



NEWSLETTER OF AHIKS



THE KOMMANDEUR

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THE SOAPBOX

Some interesting hobby info for you guys and some attendant change to the Officer Corps in AHIKS.

TSR is going through some major shuffling right now and, although S&T editor Jon Pickens has stated emphatically that S&T and TSR's commitment to wargames is ongoing, it appears that some alterations will be made. Major cause for concern is the lack of communication between the corporation troops who own TSR and their wargames division. If you subscribe to F&M, you may recall their 50th issue had blurbs from just about all wargames companies- with the glaring exception of TSR. One of the wargames honchos there called Jay Selover (F&M's editor) and raised Cain about being left out. Jay indicated that an individual in the corporate group had been notified and requested to turn in a blurb. He not only failed to do so, but didn't let his own wargames division know about the offer. Hmmm.

TSR ain't the only one folks. Origins this year was rife with some depressing rumors about WWW, despite its apparent health based on the quality of WARGAMER. Well, Keith found himself in a major financial bind and, as this is written, is in the final stage of selling to Jeffrey Tibbetts, publisher of the GRENADIER. And Jeffrey- displaying extraordinary good taste, has asked yours truly to edit the WARGAMER. The plan is to turn the GRENADIER into the main Review vehicle of the group, with the WARGAMER focusing on historical articles and 3W games replays. More later as Jeff and I work out details.

[LATE NEWS FLASH! As we go to press, the WARGAMER deal has fallen through and indications are that, among other options, Jeffrey plans to start his OWN magazine from scratch. Poop has it that the WARGAMER may disappear into the dust much the same as CAMPAIGN did a few years back. This poop is speculative, but at presstime was the best info available. I know a lot of you out there are subscribers and as soon as I get more concrete info, you will read it here. If you hear anything, let me know! Remember, you read it here first!ed]

NOW, what does this mean for AHIKS?? Well, a couple things. Mainly, I won't be able to continue as President- time constraints will be too great for me to devote the time it needs to 1) keep officers from killing each other and 2) promoting AHIKS to get new members, 3) any thing else that comes along. SO, as of right now, the post is officially being opened to interested persons. Any takers please contact me ASAP.

ALSO Harry Welch- RD West- needs to step down. I am considering the possibility of taking this position to stay active in AHIKS but in a position of less active responsibility, but this is also open for Western members. Contact Harry.

jdb

WORD FROM THE NORTH

A response to a few items in the 21-5 issue of the K.
1) Please exempt Canadian and overseas players from any 21 day turnaround. Our postal systems do not mesh well and the delays are HORRENDOUS. I am playing an AHIKS member stationed in Europe, and the average delivery time from postmark to receipt is 12 days.

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That means a minimum 24 day turnaround (assuming I can do my move in the two hours between the time I usually get off work and the time the mail is picked up at the local drop box). Of course, there are other silly things, such as a second impulse move arriving before the first and so on. [Have you read the DOUBLE IMPULSE section in your MG? It allows you to make both impulses in one mailing!ed]

Harry said that I should note that some mail has arrived as quickly as three days from date of postmark. That always amazes me, as the norm is 6-8 days.

2) I agree with the move to drop the reruns of the MATCH COORDINATOR. However, I do want to hear more from Les Deck. After all the crazy questions he's been asked...surely he has a few stories he likes to tell over a beer. OK Les, draw yourself a beer and tell us.

3) I am one of those irked by the "cut-in" approach to Editor's notes. I find it rude and lazy (whatzamat, can't ya spit out a complete reply). I vote for the complete response at the end of each letter.

4) Whenever someone suggests that dues should be reduced, I wonder if that means he or she feels the benefits of the Society are not worth the fee. Personally I feel the \$8 fee is fine. It's probably the cheapest club you can join. If you DO want to consider a reduced fee, why not steal a page from magazine promoters: every time an existing member convinces a new member to join, the existing member gets a \$1 or \$2 discount on his next (or current) registration.

Alternatively, how about increasing the size and content of the K? Getting the K is one of my high points- I can't wait to plunge into it and often start reading before I get my coat off. I enjoy seeing what other members have to say. I'd enjoy too, hearing what other clubs, fanzines, conventions and retailers are doing in other areas. [Some of you may have noted that there have been 3 oversized issues this year- this was not by design to give you a bigger magazine, but to include all the material you people send me. I print what I get. You want to read more, you have to write more!ed]

Here's a for instance: when I lived in Edmonton, there were three game stores all selling new games. On a visit to my new hometown- Kitchener- I found one game store, but this one also buys and sells used games. Suddenly, here was a way to get more games within a limited budget. I tried to sell the idea to the store operators in Edmonton, but they laughed it off saying they would go out of business. They also declined to take notices about games for sale on their bulletin board. Perhaps if more gamers had raised the issue, there would have been some movement on the part of the retailers.

So, what's going on in your area? Do local stores sponsor game demonstrations of the newest titles? Does your local club buy it's own games to make a lending library for its members? The K can be an important information source for us.

Bill Bean

WHAT NEXT

EDITOR'S NOTE: The can of worms is biting back. When I began this project of the Survey, I started out on the assumption that computers can do very complex things quite easily. Even though I have one myself, I use it strictly as a word processor (with a program so easy even I can do it). I have no idea how to actually use the computer itself. Hence, when I put the survey together, I had no idea it would prove to be such a monster. Be that as it may, our M&SO recently sent me the following letter explaining his predicament and why I now find myself doing the thing by hand. We'll still get all the results.....they'll just be a little longer getting in print.

MATCH & SERVICES OFFICER

This has been a very difficult year for me. For the past 5 months I have been working for a client in Houston and coming home to Dallas, mostly on weekends. When I am in Dallas, I've been kept busy responding to problems etc. with clients locally. After 37 years with the same company, taking early retirement has created a number of problems for me. Because of the nature of retirement settlement, I can't touch this money for another two years. In the mean time I have to earn a living as a Computer consultant.

That's enough of my problems. To get to the matter at hand. When the first few surveys arrived, I tried entering them using PCWRITE (same program that I'm using to write this letter). It took nearly two hours to enter the first three surveys. I put things off in order to come up with a program that could do it faster. The problem is immense. When recording the completed ICRKS for AHIKS I use abbreviations. This method is used to not only speed up the entry process but also to insure that the same game is recorded the same way each time in the file. That is the only way you can sort and recap the game by title as I did for you a few months back (for the MG.ed).

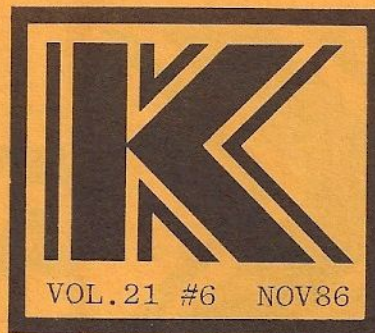
Handling the PBM results is child's play compared to what you are trying to accomplish with the all inclusive survey. The games played by mail in AHIKS are somewhat limited to 30 or 40 games. After awhile you have memorized the abbreviation. I showed samples of the survey to someone who runs a D.P. Service bureau. He estimated that it would cost \$12.00 per form to key enter the information. Some members have sent in 6 or more sheets. The average is close to 2 forms per member. I have collected about 150 replies and I still get 1 or 2 a day.

I'm sorry, but there is no way that I can find the time to even make a start on this project. It was a great idea but its just not feasible for me from a time standpoint.

I'm packing all the surveys up in a box and mailing them on to you. Perhaps you can come up with an idea of what to do with them? I think you have a Tiger by the tail on this one.

Don Eisan

[Well, I just might at that! I was excited to get 150 responses, but that means there are at least 200 more out there that I'm still waiting for! We spent \$.22 on a lot of envelopes, how about sending yours in? If I have to, I'll do this whole thing by hand. A lot of you have gone through the trouble of filling yours out and I intend to get the most out of them. Not just for interesting tidbits for the K, but hopefully to make a few contributions to the hobby at large. as a beginning, I am printing in this issue all the responses to the question of subjects we'd like to see new games done on. Copies of this issue will be sent to most of the major game manufacturers with this article highlighted. I still anticipate the privilege of collating TWICE as many responses! C'mon the rest of you...SEND 'EM IN! Just make sure you send them in to ME. The EDITOR. Make sure you catch my new address on the cover. If you happen to send them off to Don, don't worry. He'll be forwarding them to me in batches periodically.ed].



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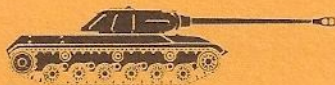
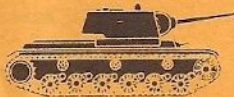
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GENERAL INFORMATION

The KOMMANDEUR is the official newsletter of AHIKS, an international society of mature adults who play hit simulation games by mail. Society dues are yearly, prorated quarterly, with a one time initiation fee. Additional information is available from the Secretary or the European Regional Director, for current rates.

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.



TREASURER'S REPORT

Starting Balance: \$2194.72

Income: 68.00 (dues)
 8.37 (interest)

\$ 76.37

Expenses: \$ 9.80 (bank charges)
 92.91 (MC)
 8.08 (VP)
 566.32 (EDITOR)

\$ 677.11

Final Balance: \$1593.98

Initial dues are \$12, prorated quarterly, plus \$8. Payments in US funds, please. Canadian members, please indicate whether your check is payable in US or Canadian dollars- the banks get sticky on this question. Contact the Canadian RD, Mike Kaulbars, for details on paying in Canadian dollars. Overpayments will be credited unless a refund is requested. Make out checks and money orders to 'A.H.I.K.S.'. Send payments c/o Sid Jolly, 731 G Street #E8, Chula Vista, CA 92010.



