Any reasonable offer accepted! want to get rid of these! Payment in US Dollars please.

TRI-STATE CON '86, May 16-18. Sponsored by Cincinnati Adventure Gamers Inc. Tri-State Con will feature boardgames, role-playing games, miniatures, tournaments, auctions, dealers and a seminar by designer Tom Moldavay. \$10 in advance or \$12 at the door. TRI-STATE CON '86, P.O. Box 1754, Cincinnati OH 45231. (513) 931-6028

WANTED: Yaquinto's BOMBER. Please send price and condition to Paul Pretheim, Rt. 1 Box 84B, Northport MI 49670

FOR SALE: Still have a couple of copies of LEYTE GULF left for you MIDWAY addicts. Taken from the variant of the same name in the WARGAMER'S GUIDE TO MIDWAY. I have made up battleboard and searchboard counters for ALL the units required (cut-out, not counted), plus plenty of plane change. I have also made up separate control sheets for both players and included the rules. Also included are two FULL - SIZE search boards. \$10 postpaid. Chester E. Hendrix, 1054 Lewis Oak Rd., Gridley CA 95948

CURIO ITEM: Trying to unload SCENES FROM THE LIFE OF THE FUHRER, a picture album on uncle Adolph published in Germany in 1936 by the Propaganda Ministry. About half of it written by Goebbels, and most of the rest by various SS officials. 200 photos, about 120 pages. For info contact Chester E. Hendrix, 1054 Lewis Oak Rd., Gridley CA 95948

ADDITIONAL PLAYERS needed for Machiavelli: Rail Baron: Divine Right. FOR SALE: Large collection up for grabs - send large SASE & 2 stamps (in process of computerizing list). WANTED: Lowry's/Guidon's DUNKIRK: title/co. unknown - square or rectangular grid of invasion of France '40 - contained detailed map w/ Low Countries and Switzerland - came out 80-83 Origins/Atlanticon (?) - Tenn. publisher (?) SPI's A Mighty Fortress: Jackson & Corinth: Miniature rules & army collections: old games in good to mint condition. Stuart Schoenberger, 430 Ocean Pkwy 3-0, Brooklyn, NY 11218

FOR SALE: Much of my collection. All boxed, unless * and all in good to excellent cond. \$1 shipping per boxed game. .50 bagged. SPI: COBRA* \$1; KHARKOV* \$5; LORD OF THE RINGS \$9; FULDA GAP \$10; PANZERGRUPPE GUDERIAN \$6; KAISER'S BATTLE \$4; NATO DIVISION COMMANDER \$18; TSS-SAT: CENTRAL COMMAND* \$5 unpunched. AH: FORTRESS EUROPA \$9; STRUGGLE OF NATIONS \$12; PANZERBLITZ & PANZERLEADER w/ all variant counters and extra boards (4 PB) \$18; ANZIO \$7; 1778 \$6. GGV: TORGAU* \$8; 1815 (1st Ed.)* \$5; INVASION: EARTH \$4; FIRE & STEEL (miniature rules) \$4; AVALANCHE* (mounted boards) \$12; OTHERS: Battline-DAUNTLESS \$8; Yaquinto- RED STORM \$5, GREAT REDOUBT \$7, THIN RED LINE \$7, BATTLE \$2; WWW- CLASH OF STEEL* \$5, DARK CRUSADE \$5; Japanese versions of NORWAY 1940 \$7, and ASSAULT ON LEMINGRAD \$7 (both w/ English rules); VG- PAX BRITANNICA \$11; OSG- ARCOLA* \$2; Taskforce- STARFIRE I* \$3, STARFIRE III (EMPIRE)* \$3; QD- GRANT MOVES SOUTH (unpunched) \$7; SSG- SALAMANCA* \$5; Strife- SEIGE OF PRT ARTHUR* \$4; Ultimate- STONE'S RIVER* \$1; 100 Nobelwferer SMOKE-SCREENS \$5. I will take the highest bidder on games not already sold. Bill Haggart, 1208 Gavin Drive, Marysville CA 95901

AHIKS KOMMANDEUR
Chester E. Hendrix, Editor
1054 Lewis Oak Road
Gridley, CA 95948
(916) 846-2703



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