



The Kommandeur

Volume 38 Number 1

A Publication of AHIKS

February 2003

From the President

Over the course of many more years than I like to admit publicly, I have watched the Good Ship AHIKS make its course through the Seven Seas of Wargaming. At times the seas were raging, at other times there was no wind at all. The hold has been alternatively empty and bloated, and passage rates have fluctuated accordingly. Through it all, one man has stood firm at the helm: our Match Coordinator, **Les Deck**.

I have said it on numerous occasions and will re-iterate it here in print for all to see. This man has single-handedly carried this organization for the majority of its existence. He alone does more work *by himself* than the rest of the Officer Corps put together. Some of these duties have come to him by default and others by the laziness, procrastination, or just plain dunderheadedness of the rest. And before any of the other officers (past or present) protest their innocence, let me be the first to cry *mea culpa* on all accounts at one time or another over the years. Every time I've stumbled, Les has been there (sometimes a step ahead of, or behind, my conscience, Randy) to help me get straight.

Well, another thing I've always said is that the day Les moves on is the day the rest of us are going to have to get busy. That day has arrived.

In the middle of January, Les wrote to me to let me know that (for personal family reasons) he will have to step down. The rest of us are going to have to get busy. Thanks to our ever-thinking Editor, who reminded me that it might be politic to remind the rest of the Officer Corps what their duties are, it seemed politic to me to remind the entire Society what those duties are.

Gentlemen: if you have business to conduct with the Officer Corps, please be reminded of the following as contained in the *New Member Guide*. The membership when contacting the Officers should be reminded that the following Officers are the appropriate gentlemen for the indicated needs.

[Please see page 5 for the list.]

From the Guide, is also found the direct duties of the Officer Corps. I offer this for the elucidation and remembrance of all.

[Please see page 6 for duties of officers.]

Now, gentlemen, the task before us is simply this: somebody is going to have to fill the biggest shoes in the Society. The rest of us are going to have to suck it up and do *our* duties as well. If you think you can cut it, either for the MC job or any of the other jobs when the next election cycle comes up, don't hesitate to throw your hat in the ring. I know for myself, that after re-reading my own duties, I've got more than enough to keep me busy for the foreseeable future as I take my own advice and Get With The Program.

To Les, you are, always have been, and always will be—The Man. AHIKS owes you a debt that few are aware of, but from those of us who are aware, "Well done, sir." God bless you and yours and thank you for service above and beyond the call. The standard you have set is the highest I have ever seen. It is men like you that inspire the rest of us to carry on.

Godspeed to us all.

Chester E. Hendrix, President

On the inside:

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Annual Report

Coming in the next issue:

Albert Thomas
has a plan for
two impulses in
one mailing for
TRC

Paul Marcone
does a
Pickett's
Charge play-
through

Elsenborn Ridge by Mike West

This game is a rematch between Ken Rutkowski and me. This time I will command elements of the 12th SS Panzer Division and 277 Volksgrenadier against units of the American 2nd Division holding an emergency line near the villages of Krinkelt and Rocherath.

German Overall Strategy:

My German strategy is to put pressure on the American lines at several key points: North Gap (Rows C-U-5 through C-U-10 / C-V-6 through C-V-11); Crossroads (C-S-3); Elsenborn Ridge (C-O-2 and C-J-2 gaps); and southern approaches to Wiln (C-C-3 bridge) and the woods road southwest of Wiln (C-A-8 through C-D-8). I want to keep the American forces spread out and force them to have to block several simultaneous German thrusts. This will keep Ken from being able to concentrate his combat units, especially his AFV assets (M10 Tank Destroyers and Shermans) against my armor. My main plan will be to thrust through the North Gap with the majority of my Panther platoons supported with mechanized infantry, swing south through the woods gap (C-T-11), and attack Wiln across the C-K-7 bridge. Simultaneously, I will be using my King Tiger "bulldozers" company supported with an Engineer platoon and two reinforced infantry companies, to battle through the gaps on Elsenborn Ridge. In the south, I will send a Tiger I company with attached Panther platoons including an AFV mounted infantry company, to battle through the woods road southwest of Wiln. I may also try to negotiate the block Ken has placed on the C-C-3 bridge. I will send my Panzergrenadier transport to load three companies of Volksgrenadiers in and around Nece. These mechanized units will accompany my Panthers through the North Gap on Turns #2 - 4. My half-track-mounted infantry will assist my Panthers in their assault on Wiln and count toward the ten combat units I need to exit off Board C between the two streams. In the north, I will assemble two reinforced rifle compa-

nies, supported by mortars and flak guns, to take St. Athan.

Allied Setup Comments:

This is always difficult for me. There is way too much area to defend. I have to prioritize. As I look at the map board I know I don't have enough units to defend St. Athan and the exit area as well as Wiln. I have decided to try and defend Wiln heavily and just put enough units in St. Athan and the exit area to make Mike have to take some time to clear those areas. This will also occupy some of his troops for a while. I have placed some units in the gaps that allow him access through the hills to the west of Wiln. I hope to tempt Mike to exit his required ten units off early, which would weaken his ability to fight a sustained battle for Wiln.

German Turn #1 Comments:

I believe that Ken, in his initial American set-up, has conceded too much real estate to me. He has left the vital C-S-3 Crossroads and openings to the North Gap (C-V-6, C-U-5, C-T-5) unoccupied. No American units in these hexes allows me to push two companies made up of Panthers and Mark IV's through these gaps to secure the critical forest hexes on Turn #1. I now have a jumping-off area for my half-track-mounted Volksgrenadiers who will motor in on Turn #2. I gain immediate access to the Crossroads and North Gap entrance instead of having to take 2 - 3 turns slugging it out with the American GI's. This American deployment mistake could really come back to haunt Ken later.

Allied Turn #1 Comments:

I have chosen to fall back to force Mike to use another turn or two before he can attack my units. I have directed my artillery to land where I expect Mike to move to next turn. Unfortunately my artillery has missed this turn. The spotting unit for one of the attacks was eliminated, causing the fire to miss. Hopefully I will be awarded some decent die rolls when I get to the point of attacking.