1987 dues are \$10. Avoid the rush, pay before Jan 1st and save \$2. Pay between 15 Feb and 15 Mar and pay \$12. Pay after 15 Mar and cough up a big \$18. Overpayment credits, as of 11/4/86: 225, 598, 887, 1088, 1091, 1092 (ea \$2).

THE MAP BOARD

For those of you who could not sleep because I was unable to submit the last issue's MAPBOARD, my sincere apologies. Okay Chester; I can't let a straight line get away, either, so zap me... now. [Why should I waste perfectly good lines when you are doing such a great job on your own?ed] Well, I would like to say the circumstances leading to my relocation to North Carolina were pleasant, but I have never experienced much jubilation in unemployment. Due to the loss of a major contract in Seattle, and the acquisition of two more in the Raleigh area, I was offered the choice of a company-paid relocation or of a company imposed lay-off: not much of a choice really (or rather; Raleigh). Sorry about attempts at humor- it is my defense mechanism.

As I left Tacoma, my wife, and my child for a long drive to the East, I was determined that I would take advantage of the unexpected paid sort-of-vacation by visiting with JDB. However, Mr. President prudently decided that his employer's deadline was more important than a 400 mile round trip drive to interstate 90 in Western Montana just to visit with me. Hey, that's Ok; I understand, John. How about a match, you miserable... Besides, I now enjoy the distinction of being one of the few, if not the only, member to have met the only AHIKSer in the entire State of Montana: Peter Martin.

The entire Martin family made the trip East most memorable. I was overwhelmed with their hospitality almost as much as I overwhelmed them with my appearance and aroma from 2 days on the road in 90+ temperatures and 2/55 air conditioning (2 windows down at 55 MPH) in my B2000 pickup. I had expected a Dairy Queen meeting since I had popped in unexpectedly, clad in sweet-soak cut-offs, unshaved, unkempt, and in terminal need of a shower, but I was forced to repeatedly decline The Martin's sincere offer to share dinner with them. I was finally able to strike a bargain with Peter; a match of AFRIKA KORPS. How can I try to beat someone who took me in like a long-lost brother? Unfair advantage, Pete!

After that, the rest of the trip was easy; even spending 4 hours going in circles outside of Chicago from 0100-0500 on the morning of August 27th after driving all the previous day. It was quite a journey!

Once I arrived in North Carolina, I wasted no time in contacting the members listed in the latest membership roster. All 5 responded favorably to a get together of sorts, but all 5 also have commitments that prevent anything on a regular basis. Now that my wife and child have arrived in NC, neither have I. After all; if we all had time for FTF gatherings, we probably wouldn't be members of a PBM Society. I am grateful to all North Carolina members, and someday we will have that "meeting." How about a barbecue at my new home?

Although I have been somewhat idle, Society business still goes on. For example, Mike Kaulbars requested that I use my title as some pull for getting information regarding "Counter Clips" from the erstwhile manufacturer Orisek Industries. As an example of how much respect the title commands, after 5 minutes on hold I finally spoke with Mr. Orisek, himself. Himself informed me that the manufacturing equipment "was sold to some guy in Texas, but there is some company in Minnesota, I think, who makes something like that."

Mike, I'm sorry. However, I did purchase some of Avalon Hill's magnetic counter holders. They will work fine for any game that has single-sided counters and calls for no stacking, as they are strips of magnets with one side coated with a contact adhesive. They are currently working great in holding notes on the 'fridge until I can get around to using them on my BLUE & GREY quad games. [Can't you get counters from the game companies that are UNMOUNTED?ed]

Before I finish this tome, I suppose I had best let everyone in the least desirable duty of any of the officers: the expulsion of members. Since my acceptance of JDB's offer of Vice-President last February, I have had the task of following up on three members who have apparently decided to drop out of the society, unannounced. I would normally not intervene in matters of this nature had the erstwhile members behaved in, what is my opinion, such an adolescent manner. The first two decided to end their contact with AHIKS in mid-match after not paying their dues for this year. Their adolescent behavior manifested itself in their lack of response from their opponents, their Regional Directors and, finally, my Registered letter that confirmed that mail was being delivered to their correct address. The third member has not yet responded to my Registered letter, but I believe that it is due to International Postal problems (attn: Mike Kaulbars). Of the two U.S. offenders...well, they are no longer members of AHIKS. On behalf of the AHIKS Officer Corps, I offer my sincere apologies to the two members who lodged the complaints. I am sorry that it took so long to get from your complaints, and I can offer you no legitimate excuses. I'm sorry.

So now I end with a possible controversy for future issues of the K. How many of us let our opponents get away with slowly sinking into the sunset, leaving you to wonder if their address had changed? How many follow up with a letter to your RD? Maybe a letter was lost in the mail, or maybe your opponent will disregard the letters of other members. To whom is our consideration owed; the member who ignores your letters, or the members whom the "offender" will ignore in the future. We have to police ourselves. Try to make more than one contact with a member who appears to be ignoring attempts at contact, and notify your RD of a lack of honest attempts at contact. I cannot stress the latter strongly enough. We are paying dues for a service that should be enjoyable and as hassle-free as possible, so there is a system for the weeding out of undesirables. Unfortunately, the system as it now stands is a time-consuming and bureaucratic-bound one. The complaint process is dependent upon the flow of mail back and forth from everyone, it seems. Complainee to offender; complainee to RD; complainee RD to offender RD; offender RD to offender; offender RD to Vice Pres; Vice Pres to offender; Vice Pres to Pres to Officer Corps for vote of dismissal; votes to Vice Pres to Pres with results; Vice Pres to complainee. Eight months later I notify the complainee that, sure enough, you were right. Some satisfaction, huh?

In conclusion. I leave the membership these questions to ponder; how can we speed up the process? Should we use the telephone lines insted of the mail services? Should we eliminate some steps? Which ones? Let's hear it, folks; it's YOUR Society.

Mark A. Palmer

NORTHEAST PASSAGE

To all the members of AHiks and particularly those in the Northeast, I apologize for the delay in getting my next column out. In my defense I would like to point out that I currently am working full-time, going to school, and liquidating my business. There are weeks when I've barely had time to sleep let alone write anything.

Also, it is very difficult to know about things if people in the Northeast do not write to me and tell me what they are doing, whether it's a weekend gaming session or a mini-con. I can't pass it on if you don't tell me.

One bit of news that everyone may appreciate. I recently lost the first game of a match set of VITP to Joe York from Texas. I was playing the Japs and they had to surrender mid-way [yukyukled] through 1942. We've now switched sides and I'm looking for revenge with the Americans in the second game.

TOM HASTINGS

THE TRUE NORTH

Well, I have finished filling out my survey forms, have you? I must admit that at first I paled at the thought, but then I thought how much time and trouble this was going to be for Don...and then I thought about the work that was going to go into analyzing all of this. For most of us this represents a minor inconvenience, so please be sure that you have done your part to make this survey worthwhile.

I was also impressed with the new Members Guide and wish to thank those who took the time and trouble to put it together. Please see that their efforts are not wasted and read it through. If you can think of anything that should be included but wasn't, let us know and we can file it for the next one! Oh PLEASE! Can't we wait a little while before we start thinking about the next one?! Seriously tho, if you DO come up with any thoughts, send them to the Secretary, he will collect them. ed].

The current topic of of interest seems to be the early termination of matches so I will throw in my 2 cents worth (remember this is canadian money and therefore worth less). Some months ago I offered my sword to one opponent as he had crushed my flanks and was rolling up my line; to continue would have meant senseless casualties. Kevin agreed that I was screwed and accepted the surrender. In another instance David Newman offered to end the game as he could see no way to win. In historical terms he saw my position as impregnable and withdrew from the field. Although I had been looking forward to gleefully murdering his army, I had to admit his decision was sound and therefore agreed to end the match. In a third instance, I found myself overwhelmed by other commitments and asked Bob Hahn if we could put our match on indefinite hold. He kindly agreed, and eventually I am going to make him wish he had insisted I forfeit the game (are you reading this Bob?). The point is that there can be a number of good reasons for terminating a match, and we shouldn't paint them all with the same brush. When an opponent wants to surrender you should go and look at his position; is he screwed? Would continuing be an absolute bore for him? Being caught in a pointless match undoubtedly contributes to burnout, so why force it on someone? Please remember also that your opponent may not be of the same caliber as you. You may see his position as salvagable, but given his play up to that point do you think he will be able to pull it off? Check the Editor's column for an interesting solution to this problem! ed]]

What is more difficult to evaluate is ending a match for personal reasons. In my opinion, if the things that are happening in your life are important enough to terminate a match, then they are important enough to concede defeat. It is a small enough penalty for the inconvenience one has caused an opponent. Perhaps the ICRK sheet should have a place to note a win by default (i.e. your opponent has dropped out without actually surrendering). These could be kept track of, and if a particular member consistently dropped out for personal reasons, action could be taken. In this way no one would be penalized for troubles at home or at work, but those people who consistently develop convenient traumas could be weeded out.

For those who do not get the General, you should know that TAHGC is stopping production on a number of games; some of them (in my opinion) are really quite good. It is with a touch of sadness that I note the passing of a couple of old friends. Somehow I came to think of TAHGC games as being permanent... I wonder how the designer feels when this happens? Must be fairly traumatic! Hasta Luego!

