

# The Kommandeur

Volume 38 Number 5

A Publication of AHIKS

October 2003

## Editorial

The officer corps has been mulling over expenses and dues. *The Kommandeur* is our biggest expense. It costs close to \$2 an issue per dues-paying member. The Society has been absorbing most of the cost this year from our reserves. Obviously this practice cannot continue.

There are several options. If the membership wishes to pay what it takes (I would guess about \$15 per year), we can continue to print bi-monthly. If we cut back to print quarterly, I would guess that we could break even at \$11 per year.

Also, I am pursuing a third alternative: electronic publishing. Not all members have computers, so we would still have to print some copies. I have been experimenting, and I believe that I can put *The Kommandeur* in PDF format, which can be read on all computers that have Adobe Acrobat Reader. The Reader is free from Adobe, so everyone should be able to read it and print hard copies. If this works, as I believe it will, we can offer the membership two rates for dues. Those who opt to receive their *K* electronically would pay substantially lower dues (maybe \$5 a year). Those who opt to continue to receive a paper copy would pay \$5 plus the cost for printing and postage.

With electronic publishing, I believe we can add color, an added bonus.

I expect to have this issue available in PDF format. If you would like a copy, let me know. The biggest problem for me right now is the time it takes to upload. Depending on your equipment, it might take over half an hour to download twelve pages. If you have any thoughts on this topic, please share them with me.

We are progressing with The Perpetual Fund, the endowment that was set up by Bruce Monnin. He is ready to send the money to the Treasurer, who is in the process of setting up an account for it. We should have more information in the next issue or when the annual dues notices go out. Hopefully, the membership will each contribute a few dollars to the Fund. The principal is invested, and the interest is put into the general fund to offset our operating expenses.

Omar DeWitt

## Treasurer's Report

from Stuart Schoenberger

Note that the uncategorized income is really a bookkeeping/banking anomaly. The large number of dues received this month is a result of the 2003 Canadian dues being deposited.

In the interests of financial economy, please be advised there will be no first dues notices being mailed. We were spending nearly as much as we received in order to mail the notices. You all will be asked in the next *K* to mail your check or international money order to me as your treasurer: Stuart Schoenberger, Esq., 63-84 Saunders St., Ste. 2-J, Rego Park, Qns., NY 11374-3102 USA. Please keep this address handy. Failure to mail your dues on time could result in your losing an issue or two in your annual membership.

This year's statement to date:

<b>INCOME</b>	
UNCATEGORIZED	21
DUES	389
INTEREST	23
PERPETUAL FUND	<u>8</u>
<b>TOTAL INCOME</b>	441
<b>EXPENSES</b>	
BANK CHARGE	3
EDITOR	1 624
MATCH COORDINATOR	500
TOURNAMENT AWARDS	42
TREASURER	<u>25</u>
<b>TOTAL EXPENSES</b>	2 195
<b>OVERALL TOTAL</b>	- 1,754
<b>BALANCE</b>	<b>\$5,140.87</b>

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AHIKS Looks  
forward to 2004

## The Southern Campaign

by Alan Murphy, RD Southeast

Greetings once again, my fellow AHIK'sters. Gosh, it's been a while since my name has graced these hallowed pages. Let's see...where do I begin? Well, first off, it's been a great season for gaming, and I hope you've been able to get some in this summer. Alas, I've nothing really new or exciting happening to report on my end for the "Good Ship AHIKS." I have not had any new applicants in quite a while now.

On a more positive note, however, I should mention to all of you AHIKS Central Atlantic regional members that fellow AHIKS'ster Bob Johnson, our illustrious Multiplayer Coordinator, is planning on hosting a series of seasonal gaming "get-togethers" at his Shenandoah Valley, VA, home (Bob has kindly allowed me permission to print this notice in *The K*). The game fest, scheduled for August 22-24, 2003, has been slated to be the first of what will hopefully become a regular series of weekend games fests. Many of the old classic war games will be played, as well many of the newer releases. I also am informed that AHIKS member Rob Franz will be hosting a tournament for **Bitter Woods** at the fest that weekend. Mr. Johnson has graciously invited a limited number of regional and AHIKS gamers to his home for some fun and friendly weekends of gaming. [Unfortunately, this article did not make the August issue: ed.]