German Turn #2 Comments:

This is a good turn for me. My 12th SS Panzer AFV spearhead plunges through the undefended, unoccupied North Gap openings and drives to make contact with 2 American infantry platoons and a 57mm AT unit guarding the C-V-9 / C-U-9 area. My lead Panther platoons are now *only* 3 hexes away from the west edge of Board C! And it is only Turn #2! Reminder — The German wins Situation #15 by occupying the towns of Wiln and St. Athan *and* exiting 10 combat units off the west side of Board C between J-10 and X-10. I also send in a reinforced SMG company with Engineer platoon mounted on half-tracks, to accompany my Panzer spearhead in the North Gap. I will dismount these Volksgrenadier troopers on Turn #3 to start mopping up American resistance. It looks as if I will be able to threaten one of his 105mm batteries (C-O-8) with a CAT on Turn #4. Good success on Elsenborn Ridge. Two King Tiger platoons, by mere intimidation, cause Ken's infantry platoon defending the C-N-3 gap to fall back. I am able to move my two Tiger II units through the gap and down the opposite slope of Elsenborn Ridge to C-N-4! Excited tank commanders peering out of the King Tiger turret hatches clearly see the village of Wiln, a mere 4 hexes away as the crow flies! An engineer platoon with assorted infantry units advances through the thick forest covering the ridge top and CATs out of existence the American GIs who had fallen back before the Tiger IIs. Ken's eliminated infantry platoon was acting as an indirect fire spotter, but the American rounds fall harmlessly in an unoccupied hex. Half-track and truck-mounted infantry motor into the Crossroads (C-S-3) area and dismount from their transport. I intend to have this infantry battalion with Engineer support move against the assorted American infantry platoons and mechanized Tank Destroyer units defending the road network around C-R-5. I want to plug that hole so Ken's forces will be split, and he will be unable to send reinforcements to the north or interfere with my operations against the North

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Gap. In the north, my two reinforced rifle companies continue their march toward St. Athan. I move my 120mm mortar, assorted 81mm mortar, and 37mm flak units into direct firing positions for supporting my infantry advance on St. Athan. In the south, I experience my first setback. An Allied truck unit, blocking the road network at C-B-8, survives a (4-1 +1) attack from Panther cannon fire. I dismount my infantry riding on the AFVs here. My Tiger I company begins to negotiate the block on Bridge C-C-3. All and all, a very good turn for me.

Allied Turn #2 Comments:

Mike has pressed units to the exit area. I had hoped he would do this. I now have to try and delay the units for a few turns to keep them occupied here. I can't afford to let him get around the east side of the woods south of Wiln and make for the city. Unloading the units by the road that leads through the woods to Wiln is helpful. I will just retreat back a hex and force him to either load them back up (taking up another turn) or force them to march. I do need to reinforce Wiln with infantry. I also need to get some armor on the slope to cover the approaches to Wiln.

German Turn #3 Comments:

Sporadic rifle fire and anti-tank fire can be heard through the rolling hills of the North Gap as my 12th SS armor vanguard begins to engage the American defenders. An SMG company with Engineer support dismounts from their half-tracks in C-V-9 and the wooded hilltop C-T-8. I will use the Volksgrenadier company for follow-up CATs against the scattered American infantry platoons and AT assets guarding the North Gap exit. My lead elements are now only 2 hexes away from the west edge of Board C! The battle reports filtering in from Elsenborn Ridge report that King Tiger platoons are trading shots with American Sherman tanks. Ken has pulled the majority of his AFV assets back toward Wiln and has even sent a TD unit to C-N-8 to defend the village from a German thrust from the North Gap area. My infantry battalion with Engineer support enters

the woods surrounding the Crossroads (C-S-3) and will be in a position on Turn #4 to sever the road network running between Wiln and St. Athan. In the north, my Volksgrenadier rifle companies emerge from the woods and begin their attack against St. Athan. An Allied half-track guarding the northern sector of St. Athan (C-AA-4) goes up in a mushroom of fire as one of my reinforced rifle companies CATs the armored vehicles. My other rifle company double times to C-BB-4. A Mark IV platoon disengages from the North Gap battle and takes up a supporting fire position in C-X-6. My 120mm mortar and 37mm flak units unload and ready for direct fire against St. Athan on Turn #4. In the south, my Tiger I's negotiate the block on Bridge C-C-3 and race to take up positions on the forward slopes (C-E-7, C-F-7) of the large hill southwest of Wiln. These armor units will be able to assist my Panthers slugging through the road network (C-A-8 — C-D-7) and to threaten a flank attack against the American defenders dug in south of Wiln. I am very optimistic and encouraged by my German advances. Again, Ken *not* defending the North Gap entrances and C-S-3 Crossroads looks to be coming back to really bite him hard.

Allied Turn #3 Comments:

Mike has made some headway. I need to slow down his advance. Wiln must be saved at all costs to ensure an Allied victory. I have moved infantry to the open areas to slow down the armor advancing. As I had hoped, Mike left the infantry unloaded on the edge of the woods north of Wiln. I have had to bring up some forces to cover the road to the west of Wiln. I can't let him get a foothold on the hill or he will have the advantage overlooking Wiln. Unfortunately my attacks this turn were not very successful. Mike found a few openings and has really put the hurt on my troops. Two overrun attacks on the hill took out my delaying line of defense.