A TRUE STORY



Al and Bob are AHIKS members, Al has been with us for a couple of years and Bob just joined. They get matched for a game and eagerly get down to it. At first, things are a bit rough with the usual misunderstandings, and both players are sometimes a bit tardy with their moves, but eventually things are rolling along well. After almost a year Al sends off his 6th move, which promptly goes to Alaska (Bob lives in Arkansas) and gets thrown out by a man named Brian with the same last name as Bob.

A month passes, but Bob isn't worried as Al has been late before. After three months he is concerned, but he doesn't want to complain as everyone hates a whiner. Al has started to wonder when Bob is going to respond to that brilliant counteroffensive. Eight months pass and Bob has long since become disenchanted with AHIKS. Mature players indeed. HA!

By now Al is pretty pissed too; he has tried to be understanding in case Bob was troubled at work or something, but this is really too much. He writes a nasty letter letting that new member know that AHIKS expects better, and if he doesn't hear from him he will complain to the RD, so there! Bob reads Al's letter and is just livid; first that turkey doesn't send a move, doesn't write for months, and then has the nerve to blame him and send threats. Al's letter gets filed with the other junk mail.

So now it has been 14 months and Al contacts his RD. To the RD it seems pretty clear cut and duly contacts Bob's RD who then writes to Bob. Bob is tempted to respond to this letter and let Mr. RD know just what he thinks of his stinking pbm society with its courteous, mature players, but decides he couldn't be bothered. So the wheels of justice grind on, another immature player is barred from AHIKS and Al notified of the official default. Not that Al cares really... AHIKS is turning out to be a disappointment (this is the second opponent who has vanished) and he has decided to let his membership lapse...

The above tale was fabricated to make a point. Send your opponent a note when a move will be done if you are going to be a little later than usual. If your opponent's move is even a couple of weeks late, fire a letter [postcards are cheaper. ed] asking how things are and could he tell you when to expect his move, if that doesn't generate anything within a couple of weeks (or whatever is reasonable given the distances involved), contact your RD right away. The matter can be dropped if a waylaid letter or humble apologies subsequently turn up. If your opponent really has vanished, then you can take the board down and not waste any more time planning the spring offensive. Everyone is better off if you get the ball rolling early! And be sure to send follow up letters as soon as it is apparent that your opponent's move is late.

Why be so hard core? Because letters do go astray to turn up months later or be lost forever. Hard feelings can be avoided if the matter is cleared up early. If you are the recipient of a follow up letter you should respond immediately, even with just a postcard ("Life going to hell, move in a month or concede, details later), anything to let your opponent know that you are alive, if not well.

If your RD contacts you with a complaint DO NOT GET MAD AT YOUR OPPONENT! One of two things has happened; there has been a screw-up in the mail (maybe he never got your change of address), or YOU are at fault for failing to move and letting your opponent know or even respond to the follow up letter. Accept the responsibility and explain the matter. We all have trouble and can appreciate that you do not have time for silly games during your illness/ divorce/ bereavement/ career troubles. Most opponents will sympathize that the Warden won't let you have games in your cell and are willing to wait until you get out. They just want some idea of when you can expect parole, so keep in touch!

Mike Kaulbars

SOME THOUGHTS ON THE GREAT ENROLLMENT DROP

RE the decline in membership: I noted that Canadian membership had a net loss of only a couple, although about 20% of the total did not renew their membership. What is of greater concern is that recruitment this year is nothing like last, and if the same % don't renew we will have a net loss of 6-8 (sizable chunk for the region). I believe the dues are one important factor, but there are others. 1) I have heard grumblings about bad experiences with opponents, which is largely the fault of the membership at large. No one is willing to complain, so the weeds stay (hence the TRUE STORY in the latest TRUE NORTH). 2) The demographics of the membership at large, specifically that most of us are 30-40 years old. Thus a lot of us are running into mid-life crisis, or running out of energy, or starting the family that got put off until school was finished, or simply asking themselves what a grown man is doing playing these games, or realizing that to get anywhere in their career will involve more commitment, etc.

This same malaise seems to be hitting the hobby at large. God knows I have let my subscriptions to several zines drop, and I don't buy games at anything like the rate I used to, in fact I have started selling some (horrors). Another point about age is availability of opponents. Many of the members are more settled, and once they have 2-3 dependable opponents in the area they don't need PBM as much, and since they are all older these opponents will probably be around for a longer period since they aren't going to graduate or get posted to LA next year.

I don't think we need to panic just yet. AHIKS isn't selling anything, and therefore it should be as big as it has or ought to be. We are here as a service organization, and should focus our efforts on providing better services.

Mike Kaulbars

NEW ADDRESS!!!!
PLEASE NOTE
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OPPORTUNITY FIRE

Please note the address change for yours truly. I not only noted it- I lived through it! For the next year I am going to devote my life to buying a house to alleviate this problem. \$5000 donations to the cause will bring eternal gratitude! I apologize for this issue being late- so far I've done fair to middling haven't I?

This issue contains a Christmas present to all of you. On the white pages in the center are printed a couple of items that you can xerox to your heart's content. On page 8 is a form that I have found quite useful in keeping track of periferal activities during a set of THE RUSSIAN CAMPAIGN. For those of you who indulge, the applications will be obvious. Also, I am working on an update for the TRC OODs (AHIKS Form #3), that will include the new units from TRC II that I know many of you will be getting into soon. These should be ready by next year.

On page #7 is a form I made up for FORTRESS EUROPA. After reading the rules and noting all the myriad of things you need to make notes of, I couldn't see any sensible alternative. These are great for FTF because they allow you to keep track of all your hidden units and secret Victory Conditions, etc. For PBM, if you can get a third party to help you out, you could send them to him to keep till the match is over.

On the bottom half of page #7 is a comparison of our two COMBAT RESULTS SHEETS. The one at the very bottom of the page is brand new and was made up by popular demand. Those who play certain of the AH Classics find this style to be of more use than our standard CRS form. So pay close attention now! The OLD form

is still AHIKS #2, and is the standard CRS which will be sent when you request a match. The NEW form is AHIKS #2A (for the the Classics), and to get it instead of the regular one you must specifically request it on your MATCH REQUEST FORM. For those of you who have been waiting for this, I hope you enjoy.

Between Les (the MC) Deck and me, we only recieved about 6 replies to the question of whether his column should be a repeat of the information found in the MG, or if he should write something new every issue. From the few responses we received, there appeared to be some confusion that the MC would actually LOSE HIS COLUMN! Not true! Please note: LES'S COLUMN WILL NEVER DISAPPEAR! Do you want him to write new material (as you see in this issue), or would you rather the information in the MG be reprinted every issue? Enclosed in your envelope that this issue came in is a postcard asking your opinion on this issue. If you would like to make a comment on it, Les and I would like to hear it. Also is a little space for you to let me know what you have enjoyed the most and the least this past year. I'd really like to know!

There is also room for some short Battle Reports. I'd like to share some of these with the Society at large. We used to get these on occasion in the past, but it has been some years since they appeared with any regularity. There is one in this issue, but I would like to see more. If you are not playing at the moment, or would rather just not comment at the moment, this space is available for anything you might care to say.

Recently I have been getting an equal share of flak and support on my style of breaking in on other articles. Interestingly enough, none of this was heard of until after the "hatchet job" I did on Art in issue #21-4. Something tells me I didn't quite spell out enough that it was a joke. Then I did some reflecting and rereading. Perhaps I have been going a bit overboard. Essentially what happens to get an issue out is that everything gets typed into my word processor, and as it goes in I respond to what is said as a reply hits me. Sometimes what is said really gets to me and I get long winded. I understand that the longer winded I get, the more it detracts from what the original author is saying. I think the correct response would be to walk in the middle somewhere. Short breaks really shouldn't hurt, but long drawn out responses should be saved for the end of the article or placed elsewhere, as I have done with some comments appearing below in response to a problem noted by Mike Kaulbars.

I alluded to an interesting solution on what to do when you think your game is over, but it might be a little early (or unacceptable to your opponent) to resign. What do you do now? HAVE SOME FUN! I am allergic to complex games, but my friend had recently purchased VG's GULF STRIKE and was frothing to play it. So I finally relented and suffered through a few turns. Just as I thought I had finally done something semi-intelligent (I caught his navy with its pants down), I asked him what do I do now? He told me to figure it out on my own. Now if you've seen GULF STRIKE, you know that the counters are a game system within themselves! I decided to attack with the obvious choice (which was wrong) and after I wasted my combat, he wasted MY ENTIRE NAVY! Was I frustrated entirely out of my mind? YOU BET! What to do to get even with my buddy? Well, I was playing the Iranians in a scenario that included virtually everything. But in 2 turns, I had managed to suicide the ENTIRE Air Force and kill off most of my land forces. He wasn't too happy over his "win", but then I wasn't too happy at how the game had turned out. As it drew to a close I wound up having MORE FUN than I had had in a long time. After it was all over, we were both able to laugh about it, and it has been a standing joke between us now over the years. If you find yourself in a similar hopeless situation, rather than go through excuses and explanations, go out in a blaze of GLORY! Just for fun, wipe out his favorite unit or flank. So what if you get wiped out in return? You were dead anyway. Why not try something truly desparate? Sure it will only have a 10% chance of success, but what have you got to lose? Set up some interesting situations and play them out. See how few turns you can achieve HIS victory conditions in! Just because you lost the game doesn't mean you can't GO FOR IT!