If you would be interested in some great FTF gaming get-togethers and a chance to meet with other regional AHIKS members, this is the place you want to be. Bob's place is located at Weyers Cave, VA, in the heart of the Shenandoah Valley, just off Route 81 north of Staunton, and just south of Harrisonburg, VA. Bob Johnson can be contacted via the internet at: Philorej@aol.com, or call (540) 234-8767. His address, etc., is listed under Support Service Officers on page 11 in this edition of *The K*. The next gathering at Bob's place has been earmarked for late October or early November.

Now that my son Marc is older,

almost 11 years, it seems as if I've been able to get back to a lot more gaming once again, which is great. It's been a pretty good year for me, with lots of fun gaming thus far. Unfortunately (for me, anyway), my son Marc hasn't taken to gaming as much as I could hope for, although he does love **Risk!**, **Monopoly**, **Stratego**, **Axis and Allies**, and recently MB's **Fortress America**. This in itself is actually a good variety of games, so I suppose I shouldn't complain. (It's just that I have a little favorite of mine, which I've been dying to play. It's called **Gleam of Bayonets** ... Psssst—hey, little kid, c'mere. You like horses and cannons, don't ya?)

Consimworld's Monstergame Con 2003: Believe it or not, I was able to take in the entire five days of Consimworld's excellent Monstergame Con 2003, held in Tempe, AZ, during the end of May. Normally, I would never be able to attend the full convention, being the old married, stay-at-home, fuss-n-feathers that I am. But the fact that the convention is annually held in the home town where both my mother and younger brother reside (Scottsdale) really helped me considerably in swaying the costs. About the only thing I had to worry about was the cost of the airline tickets. Considering the current airline bargains, this really was not an issue.

I never had such a wargaming opportunity as I beheld at Monstergame Con 2003. It was a buffet of all my favorite monster games! It was great seeing them all set up and actually played out in the course of the five-day event.

The hotel itself was wonderful, and we had a great crowd of wargamers there. In the five days I attended, I believe I played about 3 or 4 games (BIG games, mind you). I also had a chance to meet and even play a demo game with designer Vance von Borries of GMT games. Vance and I were able to sit down and play out a few turns of his new upcoming prototype, titled **Roads To Leningrad** (the

battles of Starva Russa and Seltsy, near Lake Pskov in 1941). The game is almost an identical twin to its predecessor, **Kasserine** (with the exception of the theater of the war, that is), only a bit more tightened up.

In between my games I had an opportunity to meet several of our AHIKS members, a majority of whom reside on the west coast. I also had the opportunity to meet and play another friendly west coast gamer by the name of Steve Carey (renown for his excellent wargame reviews in *Paperwars* review magazine). Steve and I were able to try out one of the scenarios, **Bloody Spotsylvania**, from the newest release of the GCACW series, **Grant Takes Command**. Steve played the Rebels, while I had the boys in blue. It was one very intense game, getting right down to the wire during the final turn. I ended up losing the game by a mere victory point. It was one of the best games I've ever lost, and we had a great time with it. I also had the chance to participate in the classic **Panzergruppe Guderian** tournament that was held there. While I won my first game, I got smoked during my second round. After that, I drifted around from one game to another, meeting other gamers and watching the games in progress. I had a great time, and would encourage all you fans of the larger wargame classics to attend this excellent convention, slated for next year from May 17 through 23, 2004.

The World Boardgaming Championships (WBC): Now it is August and with that we have the passing of another great WBC convention, hard to believe only a mere week ago. This year I was able to attend for just two days, having depleted a number of my hard-earned "wife points" reserves, especially after having attended the entire Monstergame Con just two months prior. Nevertheless, I still had tons of fun.

Unlike just about every other gamer there, I took in only two games during my brief time attending (but please realize, these were again BIG games).

On the Friday of the event, I took

in a 14-hour session of the Gamers' OCS series game, **Tunisia**, with AHIKS member David Mugmon. For the both of us, it was our first serious stab FTF into the Gamers' popular OCS series. We played down in the open gaming area of the hotel, just outside the grand ballroom. David and I bumbled our way through a good chunk of the larger campaign scenario, and were ably assisted under the watchful eye of OCS veteran Steve Jensen, a native of Baltimore. Having had the opportunity to play the system now FTF, I have a much greater understanding of the complex nature of this amazing game system. Consider me hooked.

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**The Rebels in the White House** scenario was a detailed and fascinating examination of Jebal Early's raid on Washington, D.C., in the summer of 1864. I was assigned to the defenses of the Capitol.