German Turn #4 Comments:

Holy cow! I roll three 5's and two 4's for my direct fire combat for Turn #4. Even with 4-1 odds for the major-

ity of these attacks, that +1 modifier for woods hexes is *really* hurting. Bad dice rolls are beginning to stall my German advance in several key places. My Tiger II advance over Elsenborn Ridge has stalled just 4 hexes away from Wiln by a combination of poor combat results and stubborn American GIs. One consolation — a Tiger II unit destroys a Sherman tank defending on the reverse slope of Elsenborn Ridge. Good news from the North Gap area. Panther cannon fire clears the remaining Allied infantry platoon guarding the exit hexes of Board C. I now have a clear route off of Board C and will be able to exit the required 10 combat units well before the end of the game. My vanguard Panthers are making the turn around the woods hexes in the C-T-10, C-T-11 area and are now in a position to drive directly south to attack Wiln from the rear. A dismounted Engineer unit and several SMG platoons advance through the woods near the North Gap exit and CAT out of existence an American mortar section. One of Ken's 105 mm howitzers in C-N-10 is in danger of coming under German CAT attack on Turn #5. In the north, Ken retreats his infantry company defending St. Athan to the last remaining town hex (C-Z-6). My two infantry companies enter the eastern hexes of St. Athan. I send a Mark IV and a Panther platoon to bridge C-Y-5 to assist these Volksgrenadiers with direct fire attacks. I believe that St. Athan should be completely occupied by my German troops no later than Turn #6. I also send motorized transport to my northern force so I will be able to use some of these combat units to fulfill my exit requirements once they have finished mopping up American resistance in St. Athan. My infantry battalion with Engineer support operating near the Crossroads (C-S-3) severs the road network running between Wiln and St. Athan. American forces retreat down the C-R-5 — C-K-7 road network toward Wiln. My Tiger I platoon in C-H-9 is now only 3 hexes away from Wiln. Excited Tiger I crews can clearly see a white church steeple that marks Wiln in the distance. They can also see American infantry and the remaining AFV units

digging in around the fields surrounding the tiny village. In the south, I have some success. Ken leaves a Tank Destroyer and Sherman tank unit defending in clear hilltop hexes (C-F-9 / C-G-8) and I overrun these units with my Tiger I company. American armored cars and truck units still block my advance through the road network (C-A-8 — C-D-7). However, my dismounted SMG and rifle platoons advancing through the woods bordering this road network are able to CAT these blocking enemy units. I move my two Panther platoons to C-C-8 in anticipation of a breakout from this pocket of woods on Turn #5 or #6.

Allied Turn #4 Comments:

I would have to say the writing is already on the wall. This will probably be over by Turn 8. Mike has been very successful with his attacks, and my units are dropping like flies. I can only hope my indirect fire will delay his infantry from utilizing close assault attacks on my lines of infantry around Wiln. If he gets to them too quickly, Wiln will fall even sooner.

German Turn #5 Comments:

Wow! It looks like I may have broken the American's back on this turn! I had six 4-1 and one 3-1 odds direct fire attacks that resulted in dice rolls of five 2's, one 3, and one 4! Ken lost two armored cars, two infantry platoons, an 81mm mortar section, and a truck. I also overran another mortar detachment defending in the open fields adjacent to Wiln and CATED out of existence one of his 105mm batteries defending on C-O-8. I also succeeded in CATing and destroying a GI infantry company at St. Athan. A total of twelve Allied units have been eliminated this turn! Continued great news from the North Gap region. Panther cannon fire cleared the blocking infantry platoon on C-S-10 and a vanguard company of Panthers with a half-track-mounted SMG platoon, occupied this critical hex. Excited Panzer commanders observe the other American 105 mm guns unlimbered on a clear slope (C-N-10) — only five hexes away! Two empty German half-tracks roar past this force to occupy C-R-9 and C-O-8.

These hexes will be critical on Turn #6 to pick up some of my German infantry moving out of the woods and to serve as a final jumping-off point for the last push against Wiln. In the north, after a devastating point-blank German tank cannon fire attack against the American GI's defending in St. Athan, my VG battalion does a follow-up CAT attack and destroys Ken's infantry company at C-Z-6. St. Athan has now fallen to me! There remains now only Wiln. My supporting flak guns and mortars limber up and begin to move toward the North Gap area in order to fulfill the ten combat unit exit requirement. Other half-track transports rumble toward my infantry battalion with Engineer support operating near the Crossroads. I plan to load a company of Volksgrenadiers on Turn #6, and this force will follow my other loaded transport that is moving through the North Gap. American forces continue to retreat down the C-R-5 — C-K-7 road network toward Wiln, and I follow up behind the retreating Allies with an Engineer reinforced SMG company. On Elsenborn Ridge, a King Tiger and Wirbelwind flak unit succeed in destroying an American platoon defending on C-J-3. These units now advance onto the ridge crest of Elsenborn Ridge (C-J-3) and have an unobstructed view of Wiln, only four hexes away. In the south, I succeed in blasting away the remaining blocking armored car at C-D-8, and my Panthers break out from this woods thicket to advance up the slopes and onto the hilltop located southwest of Wiln. Tiger I cannon fire brews up another M-8 armored car deployed adjacent to Wiln, and this allows a Tiger I platoon to overrun a 81mm mortar detachment deployed in the fields surrounding the small village. This Tiger I unit (7912) radios that it is now adjacent to Wiln and it views American tank destroyer assets and assorted GI platoons dug in around the buildings. The American defenses appear to be collapsing.

Continued on page 5

Editorial

As our President has written on page 1, the big news in this issue is the retirement of Les Deck. At times, Les has *been* AHIKS. Now, the rest of us officers are going to have to be sure we are doing what we are supposed to be doing.

Upon hearing the news, I wrote to Les: "It is difficult to envision an AHIKS without you watching over things, Les. You have been the main force keeping the Society working. I have always thought that the best thing I did as President was appoint you as MC."

Paul Jordan wrote, "The last two sentences (on page 1) say very well what I think we all feel. I would like to express to Les about the incredible job he has done to allow us all to enjoy this hobby — 'The standard you have set is the highest I have ever seen. It is men like you that inspire the rest of us to carry on.' I would like to echo that sentiment and just add, from me personally, thank you."