Till next time, have fun and enjoy the holidays!
Chester

BULLETIN BOARD

NOTICE: Bob Neal of London, England is looking for an opponent for any of the following games. Please contact the MC, Les Deck, immediately for details. Invasion of America(SPI), Superpowers at War(TSR), End of the Iron Dream, Fight on the Beaches(JW), To the Wolf's Lair. Also; NATO (VG), Kirovograd, Central Command(SPI), Hue(Mayfair), Monty's D-Day, Hellfire Pass(JW), Army Group South, Trail of the Fox/Desert Fox, Bulge-81 and Ruweisat Ridge(SPI).

NOTICE: Allis, WI, 53227, is in need of a replacement for a match of FLATTOP in the Eastern Solomons. If interested, please call (414) 543-3791 soonest.

LETTERS TO THE EDITOR

I caught your note in the K for games in progress reports and decided to submit this pained report on two Russian Campaign games in which I am currently embroiled.

Comrad Stalin's address to the People of the Soviet Union Jan. 3, 1941.

My people, the heinous Nazi dogs have fallen into our trap! By letting them capture Leningrad, Kiev, Odessa, Savestapol, Riga, Kharkov, and virtually every other industrial city in European Russia they have over extended themselves! Their huge army of tanks that three-quarter surrounds Moscow is ripe for destruction! I shall soon salute you my people, from the gates of Berlin! (Message delayed in transit from Vladivostok.)

Herr Hitler's speech to the Chiefs of Staff, German Army, Dec. 9, 1941.

I fully blame the Chiefs of Staff for our current predicament in the Soviet Union. Part of our army is stalled in the snow before Moscow while the other half never reached Kiev! Now it appears the Russians are about to capture Bucharest! I never wanted to invade Russia, and that reminds me! I didn't want to stop the panzers outside Dunkirk! And who put that idiot Goehring in charge of the air assaults on Britain? What happened to that jet fighter I ordered two years ago...

In real life my compliments to John Malaske and Lt. Col. Joe York, respectively, my noble and skilled opponents.

On the subject of computer wargames as brought up by Art Dempsey in K-21-5 I do not believe a PBM option is required for computer games. I am currently involved in SSI's superb Fighter Command simulations of the Battle of Britain. We are playing the 34-day campaign day by day and storing the game as an extra disk overnight. There is no reason I can think of that the storage disk could not be sent through the mail surrounded by a little protective cardboard. Both players would need a copy of the game in question, of course.

I'm interested in other people's views on whether this is practical. It would sure beat filling out those OOB sheets.

Steve Llewellyn

AGOB 11: The CRT

The accompanying table shows most of the CRT for AGOB with the results expressed as a percent possibility, with the exception of the anticipated number of enemy factors destroyed per die roll, which is given as the actual number. To many this may seem like mindless number crunching, but it does teach some lessons on how to play the game. It is obvious from the CRT that the more fire you put into a hex the more damage you will do to the target. However, it gets trickier when dealing with several targets and firing units; should one mass fire on a single target? split fire and try for all targets? have one fire at a different target? This article will try to answer those questions, and help you use your fire to its greatest effect.

Let's pose the hypothetical situation where four infantry regiments are attacking two 8R regiments and a 4N battery. The defender has 20 factors to

allocate; how to go about it? From the table we see that massing the fire on the target gives an 89% probability of achieving some result, and therefore an 11% chance of a complete miss. If each defending unit fires at a separate target (3) the chance of completely missing drops to 6%, with a 23% chance of hitting all three targets.

Thus there is an advantage to firing at more targets, but what about split firing? If each defender fires at two targets and the battery splits to hit all four, the chance of a complete miss drops to 0.2%, with a 16% chance of hitting all of them. Clearly if one wants to achieve some result on the CRT it is better to spread your fire rather than mass it, at least to affect the maximum number of opposing units.

Table 1

Expected results on the AGOB CRT as a percentage.

	1	3	5	9	14	19	25	32	39		
	to	to	to	to	to	to	to	to	to		
shift	0	2	4	8	13	18	24	31	38	47	
P	5.6	8.3	11	11	8.3	5.6	2.8	2.8	0	0	0
R	2.8	8.3	19	30	28	36	36	39	44	44	
P/R	8.3	11	14	17	17	19	22	25	31	25	14
*	0	0	0	2.8	8.3	14	19	25	31	39	44
K	0	.03	.11	.25	.30	.58	.75	.92	1.3	1.4	1.8
T	16	27	42	61	61	61	67	89	100	100	100

Casualties that call for a rout are given as a rout result, casualties with an asterisk are marked as *. The K row is not a percentage, instead it is the number of factors eliminated for a single roll on the table. Thus one can expect to eliminate one factor for every 4 rolls on the 3 to 4 column, and three factors for 4 rolls on the 14 to 18 column.

What if the goal is to kill enemy units, not just pin or rout them; is it still better to split fire? In general the answer is yes, but there are two guidelines that you should use. To kill units, you should fire on at least the 3-4 column and no lower. Below that it is better to mass fire, above that it is better to split fire. The other guideline concerns the difference in expected kills between 5-8 and 9-12 columns. If you are one or two factors short of the 9-13 column you should dig around for the extra factors; it will pay off.

In the above discussion it has been assumed that all targets are the same in terms of density, terrain, and range. Never fire at 2 targets if your fire is halved for one of them. Split fire if one of the targets gets a column shift of 1, but concentrate your fire if one of the targets gets more than a single column shift. It also has been assumed that one is not concerned with hitting specific hexes or units. If you are about to melee in a specific hex, by all means mass your fire to soften it up. Units with leaders should draw more concentrated fire as one gets the bonus of a potential leader loss. The decision on how to use your fire depends on what you wish to accomplish, however I would suggest the following guideline when playing:

i) Select as your targets those units that are most vulnerable (ie. close range with high density and poor terrain modifiers) and units that are no more than one column shift different from them.

ii) Split your fire among these targets, and use your artillery to hit units twice rather than hit separate targets.

iii) In the DFP target as many units as possible to weaken the return fire.

iv) In the OFP fire on at least the 3-4 column, to inflict casualties rather than to affect units. This will usually mean one target per firing unit.

TABLES

Casualties that call for a rout are given as a rout result, casualties with an asterisk are marked as *. The K row is NOT a percentage, instead it is the number of factors eliminated for a single roll on the table. Thus one can expect to eliminate one factor for every 4 rolls on the 3-4 column, and three factors for 4 rolls on the 14-18 column.

Fortress Europa

FORTRESS	HEXES
A16	
B2	
B5	
B15	
C9	
D13	
H5	
K2	
P4	
U5	
V4	
W4	
X4	
Y4	
GC15	
DD21	
DD22	
EE20	
EE21	
FF14	
FF15	
FF16	
FF19	
GG9	
GG10	
GG12	
GG13	
GG14	
GG16	
GG17	
GG18	
GG19	
HH8	
HH10	
HH11	
HH17	
II7	
II8	
U-boat	
Sites	
B2	
B5	
B9	
BB18	
DI3	
OS5	
V-1	
Sites	
S6	
T5	
U6	
V4	
V5	
W4	

HIDDEN UNITS	
DISTRICT	UNIT
	7th Army
	15th Army
	Lehr
	ISS
	2SS
	12SS
	17SS

ALLIED PARADROP/RAIDS	

GERMAN PARADROP/AIRLIFT	

NOTES:

STEP I Victory Conditions: choose 7.

GERMAN-

- Genova, Torino +1 other M&B port.
- Bruxelles Anvers Belfast
- 9 full-strength Arm. div on-board
- Metz Amsterdam, Rotterdam, Dijk
- 2/+ U-boat bases 3/+ VI sites
- No paratroop 5/+ repl. accum.
- NO fort elim/Allied units (Germany)

ALLIED-

- Marseilles Bordeaux or Brest
- Cherbourg or Le Havre Anvers
- Bruxelles No HQs eliminated
- 4 VI sites 2/less paratroops
- 10/+ unused SC No 2nd Invasion
- 5/+ US & BR replacements accum.
- 2/+ fort (in Germany) eliminated

JAN I Victory Conditions: choose 5.

GERMAN-

- Frankfurt Nurnberg Munchen
- Hannover Panzer Reserve unused
- 10 repl. accum. 6 HQs on-board
- 12 full-strength Inf div on-board
- Any 2/+ ports

ALLIED-

- Munchen, Innsbruck or Salzburg
- Bremen & Erfurt All ports
- 12/+ Ger cities 7 HQs on-board
- 30/+ unused SC 2+ unused Parads
- 10 US/ 5 BR repl. accumulated
- 12 full-strength Arm div in Europe

NORMAL VICTORY CONDITIONS

ALLIES- Occupy Paris and Bruxelles +4 German major cities OR any 15 German cities (Genova/Torino may be incl.).

Game ends immediately when these conditions are met.

GERMAN- Avoids Allied Victory Conditions till end of game AND holds 3 major cities.

Any other result is a draw.

VOLKSSTURM	
Appearance	Hex
1	
2	
3	
4	
5	
6	
7	
8	



TURN	ATTACKERS	DEFENDERS	ODDS	ICRK ROLL	ICRK #	RESULTS						

THIS IS AHKS FORM # 2



TURN	ATTACK #	ODDS	ICRK			ATTACKER	DEFENDER	EXCH	DEFENDER BACK				ATTACKER ADVANCE				D ADV	A BACK
			SELECT	DIE	RESULTS				-1	-2	-3	-4	+1	+2	+3	+4		

THIS IS AHKS 7 FORM # 2A

THE FIRST AHKS FUN TICKET EXTRAVAGANZA!