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Our **Tunisia** game drew many curious passersby, many of whom would drop by to comment and inspect our game. A good number of them turned out to be local gamers here within the Washington/Baltimore metro area. Someone came up with the idea of starting a local gaming club of local area gamers, interested in starting an OCS regional club. So far, we have gathered a following of 15 interested local area gamers. Looks like we're off to a great start! OCS, anyone?

On the Saturday of the WBC I had the opportunity to participate in some serious GCACW series gaming. Hosted by GCACW aficionado, Ed Beach, about six of us sat down for a long, fascinating examination of a scenario recently released from MMP's *Skirmisher* Issue #2, which was making its debut during the convention. We were situated next door to the very cute although noisy **Mama Mia** tournament, a tournament for the juniors, where they all made pizza pies. It sounded like the

kids were having a great time. We more "serious" gamers sat down and played the new campaign game of **Rebels in the White House** scenario #4 of **From Winchester to Washington**. The scenario was a detailed and fascinating examination of Jebal Early's raid on Washington, D.C., in the summer of 1864. I was assigned to the defenses of the Capitol, while my counterpart, Ed Beach, took command of the Union forces west of the Monocacy River. Our opponents, led by the very capable Ken Lee, took control of the Confederates. This scenario reminded me of a variation of **Stonewall in the Valley**, in that there were only a few weak units for either side, with large tracts of map space available—plenty of elbow room—perhaps too much. On the other hand, the scenario's victory conditions, very complex ones at that, call for the Confederate levying of the Maryland towns (+5 VP each), and for the capturing of Union supply depots (supply is a serious issue for the Confederates in this game). In this regard, the scenario reminded me a lot of its predecessors, **Here Come the Rebels!** and **Roads to Gettysburg**. Our game ended up witnessing several desperate Confederate assaults, launched on the fortifications that ring the city of Washington. It was only by the luck of the dice that I managed to hold on to the bastions of the city, and this by the narrowest of margins. It was one of those games that leave you shaking in the end! We ended with a Union victory for our game. I was so intrigued by the scenario that when I returned home from the WBC, I had to set it up in my basement and give the campaign game another whirl, this time trying out the larger advanced scenario #5, **Early's Raid**, via solitaire.

That's about all I have for you at this time. I hope all of you are having a fun-filled summer, with lots of fun vacation time and lots of great gaming. Try to take in some of these conventions, if you can. They pack in a lot of fun—and don't we all work hard enough to take in some good ol' fashion *fun* every now and then? I'd say so.

★★

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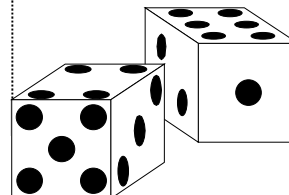
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## WBC 2003: **Victory In The Pacific**

By Glenn Petroski

### Ed Menzel—Champion of the Year!

It came down to another photo finish at the end of the last round. Even after the last die roll, up until the final scoring was done, it was unclear as to who our champion was, or who held second through fourth places. In a reversal of last year, Dan beat his nemesis, Ed Menzel, in the second round but lost in the scoring when he didn't play the fifth round. Ed Menzel managed to outscore Dan on the final count for the big plaque!

Even that didn't settle everything, as Mike Kaye and Charlie Drozd followed close enough to contend with Dan for the second-place plaque. It was down to tie breaking tournament points to finally give Dan second, Mike third and Charlie fourth.

Some numbers: 39 players registered. 75 games actually played. 6 new players. 22 games went seven turns. 16 games went a full 8 turns! 7 players stuck it out for all 7 rounds. Bidding reached 5½ POC.

John Sharp has agreed to GM for next year, giving me a break. John expects to retain the same format with just a bit of fine-tuning to the scoring system. As of now, John is the GM with full and final authority. He answers only to Don Greenwood, not to me in any way. Send suggestions to John at aefajohn@gte.net

### **What really counts**

Thirteen consecutive years! It has been a great epic! Friendship, camaraderie, an appreciation of each other "just the way we are," and continually drawing in new friends.

Yet, a large part of it is the competition. Good, clean, competition, to be sure, but the competitive spirit remains. We play every game to win, as much to give our opponent a good game as to our own satisfaction. Even our losses we can be proud of.