Below is a copy of the "business card" that AHIKS has printed and now has available. The hope is that the membership will take some of these to wargame conventions and gatherings and give them out to possible members or just leave them around where they can be seen by other gamers. In order to keep the opponent pool large enough to meet our needs, we need to recruit new members. There is attrition every year that needs to be made up. If you will be attending a gathering of wargamers, please let me know, and I will mail you a dozen or so of the cards.

(Continued on page 8)

Looking for a reliable opponent?

AHIKS

has been matching opponents since 1966. Currently, about 250 members are playing games by mail and e-mail using our Combat Resolution Keys.

For more information, contact:

Bill Watkins, 918 Bogert Rd., River Edge, NJ 07661-2338
Watkins.bill@verizon.net or
 Les Deck, 80 Worcester Rd., Stowe, VT 05672-4320
Domerider2@cs.com

If you need to contact an officer...

Write To the President:

- Volunteering to run for office
- Volunteering to aid Society services
- Suggestions for changes, additions, improvements, rules, procedures, services, and policies
- Complaints about Officers

Write To the Judge:

- Questions on game-rule interpretation
- Volunteering to be a Specialist
- Obtain copies of rulings summaries
- Listing of play aids and PBM methods (also printed in the **K** periodically)
- Copies of play aids and PBM methods
- Send copies of the rules clarifications you receive from the game publishers

Write To the Treasurer:

- Paying dues when renewing membership
- RDs send new member dues to Treasurer
- Paying for *Kommandeur* subscription only

Write To Your Regional Director:

- Complaints about other members
 - Volunteering to assist the Region Services
 - Suggestions for changes to Region
 - Information on Society (for new members)
 - Applying for membership (new members)
 - Paying dues and initiation fees (new members only)
 - Reimbursement of organizing expenses for f-t-f meetings
- Anything not specifically listed under other officers*

Write To the Match Coordinator:

- Requesting game assignment
- Volunteering to play new members
- Volunteering to Monitor or Gamemaster games for other members
- Information on the AHIKS Player Rating System and A.R.E.A Ratings
- Requesting ICRKs when you make your own matches
- Requesting supplemental ICRKs when you exhaust the first one sent
- Requesting additional copies of OOB sheets

Write To the Editor/Publisher:

- With information pertaining to AHIKS or the hobby
- Anything that might be of interest to the membership
- Reviews of games published
- Opinions on AHIKS policies, etc.
- Notice of deceased members
- Requesting publication of an article
- Requesting information on past printed articles

Write to A.R.E.A. Contact

- Rating information on A.R.E.A system

Write To the Secretary:

- Copies of AHIKS applications forms and information.
- Change of address info for mail, e-mail, and phone

Write To the MSO-Rating & Roster Officer:

- Current Ratings status and/or Rating history
- ICRKs on completed games for rating

Write To the Multiplayer Games Coordinator:

- Sign up to play a multiplayer game
- Monitor a multiplayer game
- Publish a multiplayer magazine for AHIKS

Write To the Archivist:

- Back issues of the *Kommandeur* or prices for them

FOR A QUICK RECAP:

If You Have:

- Change of address
- Dues (or questions about dues)
- Game Reviews
- Articles for Publication
- Comments on the Society
- Membership Guide ideas
- Suggestions for improving AHIKS

Time you can give to the Society

Possible new member

If You Want:

- Kommandeur* subscription only
- OOB sheets & Combat sheets
- ICRKs

Write To:

- Secretary & Match Coordinator
- Treasurer
- Editor/Publisher
- Editor/Publisher
- Editor/Publisher
- Match Coordinator
- 1) President
- 2) Your RD
- 3) Executive Committee officers
- President or any Officer
- Your RD, Secretary

Write To:

- Treasurer
 - Match Coordinator
 - Match Coordinator
-

(Continued from page 4)

ing. An excellent German turn!

Allied Turn #5 Comments:

Ouch!! My troops took some serious losses this turn. Thirteen units were eliminated by Mike's advancing forces. Mike's Germans are knocking on the door of victory and the game is only halfway through. I have had a little success taking out a platoon of panzers. I am afraid it is too little too late. I had really hoped to make a better game of it against Mike than this.

[To be continued]

VII. DUTIES of OFFICERS:**A. President shall:**

1. Act as the official spokesperson for U.S. AHIKS and AHIKS European Region.
2. Provide leadership and direction for items and issues of interest to the Society.
3. Oversee the day-to-day activities of the Society by regular communication with the Officer Corps.

a. A formal communication covering the general state of AHIKS and issues of interest to the Society must be sent by the President to the Officer Corps at least every six months; a bimonthly communication or sooner is strongly recommended. This communication may be in the form of a Presidential Newsletter (PNL) or any other official medium established by the Executive Committee.

b. A state of the Society address should be submitted each year in time for the first issue of the New Year of the *Kommandeur* and/or *Despatch*. This address may take the place of VII.A.3.a above.

4. Govern by consensus, seeking advice, and input from both the Officer Corps and membership at large.
5. Notify the membership of vacancies within the Officer Corps by publication in next issue of the *Kommandeur* after vacancy is established, or by any means available as soon as possible (especially by e-mail).

a. In the event of an Officer vacancy, it shall be the duty of the President (and all other Officers) to call for volunteers and put forward a nomination to the Executive Committee of a volunteer Society member to serve in that office until such time as regular elections are held.

b. Upon a two-thirds (2/3) vote by the Executive Committee the volunteer assumes the duties of that office for the remainder of the current office cycle.

6. Issue a call for elections at times specified in these bylaws by submitting for publication to the Editor of the *Kommandeur* a statement of particulars.
7. Shall insure that the bylaws of the Society are followed to the best of his abilities.

B. Vice President shall:

1. Be prepared to assume the Presidency in the event of a vacancy.
2. Be appointed by and serve at the pleasure of the President.
3. Be the presiding officer of and serve on the General Committee when in session.
4. While VP, temporarily assume the duties of one other vacant officer position as directed by the President or Executive Committee until a replacement is found.