Just for fun, your loyal Editor is conducting an interesting experiment. In a blatant effort to get dues in early (and raise money for the Treasury, which I feel guilty about, since I create the largest drain) I am volunteering our Friendly Treasurer to conduct a drawing from all the ticket stubs he receives. You will have noticed that in your envelope is a funny little ticket. You will have also noticed (if you've been reading the TREASURER'S REPORTS lately) that if you get your dues in before DEC. 31, they will only cost you \$8. Should you choose to help out the Society however, you could ADD \$2 (for a total of \$10) and send in the ticket stub. But you have to get it in early! If you can't get it in before DEC. 31, don't worry about it. And if you don't want to participate, not to worry, this is just for fun. For those of you who get excited about this, the winner will be announced in the next K and will receive the prizes listed on the ticket. That's why we need you to fill out the stub, so when Sid draws the winner, I can get in contact with you. If this draws enough interest, we might even do it again!

ROAD TO VICKSBURG: A CIVIL WAR QUAD?

The SPI Civil War Quads, now produced by TSR, have long been a staple of the AHKS diet and a popular request in the Opponents Wanted column. Their obvious virtues for PBM play have made them "Classics" in their modest way: clean, simple rules common to a variety of tactical situations, low counter density, easy set-up and a generally common scale allowed players to retain that crucial "feel" when switching to a new battle. Upon opening a new addition to the series a player could expect to find 400 meter hexes with infantry and cavalry in brigade organization, and units of artillery in battalions. Occasionally this formula was tampered with and the result was quickly relegated to the attic.

The latest Quad release, ROAD TO VICKSBURG, embodies some of the virtues of the standard system but it makes some questionable departures as well. To its credit the design addresses a subject which has seen no prior treatment: Champion's Hill (or Baker's Creek) was the decisive encircling battle of the Vicksburg Campaign. There Grant intercepted Pemberton's attempt to unite with Johnston's Army, thus surrounding and sealing the fate of the fortress. This game CAN be a tense, well-balanced contest in the best tradition of CHICKAMAUGA as the Confederates must execute a difficult fighting withdrawal, timed to perfection. Unfortunately, this happy state only arises if an entire rules section is omitted and some other problematic design choices are overlooked.

A key change in the new combat rules allows stacked units to attack *different* hexes, and the reason is soon apparent: the game scale has been altered. Alongside the familiar brigade-sized units one finds a plethora of regiment, company and even battery-sized units in the Confederate OOB. Similar alterations have been tried before with dismal results. Remember the division-sized Union counters in CEMETARY HILL or HOOKER & LEE, mismatched by Confederate brigades? Two Union divisions on a tripling defensive hex made them invulnerable to any attack, while conversely a 19 strength unit quaked at the prospect of attacking Confederate 1 strength batteries for fear of the dreaded "EX" result. Both games are now buried under years of dust. In ROAD TO VICKSBURG the Rebel small-fry are initially deployed in front of the Union advance, and are pinned into suicidal 1:5 counterattacks on the first turn. Any survivors wind up providing the Union with their avenues of advance through the brigade-sized defenders, due to soak off tactics and a paucity of Confederate counters which require their presence in the front line. In brief, the smaller scale units elevate the soak-off from the realm of legitimate tactics into a fetish, severely limiting the play options.

One more serious problem however, lies in the designer's attempt to simulate the difficulties of offensive coordination in the Civil War era. Previous Quads such as ANTIETAM, CHATTANOOGA, and FREDERICKSBURG achieved this by limiting the number of units which could move (and attack) during a game turn, thus portraying the difficulty in obtaining a "total" attack effort everywhere at once. ROAD TO VICKSBURG

however, steps beyond this simple mechanic as its Exclusive Rules enmesh a surprising number of specific units in case after of "IF-THEN" clauses. One has a right to expect these sorts of historical shackles in A GLEAM OF BAYONETS or a BLOODY APRIL, but at the simple level of abstraction which typifies the Quads, the result is cumbersome and overburdened. New players might not find the historical "fit" too binding, but most Quad veterans will experience a playability pinch uncharacteristic of the series.

Fortunately, ROAD TO VICKSBURG can be redeemed at the eleventh hour....but only if the Historical Scenario is shelved in favor of the optional "Wide Open" scenario. Here one can regain the traditional Quad excitement, complete with nail biting tension and the mandatory last-turn heroics necessary to tip the scales of victory. If variety is required after repeated play, simply reintroduce some of the historical rules. In sum, ROAD TO VICKSBURG succeeds best where it most closely approximates the time-tested virtues of the Quad system. Where the design diverges into nonstandard unit scales and simulation-heavy rules, there are no compensating gains in enjoyment. This lesson could have been learned by studying earlier Quads which attempted such experiments- and failed- rather than by repeating the errors. More importantly, this is a strong argument for avoiding tinkering with the system in the future, lest TSR turn a clean-lined beauty of considerable charm into an overmade-up hussy of dubious virtue. Quo vadis, my Quad?

Gilbert Collins & Bryce Allen

HISTORICAL COMMENTARY Vietnam - Summer 1965

The last half of the summer of 1965 belonged to the ARVN and their allies, the United States. After savage losses, the VC withdrew into the hills and maneuvered politically, rather than militarily. As much as they could, the Allies tried to mop up and establish their emergent control.

There were some significant battles. In the hills near Hau Bon, the 1st Air Cav brought three VC battalions to battle and eliminated them with minimal losses- the Corps commander's decision to declare the region a Free Fire zone, however, didn't endear the victors with the population. Down south, the 101st, bloodied but zealous, continued their drive to shove the VC out of IV Corps and Kien Phong/ Kien Tuong provinces in particular. One battalion escaped into Cambodia, another dispersed. The IV Corps success was, unfortunately, limited by the ARVN's total lack of activity.

Of offbeat interest was the population of the provincial capital of Quan Long in the deep south. The population was "captured" and treated to a week's worth of political indoctrination by a VC battalion. This was followed by another week's worth of political re-indoctrination by the tankers of the 11th Armored Brigade as it swept along the roads. When last seen, the population was sitting on either side of the road waiting for their next lecture.

The first half of summer saw tremendous activity in II and IV Corps. The last half of the season saw startling activity in the north- in I Corps. The Marines and their ARVN allies moved out in force to push or eliminate VC units in the coastal region. One VC battalion was surrounded by a massive combined operation near Chu Lai and dispersed. But the damage was done further north. The Marines of 3rd BN/ Third Marines moved out of Da Nang to tackle a battalion that was operating nearby- the VC infiltrated through the Marine dragnet and in a savage coup, took the undefended city and dug in. The Marines tried a quick assault to dig them out, but to no avail. Due to the high activity elsewhere, there were no reserves available, so the Marines could do nothing but entrench outside the city and harden themselves to the screams of the population being indoctrinated.

Further north the NVA 1st Division invaded Quang Tri Province and dared the Fourth Marines in Khe Sanh to "come out and play". Even more unsettling to the US/ ARVN high command was the intelligence reports of massive supplies moving down the trail- as well as additional NVA regular forces.

The War was promising to be a long one.

jdb (to be continued)

A CALL TO ARMS

Well, good friends, it is scandalous indeed to see our esteemed editor (and watch him we ought, for he is a mischievous man) printing a brief, yet patently false note concerning my health and whereabouts. Apparently my prolonged absence from these pages has emboldened a certain pretender to assume the cloak of my identity and take advantage of our editor's journalistic naivete [I resent that! Gullibility maybe! But naivete? NEVER!ed].

Barring another shower of undeserved slings and arrows, may I explain that my lack of regular correspondence was not due to any dereliction of duty, but rather a natural reluctance to write a column merely for the sake of filling up space (space that could surely be devoted to far more deserving purposes). For I am of that school which counsels silence when no reason exists to speak, restraint when no action is needed. And for this I am chastised.

Fortunately, however, the acceptance of two fine gentlemen into our ranks has provided sufficient reason for me to once again put pen to paper and interrupt your otherwise somnolent lives.

Our first new member prefers to remain anonymous, is uncertain of his occupation and continues to be evasive about those games he is interested in playing. The other is Mr. Charles Paison who raised especially rare breeds of sea sponges for recreational and medicinal uses. He writes that he is much devoted to and looking for a match in any game that might include semi-tracked vehicles, woolen uniforms or large bronze shields with obscure symbology, though he requests a slower than normal response time as he is just recently deceased.

Elsewhere all remains quiet and my postal box continues gathering dust, cobwebs and other assorted debris. One hopes (probably in vain) that this report will suffice to silence my more vocal critics. May the shadows of these insidious jackals ne'er fall upon the threshold of your servant's most humble abode.

But think not, patient readers, that I am an ogre reclusive in nature. For should you, in your wanderings, chance to pass this way, you may call on me at the Blue Parrot where we might discuss the finer points of discreetly removing one of your opponent's playing pieces whilst his limited attention is engaged elsewhere. And where we might also seek relief and refreshment from the oppressive heat that has so recently descended upon us here in Buenos Aires.

Harry J. Welch

INTERIOR LINES

The results are now in concerning the first expulsion of members that I can remember. Due to a lack of responses, no official action will be taken against these members. It's always nice to have an official vote, but in these situations I don't see the need for it. Both of these cases were clear cut violations and showed a total lack of concern for their opponents. In my opinion, expulsion for life should be swift and automatic. Fortunately for all of us both of these members have allowed their dues to lapse and are no longer in AHIKS. Since I don't want these deadbeats in AHIKS or out region, any application they submit that goes through me will end up in the circular file. I would like to suggest to Mark a change in our policy. The next time the Officers vote, only votes against expulsion need be sent in [an excellent idea!ed]. This will save us all time and money.

I found David Grant's article in K 21-4 very interesting. I whole heartedly second his idea of an opponent's consistency rating. Some effort must be made to help us determine who the reliable opponents are. If a system can be developed that can correct this problem we will all be better off.

Kevin McCarthy

THE SURVEY

Along with the filled-out sheets, we did receive a few comments that I thought would be interesting to pass along. Following the comments are the answers to the question- Can you think of any topics for games?

Obviously, many of the suggestions have already been done once or twice, in these instances we are to understand that a more interesting version is being awaited. I think it only fair to warn you- your intrepid Editor is planning to break into the game field and is even now working on an operational treatment of the WWII Crimean Campaign (that will be the name), by the way- does anybody know of a complete Soviet OOB by division numbers (with regiment number, if possible) similar to *HITLER'S LEGIONS* by Samuel W. Mitcham? Perhaps someone knows where I could get a copy of the old SPI book *WAR IN THE EAST*? *sigh* To return- there are quite a number of surprise topics and even a few novel game mechanics ideas which would be very interesting to see! Read and be inspired! As we all endeavor to make contributions to our hobby, it's nice that our first outburst is going to be a positive one.

Dear Editor- I consider myself a serious gamer- one who takes a lot of time to get the best possible attack or defense. As you might expect, I do most of my gaming PBH. I have 8 games underway, 2-BB81, 3-TRC, 1-AAOC, and 2-VIIP, spending about 12 hours a week at lunchtime, evenings and weekends. For what it's worth, I prefer the AH classics I've played for years because I don't have lots of time to learn new games. I've put quite a lot of money into back issues of the *GENERAL* to get "how-to" articles for the games I enjoy. I've found this a much more rewarding use for my limited discretionary bucks than buying new games. I made a mistake recently buying VG's "THE KOREAN WAR", although this war is a favorite topic of mine, having spent 4 1/2 years there. What a terribly complex game! If I can find time to read/understand the rules, I won't have time to play it, even if I can find someone nearby to play it with. \$25 down the drain on an impulse! I also recently decided not to renew my S&T subscription because I'm neither interested in their games nor have time to play them. As a final concession to expense, I probably will never buy a new game again [does this mean even my new games? How could you pass up a great new Bulge game called *BASTOGNE OR BUST* that was specifically designed to be PBHable and sell for 10? P.S. Anybody out there interested in helping me get this thing playtested? ed]. There are lots of used games (many mint or unpunched) advertised in the K that I can choose from, or if I want a particular game, advertise myself to buy it.

Dear Don: Of 95% of my games, all the counters have been trimmed and organized in trays for ease of play, etc. I have 14 games going by mail now, and haven't FTF in about 5 years.

Dear Don: Great idea! Hope some more great ideas come out of this.

Dear Don: Well, here it is. It took me a little time to get all this into the computer. But, it is something I've wanted to do for some time. I used the opportunity to catalog and inventory my collection. I have become more of a collector than a player. I read a game like I do a book. In general, I have found 3W games to be gibberish, rife with errata. *EAST WIND RAIN* could have been worthwhile, but it is an expensive dodo. I enjoy most of the GDW games. AH, with their SL series, has turned onto a path I do not wish to tread.

Dear Don: I think this is an excellent idea and eagerly look forward to release of the combined results. One category I would like to have seen included was "How does this game rate as a game?" We asked a lot of questions, but not about how a game rated by itself strictly as a game. For instance, *VICTORY IN THE PACIFIC* is, by design, a very incomplete simulation. Yet, in my opinion, it is a helluva fun game to play both FTF and PBH because that very lack of realism and complexity gives the players the freedom to concentrate almost entirely on strategy. I am not sure the categories in the survey can adequately reflect this opinion [The survey was deliberately kept down to a minimum. It was enough work as it was. But that one question was the one missed. Mea culpa.ed]. Nevertheless, the survey is very worthwhile and much-needed project (not to mention a helluva lot of work on your part). Thanks for all the time and effort you guys have put in. I have not been seriously gaming for very long and have only been an AHIKS member for 2+ years, but I like the

...CONTINUED ON NEXT PAGE...

direction the organization is heading. The K alone is worth the membership fee; all the other services are an added bonus [does this mean that the K is finally going to get nominated for a Charlie?ed].

Dear Don; I wish to become a member of AHIKS, and I have taken the liberty to submit to you my response to your survey. My decision was greatly influenced by the drive to organize our beloved hobby, and my application to join AHIKS has already been sent to the secretary. I thank you in advance.

From the Editor: And I thank all of you who have sent yours in, and beg the rest of you to send yours in to me! Following is a listing of topics that will hopefully catch the attention of designers and publishers everywhere!

The Boer War

The Northwest Rebellion- Canada 1885
The War of the Triple Alliance- Brazil, Argentina & Uruguay vs. Paraguay- 1860s

The Ia Drang Valley- Vietnam company level
Mexican Revolution- Pancho Villa's campaigns
Guadalajara- Spanish Civil War Brigade Level
Angola- Present day hypothetical Civil War

The Johnson County War
George Smiley vs Karlaf?]

LOTR- Helm's Deep/Minas Tirith
Like to see PB/PL redone with company/battalion counters with step reduction and unit breakdown from battalion formations to company level. Could be sold as a series of modules on different battles.

Battle of the Java Sea
Guadalcanal Campaign- combined land/sea Solomons
Philippines Campaign- combined land/sea Leyte Gulf
German WWII Surface Raiders

(Atlantis, Kormoran, etc.) but better than YAQ's RAIDERS

Iran/Iraq War

LIBERATE CUBA!

1st & 2nd Battle of El Alamein

Double Blind Civil War battle

WWII New Guinea Campaign

WWII Indochina/Burma Campaign

PLAYABLE WWII in Europe

If I learned that any game had been developed with PBM in mind, I would be likely to try it
Advanced GETT '77 system applied to some other engagements

(C in Europe) WESTERN CAMPAIGN!

Longest Day scale treatment of the BULGE

the long promised RISING SUN game

Tactical/Grand Tactical Punic Wars or Peolpennesian Wars battles

Tactical/Operational WWI East Africa

More Seven Years Wars battles done in the Series 120/Quad format

Battle of Bentonville, NC

Battalion-Squad tactical level Guadalcanal

Tactical level Korean War battles

Solitaire Somme game

WWII Crimea

WWII Sevastapol

WWII Mediterranean operational combined land/sea/air ala VG's PACIFIC WAR system

Boer War- entire campaign, strategic situation not unlike Vietnam. Tactics in between Civil War & WWI
Strategic level Campaigns of Marlborough- ala Frederick the Great?

A diplomatic treatment of 1930s-40s China (Mao, Chiang, Stillwell, etc) with some possible intermingling of the military campaigns

Canadian military history ignored by everyone but SimCan (and who can play their games?). Falaise Gap, Dieppe, Ortona (Italian Campaign), 1812 (battles of Lundy's Lane & Queenston Heights were evenly matched, ideal for a simulation)

Indian Sepoy rebellion

South American Wars of Independence

More FUN multi-player games

Spanish-American War- Cuban & Phillipine Campaigns

A system where you project the enemies moves in advance- if you were correct you would get an offensive or defensive bonus

Computer AHBUSH

Good computer submarine game

Multi-scenario game on elephant battles: Hydaspes, Paraetacene, Gabiene, Heraclea, Auseulum, Beneventum, Paphia, Trebia, Metaurus, Zama, Cynoscephala, Agnesia, Beth-Zecharia

Assault on Louisburg- Nova Scotia

British- French wars for North Africa on a strategic level

Wellington in the Peninsula- Talavera, Albuera, Salamanca, Vittoria

Civil War- 7 Days Campaign, 1861

TACTICAL level Frederick the Great

a better Marlborough at Blenheim
Conquest of India 1781-1801 on a tactical scale (Assaye, etc.) more

games on the EARLY stages of the Pacific War

WWII Sino-Japanese land war

WWII Russian Convoys

Spanish Civil War 1935-37

WWII Convoy action in the Med- air, surface, submarine

Company level (or smaller) Civil War

"Hunt For Red October" scenario for VG's SECOND FLEET

I've never found an American Revolution game I'd want

to play. Perhaps to do a good treatment on a

strategic scale you'd have to include the 'Triangle

Trade' and Britain's European problems

Political treatment of Bismack's unification of

Germany

Beer & Pretzels Flashman game

Magazine Guadalcanal land game

Bull Run 1&2 in the old SPI B&G Format

TSS system Chickamauga

Ancient era game exploring the RAISING of an army as well as fighting with it

More attention to simulating the experiences of one person, whether general or private

Battle of Long Island- American Rev.

Strategic Sherman/Johnson campaign

English Civil War in a serious format

New Zealand Maori wars

Indian Mutiny

Lebanon

Persian Empire

Strategic Boer War

Russian Drive into China at end of WWII against the Japanese

Operational level game on German collapse in the Slavic countries (Rumania, Bulgaria, Hungary, Czechslovakia, etc)

Invasion USA '86

Invasion Russia '86

Small unit conflict- USA vs Nicaragua

WWIII Invasion of England

Continuation of SPI's Victory in the West/ and Central Front series

game on Burma from start to END 1941-45

WWII tactical small ship combat

Multiple Campaign scenarios designed around related battles

Scenarios following the historical actions of more notable units such as Divisions, etc.