C. Secretary shall:

1. Process new member applications promptly and efficiently, forwarding the application form to the prospective member and informing the applicant to forward all required forms and monies to the Regional Director of the applicant's area for approval.
2. Forward any monies received for AHIKS to the Treasurer and recording it in a report to be filed annually on December 31st to the President and Treasurer.
3. Maintain stock application forms and Society informational bulletins and forward those when requested by the RDs or newly received applicants.
4. Work closely with the Match Coordinator and Match Rating/Roster officers to process changes of address or any other vital data pertaining to any member.
5. Receive and keep the official tally of ballots for Society-wide elections. Seek authorization to destroy such ballots upon completion of voting.
6. As soon as practical after the cutoff date for a Society-wide election, send notification of vote results and count to the President for reporting to the Officer Corps and Editor for announcement to the general membership.
7. Prepare and submit to the Editor a complete updated active roster for publication in the *Kommandeur* on a yearly basis, beginning with the first issue of the New Year. Information to be published should be limited to name, address and e-mail address if known only.
8. Be available as an additional secondary signature for Society Check cashing purposes when required.
9. Create and maintain files on subjects pertaining to the Society.
10. Receive and retain on file any data forwarded by elected or appointed officers.

D. Treasurer shall:

1. Must have been a member in good standing of AHIKS for a minimum of seven (7) continuous and uninterrupted years prior to becoming a candidate for, or assuming the office of, Treasurer. If the Treasurer's position is vacant and no candidates meeting this condition have presented themselves, this requirement may be waived by a two-thirds vote of the Executive Committee.
2. Act as the official collector for all AHIKS dues, except that:
 - a. Of the European Region Branch. (Per VI.A.8.a.)
 - b. Regarding collection of North American dues outside the United States, the Treasurer may authorize the RD to collect dues for the region(s) involved, provided that:
 - (1) The collection procedure to be established is forwarded to the Executive Committee which shall have the option to disapprove and/or modify the collection procedure by a majority vote.
 - (2) The RD is made responsible for Society funds while in his possession.
 - (3) The RD promptly and regularly reports the monies received and forwards those funds collected to the Treasurer in form acceptable to the Treasurer.
 - (4) The Treasurer will regularly inform the Executive Committee of the amount of funds being in the possession of RD's outside the United States.
3. Issue regular reports about the state of the Society's funds to the President and Executive Committee. These reports to be published each quarter in the Society newsletter.
4. Be responsible for all Society funds in his possession.
5. Funds permitting, issue reimbursement checks to the officers for regular and proper expenditures incurred as a direct result of executing their official Society duties according to the Expense guidelines listed in Section XII. of these bylaws.

E. Editor shall:

1. Insure that every effort is made to publish and distribute a Society newsletter to the membership at regular intervals, funds permitting. The current bimonthly schedule should be followed.
2. Solicit Society and hobby related news from the membership and Officer Corps for inclusion in the *Kommandeur*.
3. Publish such announcements and bulletins as the Executive Committee directs.
4. Promptly report to the Treasurer, both the amount of and purpose for, the expenditure of Society funds advanced to him in performance of his official duties.
5. Accept advice and guidance from the Executive Committee, Officer Corps, and General membership as to the content and format of the *Kommandeur*. When such advice is unclear or contradictory, the Editor shall use his best judgment as to the content and format of the *Kommandeur*.
6. The Editor shall have the sole discretion as to what is considered acceptable (within the policies of these bylaws) for publication and to the size of material to be accepted.
7. The Editor shall be responsible for the appointment of his publishing assistant to be known as the Kommandeur Publishing Officer (KPO).
8. Create and maintain a file on all AHIKS publication *Kommandeur* volumes.

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F. Judge shall:

1. Act as an impartial arbiter of game related rules and procedural questions submitted to him by members in good standing.

2. Create and maintain a reference file of previous rulings by the Judge, including any clarifications/errata issued by the various game publishers in his possession, and distribute such rulings and information to the members upon request. To insure that such information of changes and newly published errata's/clarification are published in the *Kommandeur*.

3. Attempt to issue rulings consistent with prior rulings whenever fair and possible.

4. Appoint or replace various Specialists, as he is needed to assist him in the interpretation of specific game rules.

a. A Specialist is not an officer of AHIKS, although officers are eligible to become Specialists; he is merely a volunteer aiding and offering advice to the Judge or to any other officer of AHIKS.

b. While a Specialist may offer a resolution for a particular situation, the Specialist's resolution is not binding upon the Judge.

c. The Judge may adopt, alter, or ignore altogether the advice of a Specialist. There is no appeal by the Specialist. Only the Judge is responsible for issuing the final resolution.

d. The Judge's ruling is final. No appeal to his judgment is acceptable.

G. Match Coordinator (MC) shall:

1. Create and maintain a file on all matters pertaining to the matching of opponents.

2. Keep a reference file of open match requests submitted by the membership.

3. Attempt to find opponents for those members submitting match requests. Match requests should be filled from the open match requests.

a. If no match request exists for that specific game, the MC is authorized to fill the match request by direct contact (phone or e-mail) with the membership if he so desires.

b. A higher priority in matching should go to newly admitted members seeking their first match within AHIKS, when ever possible.

4. Prepare and maintain a stock of ICRK and OOB's (pre printed sheets), promptly forwarding these to members who have been successfully matched or to members in good standing for continuation of matches in progress.

5. Forward a listing of unfilled open match request to the Editor for inclusion in the *Kommandeur* and *Despatch*.

6. Prepare and maintain a stock of New Membership Guides, issuing one free of charge to each new member upon ap-

proval of application, and issuing replacement guides to members in good standing upon request for a fee equal to publication costs plus postage.

7. Forward an active roster to the Rating/Roster officer, Secretary, Treasurer and Editor on a timely basis. Additionally, forward all changes to the Active Roster on a daily basis by e-mail.

8. To control and maintain the AHIKS Son's and Daughter Division, providing them with all necessary services as provided by these by-laws, with the exception of the *Kommandeur*.