Tactical Afghanistan War

Tactical Korean War scenarios

Hatfield- McCoy fueds of 1890s

PLAYABLE Star Trek starship tactical combat game

US civil uprising ala SPI's Cityfight (but more playable)

A game pitting great leaders from different times against each other (Napoleon's France vs Hitler's Germany)

Korean War- 1950 campaign

Indo-Pakistan wars

Battle of the Spanish Armada

Lepanto

Strategic/political level guerilla warfare simulation emphasizing Maoist strategies. Should show why they succeed more often than not and how they might be successfully countered (the Phillipines would be a good example)

Caesar/Alesia's (existing) logical counterparts: Avaricum and Gergovia

Imphal-Kohima battles in India/Burma WWII

SEIGE games on WWII Stalingrad and Leningrad

A better what-if on US vs USSR in 45

MINIGAMES:

Mountain Warfare WWII

Amphibious Warfare, SoPac WWII

(Kwajalein, Iwo Jima, Saipan with variants for Japanese air/sea power)

Guerilla warfare in WWII Byelorussia and Yugoslavia

American Revolution battle of Ottawa

Catholics vs Protestants at the Boyne

Battle of Frigid River- Roman Civil war 394AD

Tsushima

WWII China campaign

1945 invasion of Japan

1950-60 African Revolution (Belgian Congo in particular)

Crimean War

Colonial India

POW escapes

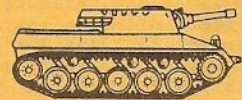
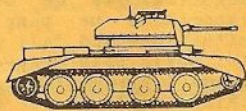
P-51 (on the B-17 system)

Death of Libya (1980s conflict)

Soviet-Afghan War, 1979-present

US invasion of Nicaragua

Wars of the North American Indians



THE BARRAGE

The activity level here in our conference has continued at a moderate but steady pace. I received one request for info on membership; two existing members transferred into our conference and one of our members filed a complaint of non-response against a member of the NC conference.

A Mr. Scott Rogan has relocated to Durham, SC. Scott comes to us from the NE conference. Our other new member is none other than our esteemed VICE PRESIDENT, Mark Palmer. Mark leaves the Pacific to take up residence in Raleigh, NC. I would like to extend a very warm welcome to both these individuals and wish them well.

The next order of business is to provide you our second annual listing of the SE membership totals. I'll list the state or country; membership total; and the net change from my last listing which was 8/85. The total membership as of this printing is 62. The states and countries are as follows: FL(12)-2; MD(12)-12; VA(10)-9; NC(6)+2; SC(5)-1; GA(4)-2; TN(4)+1; DE(2)-1; MS(2)0; AL(2)+1; WV(1)-3; KY(0)-1; Puerto Rico(1)0 & Venezuela(1)0.

What this amounts to is a 30.3% drop in membership here in the SE. Kevin McCarthy (RD-NC) reported that his conference experienced a similar drop of 22%. These are very ominous statistics for any organization. Kevin made several suggestions on what he felt were the causes and he offered some cures. I agree with what he says! We have GOT to put some teeth into those PBM rules. That "Hard Core Option" shouldn't be an option, it should become standard practice! [I'll have to disagree on this one Art. Perhaps with opponents we are playing the first time this would be appropriate, or if you just prefer the idea to keep things moving, but there are many in this organization that play with old friends and are a little more laid back. That's why we still refer to it as an OPTION.ed] The figures tell us something is WRONG, and we in the Officer Corps are charged to find out what! Besides everything else, I feel we're beginning to stagnate; we're not innovative enough. And unless we address this problem now, there won't be enough of us to care!

This will be the final issue of 1986 and as usual, it's renewal time. I hope you noticed the new dues structure which was outlined in the TREASURER'S REPORT published in 21-5. If you're quick and can mail in your dues payment before the end of the year, it'll only cost you \$8 to renew! That's a bargain and I hope you take advantage of it.

In this issue there is also a short feedback card. An opportunity for you to express your opinion regarding club matters. Therefore, while you're writing out that check, take some time to fill out the card.

That's what I think, how about you?

Art Dempsey

SPECIAL CANADIAN PANIC BUTTON

Be sure to note that those who wish to pay me Canuck Bucks must send the equivalent of \$12 US (whatever the exchange rate is at the time). Do NOT send \$12 Canadian and chuckle at the bargain. When in doubt, WRITE ME! The Canadian RD.

NOTES FROM THE HAPPY HOLLOW

I've been reading a lot of letters to the Editor, forums and the like in my gaming magazines and there seems to be a prevailing mood in all of them—some people take our hobby to damn seriously! Think about it for a moment. Why do you play games? Relaxation? Mental stimulation? The thrill of competition? All of these come under the heading of FUN. These are ways of experiencing enjoyment and games are the means. So why do people continue to write the GENERAL to sing the praises of SL, while condemning anyone who wants to read about something OTHER than WWII? In the DRAGON, why are we constantly bombarded by irate D&D players who think characters with more than one magic item before reaching 6th level should be summarily executed? And don't K readers have better things to do than to chastise people who bow out of a PBM game as irresponsible? It's just a game, for crying out loud, not a reflection of one's moral integrity!

When I play a game with 4 or 5 friends, if we don't down a case and a half of Beck's before sunup, I wonder what went wrong. A near perfect night of Diplomacy ended last Saturday (excuse me, Sunday) at 4AM with Kaiser Bill singing In-A-Gadda-Da-Vida at the top of his lungs and the Ottoman Turk face down in the Black Sea. (I woke up in the Eastern Med, though!)

To me, the greatest thrill in gaming is beating the odds. This is the test of a true gamer. For example if the German player in 3R can take out France in less turns than the number of bong hits he has taken, he has assuredly earned the Iron Cross. On June 30, 86, at the Happy Hollow, this miraculous feat was accomplished in front of four witnesses, 2 of which are AHKS members. I find this noteworthy and wish to congratulate "Kingman" Corn on fulfilling this lifelong dream. More next time.

Roger Cox
[Your Editor is going to pretend that this letter was written seriously, as opposed to tongue-in-cheek. This kind of attitude is one that I could do without for a variety of reasons. I don't consider dropouts irresponsible, quite as much as I do childish. Since this Society is supposed to be for adults, we can do without them nicely, thank you. JUST A GAME? I can't argue this point by itself, but when I play one of these GAMES with an ADULT, then it becomes a personal interaction experience with another adult, and I expect consideration and courtesy. It is assumed this will be the conduct when my opponent accepts a match. If you don't care about disappearing opponents, then get your opponents off the back of the GENERAL. As far as using games as an excuse to destroy your brain with "recreational" drugs, since when has self abuse ever needed an excuse? I have enough problems.

Assuming the letter was written as a joke; yes, sometimes we do get a bit outrageous with the importance we pump ourselves up with. Some of the situations and "all nighters" that we play these games in would make soap-opera adventures, not to mention slapstick routines. We often get much too angry when things don't go our way (while forgetting how much we would be enjoying it if we were on the other side of the map!). Wargaming is a peculiar blend of outrageousness and restraint, of childishness and responsibility. Those who can deal with the games and the real world at the same time make the best opponents. The rest (thankfully) tend to fade away. Our fervent hope is that they don't take an adult with them who might get the impression that the babies are the norm.ed]

THE MATCH COORDINATOR

I. Here in the North Country of New England, Vermont in particular, we are beginning to have cool nights and white peppery flakes showing up on our famous Mt. Mansfield ski slopes. BRRRR, just thinking of the coming winter. Anyone interested in skiing and planning to come up this way for a spell, drop in. I have time for a game or two.

I have not received any response as yet to my column in K 21-5, however I am looking forward to them so that I can determine what direction my column will be taking, so pick up a pen and let me know!

A few points of vital interest which I believe you should be made aware of in order to speed up response on my part to the membership:

a) The staff has taken great pains to put together a SET REQUEST FORM that both serves the members' and the MCs' needs. It is requested that every effort be made to use this form when desiring matches. Further, please fill out every portion that is pertaining to your needs and that will aid the MC in securing your wishes. [There is NO EXCUSE not to use this form! Not only do you get one in EVERY issue of the K, but you have TWO printed on the last page of your Member Guide. These were specifically printed on WHITE paper to allow you to XEROX them so you would not feel obligated to cut up either your current K or your MG.ed]

b) Since our hobby began, more and more games have hit the market with similar titles (e.g. B/G I and B/G II). Unless you indicate PROPERLY which game title (and edition if appropriate) you desire, we will begin

to have more returns and confusion along with delays; therefore I request that full information be submitted when requesting matches. I do not have all of the games that are presently manufactured, therefore I need to know who produced the game (SPI, GDW, etc.).

c) I would recommend that members re-read past published Ks under the MC column to alert themselves of actions that are needed to accomplish certain functions such as the correct procedure for completing the ICRK form after matches are complete and information required when applying for a match with a known opponent. [This information is also in your MG under THE MATCH COORDINATOR. ed]

d) Returning unused or cancelled ICRKs: if you cancel a match or return an ICRK to me, please indicate the reason for it. It is one way for the MC to determine who is or isn't responding to their requested matches. Further, if a member returns his ICRK for any reason, he should indicate a desire to be rematched in the same game or not- just write across the ICRK face. The reason for this is because I do not return into the pool an already matched game unless I receive a MATCH REQUEST FORM from the member.

e) We have been receiving pros and cons lately on the matter of being credited for forfeited games. It has begun to be a problem to determine honestly WHAT or HOW to resolve it. Well, when I took over the position of MC, one of my early columns took this problem to issue and a decision was made that seemingly (at the time) removed the problem. Here then was the policy; "Any match that was played at least half way through and then was cancelled for any reason, was to be given credit of one win only. The second game of that same match is cancelled and no credit given." In the event the first game was completed and the second game was not half way accomplished for any reason, that second game would be credited on valid reason for cancellation, which must be received from the member who originally cancelled the match to the MC. If the second game of a match was cancelled outright from start, then no credit is given.