9. Create and maintain an official backup active roster and inactive roster members of the entire Society of AHIKS for Historical purposes. To include name and code numbers. To submit to the Archivist a copy of such rosters.

10. To be the secondary signature on all AHIKS issued checks prepared by the Treasurer.

11. Prepare and submit to the Treasurer a monthly reimbursement expenses report only for any expenses incurred for that particular month.

H. Rating/Roster Officer:

1. Receive and record all results on completed matches by the membership. Forward all complete rated information to the AREA rating person for further rating update.

2. Update the rankings of each member based upon official notification of match completion. Forward results to AREA rating person.

3. Furnish the Editor with an updated ranking list for members for inclusion in each issue of the *Kommandeur* on regular bases.

a. Such rankings may not be published outside the Society without specific approval of the Executive Committee.

b. Individual members shall have the option (in writing) not to have their ranking published, either within or without the Society. Those who have AREA ratings must contact the AREA rating officer in writing to halt publication. AHIKS has no control over AREA rated members.

4. Furnish the Match Coordinator a listing of all match completed ICRK code numbers for accountability purposes by year's end.

5. Furnish the Archivist a listing of ratings report for Historical purposes by year's end.

6. Keep an accurate and up-to-date active roster on all members. Adding new members to the roster as such notice is received from the Match Coordinator only. Record changes of address and corrections of information as received from MC only.

7. To insure prevention of multiple vari-

ants of the roster, it is strongly recommended that official additions and corrections to the roster go through one collection point. Currently, all corrections are first forwarded to the Match Coordinator, who passes the information to all officers who are required to be updated. Only one (1) active AHIKS membership roster is authorized, this is mainly kept by the Match Rating/Roster Officer.

8. Furnish the Archivist with relevant roster documents by year's end.

9. Furnish a current roster or roster information to officers and members as requested for Society related functions only.

a. Such information may not be used commercially without prior approval by the Executive Committee.

b. For issue to officers, the request must be necessary for the completion of official Society duties. For any other reason only portion thereof.

c. For issue to members, the request must be relevant to the purpose of the Society. Typical examples are regional FTF gatherings and PBM tournaments.

10. Prepare and deliver mailing labels as requested by the other officers for completion of their official Society duties:

a. The *Kommandeur* Editor for distribution of the Society newsletter

b. The Treasurer for dues renewal notices.

c. The President for distribution of a PNL.

d. Other officers as needed.

11. Work closely with the Match Coordinator, Treasurer, Editor, and Secretary to see that membership information is current.

I. Regional Directors:

1. Officially welcome new members residing within the geographic boundaries of his region to the Society. Assist new members in understanding the methods of the Society.

2. Insure that the application forms of new members are properly prepared and promptly dispatched to the appropriate officers.

a. Forward the membership application to the Secretary.

b. Forward the MC Data Sheet to the MC.

c. Forward any dues payments received from the prospective members to the Treasurer. (See VII.D.2.b.(3))

d. The RD of Canada is authorized to collect for the Treasurer dues and other AHIKS monies from all members of the Canadian area of responsibility as out line in Section VI. A. 8. h. Upon request from the Treasurer all monies then will be forwarded to the Treasurer for deposit. However, all monies will be forwarded to

(Continued on page 9)

(Continued from page 4)

You will have noticed that the proposed logo for AHIKS that was up for vote in the last issue has been voted in. It is now the logo in perpetuity...or until another catches our fancy.

In Volume 37 Number 4, there is an article on the AHIKS Perpetual Fund. Bruce Monnin started it, and he and Frederick Kraus contributed to it. It is an endowment fund, with the interest going to AHIKS. The Officer Corps is taking a closer look at it now, and, hopefully, AHIKS will take it over and enlarge the endowment. I would like to see it set up so that, in the unlikely event of AHIKS dissolving, the contributors would get their money back.

Speaking of Bruce, I would like to draw your attention to his excellent magazine, *The Boardgamer*, winner of several Charles Roberts awards for Best Amateur Wargame Magazine. *The Boardgamer* is "Dedicated to the Competitive Play of Avalon Hill/Victory Games and the Board & Card Games of the World Boardgame Championships." If you are not already a subscriber, contact Bruce at: MONNINB@BRIGHT.NET. Or check out www.bright.net/~monninb. Ask about special rates for AHIKS members.

I would like to obtain more clip art with a military theme. If you have any or know where I can get some, I would appreciate hearing from you.

The deadline for the next issue is March 31.

Omar DeWitt



In reference to the query in the last issue, Stuart Schoenberger writes: The second game I am looking for information on is **Metaurus** either published in *Grundstein* or the mimeographed *Panzerfaust* during the 1970's. Stuart's address is on page 11.

Treasurer's Report

from Stuart Schoenberger

Profit & Loss Statement:

01-01-02 to 12-31-02

INCOME	
Dues	1,569.36
Interest	78.46
TOTAL	\$1,647.82

EXPENSES	
Bank Charge	21.72
Editor	435.31
MC	1,123.24
Printing & Reproduction	1,560.73
Treasurer	238.46
TOTAL	\$3,379.46

Overall Total -\$1,731.64

Balance as of 12-31-02
\$6,967.78

This balance to the best of my ability reflects the deposits of 2002 Dues payments made after December 31st and those 2003 Dues Payments made before January 1st. The Treasurer's expenses are those of the acting Treasurer, Omar DeWitt, and the current Treasurer, Stuart Schoenberger. The Editor's expenses are those of Omar DeWitt and the Printing and Reproduction are those of Glen Petroski. Both actually when totaled reflect the costs in printing the K. Our Bank Charges are not likely to decrease significantly even as the Treasurer considers ways to keep costs down by utilizing the bank less. One unacceptable way would be to make 2 or 3 big deposits, say from the treasurer's personal account, rather than separate checks. AHIKS' bank charges for the number of deposits made in a month, as well as the number of checks issued! The Treasurer has been exploring with various officers ways of keeping costs commensurate with the size of our activities and is pleased that practical economies will be attempted. As Treasurer, I am chagrined to admit that computer adeptness is not one of my foremost skills. The learning curve has been slow and painful. (continued at bottom of next column)

Wally Zenkteler

I received some sad news on January 9, 2003. Wally Zenkteler passed away after a battle with cancer. He was the first opponent I had through AHIKS back in 1991, and we played a campaign game of 1776. I was soundly trounced, I remember, and we went on to some memorable games of **A House Divided**, **Anzio**, and **Hannibal**.

Throughout all the games, he was keen to impart his thoughts on good play, never begrudged errors on my part, and was a trusted opponent. It speaks volumes that before the days of PC generated dice we rolled our own results and never questioned the veracity of the reported rolls.

Wally dropped out of AHIKS a few years back. I attempted to encourage his membership but always respected his decision. We continued the games; even now I am awaiting the latest move from his Carthaginians (he trounced my Romans in 3 out of 4 battles so far!).

His regular e-mails and the play of the games will be missed. He was truly a good friend and mentor.

I have passed on our group condolences and the respects of the club to Wally's family.

Kev Reid
Pacific RD #1315

I play a lot of **Bitter Woods**, and I missed getting the 3rd edition of the rules and counters. The web page is out of them. Can anyone help me out? I would be willing to trade sets of **PL 1940**, and **PL Paraleader** counter sheets for them. Please mail a card before the rules/units to avoid duplication.

Albert Thomas
120 Kimberly Drive West
Syracuse, New York 13219-2743

However, the letters in appreciation of my performance have been inspiring and my mailman has been most curious as to the meaning of this new influx of letters! ★

Upcoming Events

Feb 14-17, 2003 Los Angeles, CA
Strategicon: OrcCon
E-mail: ravageist@aol.com
www.strategicon.net

Feb 7-9, 2003 Geneseo College, NY
Contact Daniel Brace
E-mail: tigger00@rochester.rr.com
<http://gagg.geneseo.edu>

Feb 14-17, 2003 San Romone, CA
DunDraCon
Contact: Thom Hall
E-mail: lister@red-dwarf.com
www.dundracon.com/

Feb 15-17, 2003 Pasco, WA
RadCon
Contact: Doug Stout
E-mail: dcstaudt@gte.net
<http://www.radcon.org>

Feb 19-23, 2003 Charlottesville, VA
PrezCon
Contact: Justin Thompson
E-mail: kingmaker96@mindspring.com
www.prezcon.com

Feb 21-23 2003 Minneapolis, MN
Con of the North
Contact: Becky Teed
E-mail: rteed2000@yahoo.com
www.conofthenorth.org

March 1-2, 2003 Kenosha, WI
Midwest Open 2003
Contact: Glenn E. L. Petroski
Phone: 262-654-5044
E-mail: GELP@Juno.com

Mar 7-9, 2003 Clarksville, TN
Chaos Con
Contact: Michael Sorensen
E-mail: chaos@gamemastersguild.org
<http://www.chaoscon.org>

Mar 7-9, 2003 Lancaster, PA
Cold Wars
Contact: Ferkin Doyle
E-mail: alfhogg@bright.net

Mar 21-23, 2003 South Bend, IN
Seven Years War

Contact: Ferkin Doyle
E-mail: alfhogg@bright.net

Mar 14-16, 2003 Portland, OR
GameStorm
Contact: John Williamson
E-mail: chair@pdxgames.com

Mar 14-16, 2003 Tulsa, OK
Contact: Samtheurge@aol.com
http://pages.sbcglobal.net/raging_wolf/

Mar 21-23, 2003 Stamford, CT
ConnCon
Contact: Jon Mac
E-mail: willi@conncon.com
www.conncon.com/

Mar 20-23, 2003 College Station, TX
AggieCon
Contact: Emily Craft
E-mail: emerald_tiger_eyes@yahoo.com
<http://cepheid.tamu.edu/aggiecon>

May 23-26, 2003 Los Angeles, CA
Strategicon: Gamex
Contact: Jack Butler
E-mail: ravageist@aol.com
www.strategicon.net

July 11-13, 2003 Kalispell, MT
MonCon
Contact: Ron Glick
406/257-GAME

July 18-20, 2003 Detroit, MI
MichiCon
Contact: Bob Fix
E-mail: rlfix@aol.com
www.mdgcons.com

July 26-29, 2003 Columbus, OH
Origins
Contact: Gama (303/635-2223)
<http://www.originsgames.com/>

July 29 to August 3, 2003 Hunt Valley, MD
World Boardgame Championship
Contact: Don Greenwood
www.boardgamers.org
E-mail: doncon99@toad.net

For Sale or Trade

I have a few games for trade or sale. All as described below, will double check contents and condition before we go ahead. Prices in \$US and postage extra (from Australia), feel free to make offers.

- France 40 AH \$15 good
- Submarine AH \$35 good
- John Carter SPI \$25 excellent
- Ultimatum Yaq \$15 fair
- Third World War GDW \$80 fair to good (all 4 games in series)
- Azhanti High Lightning GDW good \$70
- Operation Market Garden GDW mint, UP \$35
- AD&D Modules I8, L2 TSR \$10 each
- Module S3 TSR \$25
- Tobruk AH \$5 Poor (no lid)
- Auction AH \$15 Excellent, shrink wrapped
- Global Survival AH \$20 excellent
- Traveller modules Expedition to Zhodane \$15
- Twilights Peak \$15
- Animal Encounters \$10

Kev Reid,
KevReid@optusnet.com.au

(Continued from page 7)

the Treasurer by the end of any given month of collection.