- 1776 (906)*, 1815 (336), A House Divided (336), Afrika Korps (746)(2-desired), Air Assault On Crete (1011), AIR FORCE (1074 N), Arab-Israeli Wars (1108), Battles For the Ardennes (616), Blue & Gray I (44*), Blue & Gray I (334), Blue & Gray II (44*), Blue & Gray II (646), Bomber (988), Brietenfeld (511), Bull Run (1067), CHESS by mail (341), D-Day 77 (136), Fortress Europa (975), France 40 (1051), Great Redoubt (1116*), Guadalcanal (1051), Imperium Romanum II (1116), Longest Day (1011), Lutzen (511), Midway (1074 N), Napoleon At War Quad (44*), Nordlingen (511), Panzer Arme Africa (1051), Panzerblitz (646), Panzergruppe Guderian (1109), Panzerkrieg (1109), Panzer Leader (1109), Prestags (817), Road To Vicksburg (616), Rocroi (511), Russian Front (519 A), Seelowe (746), Siege of Jerusalem 70AD (225), VG Sixth Fleet (1049), WEG South Mountain (336), Struggle Of Nations (1107), Terrible Swift Sword (336), The Kaiser's Battle (413), 30 Years War Quad (511), Trireme (817), VG Vietnam (988), War & Peace (336) (2+), War In The Desert (225), Wellington's Victory (336).

Special: Member S.J. Schoenberger, 430 Ocean Parkway-30, Brooklyn, NY 11218 (212-306-3293) desires the following matches. Please contact him direct, agree, then one of you make match arrangements with me.

He desires (in order of preference): A Mighty Fortress (4-7 players), Arrds-English War, SDE's Cromwell, FlatTop (need player & GH), Rand's Vicksburg, Cavalier Games' Desert Fox, Solomons Campaign (player w/ PBM technique and/or GM), Conquistador (3-4 players), SPI's African Quad, Gurdon Games' Atlanta (GM & player), Rommel In The Desert (GM & player).

III. NEW MEMBER CODE #:

M. Campbell	1130
C. Schmidt	1131
R. Olson	1132



In the event you do not know your code number, contact me.
Les Deck, MC 10/1/86

MATCH REQUEST FORM

NAME _____ CODE# _____ PHONE# _____ DATE _____
 ADDRESS _____

TO REQUEST MATCHES: USE THIS FORMAT —
 INSERT ON THE NUMBERED LINES THE GAME TITLE(S).
 INCLUDE THE LETTER CODES (IN PARENTHESIS) LISTED
 BELOW THAT APPLY. IF YOU PLACE MORE THAN ONE GAME A
 LINE, YOU WILL BE MATCHED WITH THE FIRST OPPONENT
 AVAILABLE WITH ONE OF THOSE GAMES AND ANY OTHERS
 ON THAT LINE WILL BE IGNORED.

USE THESE LETTER CODES TO ASSIST MC

- (A) DESIRE A.R.E.A. OPPONENT (IF AVAILABLE)
- (F) DESIRE FAST OPPONENT (7 DAY REPLY) (IF AVAILABLE)
- (G) WILL GAME MASTER THIS GAME WITH # _____ PLAYERS.
- (M) DESIRE MULTI-PLAYER MATCH: # _____ PLAYERS DESIRED.
- (N) WILL PLAY NEW MEMBER.
- (O) WILL PLAY OPPONENTS OUTSIDE USA/CAN.
- (X) ICRKS (CHECK ONE) NEED: 1-6 1-10 2-12 OTHER (SPECIFY _____)
- (Y) NEED PREPRINTED OOB #'s _____ (INSERT OOB # OR GAME TITLE)
- (Z) NEED CONTINUATION ICRK FOR PRESENT TITLE _____ & ICRK # _____

1. _____
 2. _____
 3. _____

* () MY ADDRESS/PHONE HAS CHANGED. ATTACH NEW INFORMATION AND SEND TO MC, SECTY. AND TREAS.

bulletin board

WANTED: WAR IN THE EAST (1st ed). Contact Gene Cunningham, 20835 Condado Road, Miami FL 33189 305-238-3311

WANTED: A copy of the exclusive rules for SPI's Quad NAPOLEON AT WAR- the JENA/AUERSTADT game. I will pay for your postage and copying expense. Kevin McCarthy, 3866 Wallingford, South Euclid, Ohio 44121

I am looking for assistance in trying to locate a good system for PBM of THE RUSSIAN FRONT. It appears to be a good solid game but since I play exclusively PBM I have been unable to play a match. Please contact me: Dave Bergmann, 919 Santa Dorotea Circle, Rohnert Park, CA 94928

NOTICE: Three ex-British Army Officers & one wiewd mining engineer would like to play out of print games. Titles include AH 1914, SPI Fulda Gap, etc. Over 90+ titles in collection. Don't throw them until you play them! Write the "Old but still good" group c/o Paul Martin (1053) 6-396 Kennedy St., Winnipeg, Manitoba, Canada, R3B2N1. Upon contact, we will furnish our list by game companies.

FOR SALE: TWO copies of FLIGHT LEADER- \$20 each.; ONE copy of VG's PACIFIC WAR- \$34; ONE copy of GI, ANVIL OF VICTORY- \$23;. TWO copies of RAIL BARON- \$10 each. These are MINT, still shrink wrapped games. Price includes postage. If interested, contact John D. Burt (T.H.E. Prez) 1020 Lake #3, Idaho Falls, ID 83402 (208) 529-9143.

FOR SALE: New games, mint condition, cheap. All games are \$5 each, postage paid. FASA- TOP GUN Modern Fighter Combat; WEST END- AIR CAV Copter Warfare in the 80's. Bill Retoff, RR2 Box 6, Minok, IL 61760.

IN MEMORIAM

This is to commemorate the passing of Canada's only serious board wargame company. SIMCAN is not going out of business, but they are switching to an entirely computer game product line. SIMCAN had a mixed reputation, and no doubt this news will be greeted with mixed feelings.

Many of the gamers I have spoken to over the years had many negative things to say about Steve Newberg's games; the counter trays didn't work, rules had omissions, ambiguities and errors, impossible situations arose, the maps were not very exciting, and so on. However, reviews of SIMCAN games were

generally favourable and the games did sell, so could they really have been all that bad? I think not. Most of the problems that I have found with SIMCAN games were easily corrected by mutual agreement, toss of the coin or a letter to Steve (which he would answer). Having corrected one or two of these glitches, you usually had a game that was worth while and, in some respects, outstanding. On the whole I have found SIMCAN to compare favourably with most companies of comparable size, and better than a couple of the 'big' companies.

For myself, I liked SIMCAN because of the nature of the product line. Steve wasn't afraid to tackle the unusual topics such as the Nez Perce wars, the expansion of Islam, Korea or Hannibal. As well, he produced a number of games with Canadian content, a bit of nationalism for us Canucks that we will never see from a US company (e.g. DIEPPE, ORTONA, ROCKETS RED GLARE). Many thanks to SIMCAN and Steve Newberg, I'll miss you...

Mike Kaulbars

DEAR EDITOR

After reading in the K that you were disappointed in getting so few comments on the new Membership Guide I made it a point to sit down and compare the new with the old (feeling guilty as hell the whole time of course). Well, you can sure tell it has been a few years since the last guide was updated. First off, I'd say the overall graphic style is decidedly superior to the old format, from the new titles and cover art to the double columns of type. The use of the latter makes the new Guide better organized, easier to read through and handier for finding specific information.

As for contents, I especially liked the Officer Contact List, the Hard Core Option article and the inclusion of a regional boundary map. All in all the new Guide strikes me as a great improvement on the old and should make an excellent first impression on new (and current) members. I could only attribute the scarcity of comments not to a lack of appreciation but rather a general disinclination of most members to write and ignorance on our part of how much time and effort is needed to put out this kind of publication.

Lastly, you mentioned receiving several complaints on your editorial policy of cutting in. I'm afraid I agree. I don't object to inserting parenthetical comments per se, but to me, they are coming too fast and furiously in some articles, thereby breaking up whatever line of thought the writer is pursuing and annoying the reader with constant interruptions. Of the three methods you offered in the last K I liked the numbered responses for long articles, while "saving it all up for the end" italicized commentary seemed appropriate for shorter pieces.

That's my two cents worth for now. Keep up the good work. You have shaken things up considerably and we can only hope that the dust keeps flying!

Tom Hanover

14

AHIKS KOMMANDEUR
BILL SALVATORE, SECRETARY
19985 WILD CHERRY LANE
WATERS' LANDING, MD 20874-1015



FORWARDING AND ADDRESS
CORRECTION REQUESTED