3. Forward a brief description of new members to the Editor for inclusion in the **K**. At minimum, this shall include the new member's name, city of residence, and game preferences if available.
4. Submit to the Editor for publication in the Society newsletter any information about his region and its members, which may be of interest to the Membership at Large.
5. Shall investigate any and all match complaints received from any member in good standing in his region (or forwarded by an RD from another region) about other members according to the complaint procedure listed under Section V.
6. Be responsible for any day-to-day Society activities in his region not covered by the duties of another officer.
7. Create and maintain files pertaining to activities of any member within his geographic boundaries of that region. Further to forward said files with all material to any other RD that individual member transfers to.
8. Complaints received from inactive members or members not in good standing will be forwarded to the Executive Committee, which will be responsible for any reply required. ★ ★

Open Match Requests from Les Deck, Match Coordinator

Members should report to the MC any corrections, additions and/or deletions to the matches they have requested to insure that no duplications of matches are made and to increase the efficiency of service expected. Please have only one member of the match request ICRKS. Use the match request form provided when requesting matches and please prepare it properly using the key as a guide. When using e-mail, please provide all the information on the open match request form. If you have an e-mail address, please make sure that the MC knows what it is.

In the event you are moving please send your change of address, phone number, and e-mail address to the Match Coordinator to avoid delay in the receipt of your Kommandeur, ICRKS and other valuable AHIKS information. When contacting the MC, please include your last name and membership number.

Please send top portion of completed ICRKS to Match Rating/Roster Officer Andy E. Johnson III.

1776 (AH)	(1554) Trosky
Africa Korps (AH)	(1556) Pawlak E
Anzio (AH)	(0111) Oleson
Arab Israeli War (AH)	(0804) Sheppard E/M
Avalanche (AH)	(0225) Segarra E
Bitter Woods (AHIKS)	(1530) Franz E
Blue/Gray (SPI or TSR)	(0681) King E/M
Antietam or Cemetery Hill-84	
Bomber ((Yaquinto)	(1312) Wells E
Breakout Normandy (SPI)	(1232) Jordan E
Breakout Normandy (SPI)	(1382) Massey M
Battle of the Bulge-65 (AH)	(0681) King E/M
Chantilly (ISG)	(1262) Marcone E
Combat Mission:	
Beyond Overlord	(0251) Lenard E
Computer EastFront (Columbia)	(0044) DeWitt E
Flattop	(1442) Herbst E/M
Fortress Europa (AH)	(1466) Svensson E/ADC2
Guadalcanal (AH)	(1382) Massey M
Invasion Sicily (GMT)	(0225) Segarra E
Israel Defense Force (AH)	(1382) Massey M
Kasserine (GMT)	(0225) Segarra E
Squad Leader Adv (AH)	(1293) Wood E/M
Star Ship Trooper (SPI)	(1552) Clemons

E (member requests e-mail only) M (member requests mail only) E/M (either OK)

Struggle of Nations	(1550) Duffield E Cyberbrd
Russian Campaign (AH)	(1312) Wells E
War at Sea (AH)	(1427) Walsh M
War without Mercy (GMT)	(1530) Franz E
We The People (AH)	(9239) Poulter E

Members willing to volunteer as GM

Tom Hanover 0818	Bloody April
William Lindow 0988	Achtung! Spitfire (Clash of Arms)
Mike Rowles 1446	AF/D
Gary C. Dickson 1497	TRC
William D Lentz 1503	Civilization (AH), Stellar Conquest, Colony Delta, Quebec
Robert Carstensen 1526	Submarine, Diplomacy, Stellar Conquest
John Howell 1534	Diplomacy, Civilization, History of the World

Standby opponents for new members only

Robert Johnson 0073	Bulge-61, Stalingrad
Thomas Oleson 0111	Anzio
Mark Gorski 0708	VITP
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
John L Kreuz 1333	BB-81
Robert K. Smith 1437	Russian Front

(Anyone who desires to be listed as standby for new members please inform the MC.)

Opponents in the European Region

Contact Jeff Hawarden
JeffandSue@mudroad.fsnet.co.uk

12.4 REINFORCEMENTS (New Members)

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1556 Paul S. Pawlak, Narellan Australia
1557 Stephen P. Williams, Rochester, NY
1558 Robert Mayer, Flagstaff, AZ

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OPEN POSITION

CHANGE OF ADDRESS

Send Change of Address notices to Les Deck, 80 Worcester Road, Stowe, VT 05672
Send the change notice as soon as the new address is known.

SUBMISSIONS

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space availability. Please do not submit an article for publication which has also been submitted elsewhere. The preferred format for submitted articles, in order of preference, are: Microsoft's Word, WordPerfect, Wordpad, Notepad, any ASCII type file; typed articles that must be re-typed into the editor's computer; hand written articles that also must be re-typed into the editor's computer. All submissions can be sent to the editor via either e-mail attachments or regular snail-mail.

Graphics can be in any standardized graphic format or in pen and ink sized to the width of one K column or less. The Avalon Hill Game Company and The Gamers, Inc., have granted formal permission to reproduce game-related graphics in articles about their games. Permission must be received in writing from any other company to use their graphics or game-related materials in the K.

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: March 31.**

GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. Subscriptions to the *Kommandeur* are available to non-members at \$1.50 per issue. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor or the European Regional Director.

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AHIKS

International Wargaming Society

RETURN ADDRESS:

Omar DeWitt
1580 Bridger Rd NE
Rio Rancho, NM 87144-1579
USA

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



It's official!

MATCH REQUEST FORM

Name _____ Member # _____ Phone # _____ Date _____

Address _____ E-mail _____

Change of Address Effective _____

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

- [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 Multiplayer Match with # _____ Players
- [N] Will play new member
- [NR] Request non-rated match only
- [O] Will play opponents outside USA/Canada
- [X] ICRKs needed (check one): 1-6 1-10 2-12 Other (Specify _____)
- [Y] Need preprinted OOB #'s _____ (Insert OOB # or game title)
- [Z] Need continuation ICRK for this title _____ & ICRK # _____
- Send my ICRK by e-mail e-mail address _____

Game title #1. _____ Letter Codes _____

Game title #2. _____ Letter Codes _____