When the last die has been thrown and the score counted, we get up, shake hands, look each other in the eye, and say, "Wait until the next game."

Yet, it goes beyond that. I have seen friendships grow over the years.

Friendships that have grown to proportions well beyond the game board and tournaments. Friends that I know that I can count on in time of need, or call at 3:00 am just 'cause I need to talk. Friends of a depth and quality that seem rare in this day and age of "too much in a hurry." Yea, I want one more game, but it's not the victory that I am after. It is time with a friend...

**Ed Menzel**, Fullerton, CA. **Our Champion!** 1 USN win, 5 IJN wins, 1 IJN loss.

Until two years ago, Ed Menzel collected any number of **VITP** awards and plaques including second and third places, Nagumo awards, Halsey awards, and various other "pieces of wood," but never a championship.

In a short telephone interview with Ed he told me that after WBC 2001 he made it a goal for himself that over the coming two years he was going to win a championship – any championship – in **VITP**. It had just been eluding him far too long. He felt pretty good about his *Midwest Open* victory in March 2002 but certainly did not rest on those laurels. It simply became the first in a series, with this WBC 2003 championship the crowning touch.

Since March of 2002 Ed has become nearly invincible. In August 2002 Dan Henry barely out-scored him for the championship at WBC. In March 2003 Ed took the first consecutive-year win at the *Midwest Open* since Alan Applebaum in 1996. He then proceeded to take the WBC e-mail tournament and is current **VITP** ladder champion. But it still isn't over! Before I finished writing this, news has come in that Ed has also taken "all the marbles" at *Conquest* over Labor Day weekend!

In just two years Ed passes Alan Applebaum and Dan Henry as titleholder to the winningest record on the **VITP** circuit. Ed's WBC 2003 **VITP** championship plaque will be hanging with his collection of lesser awards.

Quite naturally, all of this puts Ed at the top of the A.R.E.A. ratings for

**Victory In The Pacific**, but it also makes him the first player to break the 7000 rating mark in any game other than **Advanced Squad Leader**. Is there no stopping this guy?

I would be much remiss if I did not also mention that Ed Menzel has the very high esteem of his peers as a gentleman and sportsman. Win, lose, or draw, Ed always displays the best attitude and behavior that can be found anywhere in our hobby.

**Dan Henry**, Chicago, IL. Second Place. 4 USN wins, 1 IJN win, 1 USN loss. Dan came on with a strong Allied game this year and pretty well showed us how it needs to be done. In a reversal of last year, Dan beat his nemesis, Ed Menzel in the second round but lost the edge when he didn't play the fifth round.

**Mike Kaye**, Pasadena, MD. Third Place. 3 USN wins, 2 IJN wins, 1 USN loss, 1 IJN loss. Very close to out-scoring Dan for that second-place plaque. Mike is usually one of the chief contenders. I expect that he always will be.

**Charlie Drozd**, Vernon Hills, IL. Fourth Place. 5 IJN wins, 2 USN losses. A virtual rookie! He cut his teeth at the *Midwest Open* in March, then cuts nearly everyone else's here!

**Ken Nied**, Olathe, KS. Fifth Place. 2 USN wins, 2 IJN wins, 2 USN losses, 1 IJN loss. Always chasing the leaders. One of these days...

**John Sharp Jr.**, Sarasota, FL. Sixth Place. 1 USN win, 3 IJN wins, 1 USN loss, 2 IJN losses. We expect to find John in the top ten. Sixth is no shame in this crowd, but we all expect to see John taking the big one sooner or later.

**Larry Meyers**, Peoria, AZ. Seventh Place. 2 USN wins, 1 IJN win, 1 IJN tie, 2 IJN losses. Larry has been playing with us for some time and keeps coming back.

**Glenn McMaster**, Troy, Ontario. Eighth Place. 3 USN wins, 1 USN loss. Glenn has been with us only a few years but is certainly showing the kind of stuff that he is made of.

**Bob Hamel**, Newington, Connecticut. Ninth place. 3 IJN wins, 1 IJN loss, 2 USN losses. Bob Hamel in ninth only shows how tough the competition really is. Bob has done better,

*Continued on bottom of next page*

## Meet Kev Reid, Pacific RD

I'm 37, married to Lisa, no kids, 2 dogs and the obligatory mortgage. For the past 18 years I have been in the Australian Air Force and am currently a Loadmaster on the C130J Hercules.

My first game was **Arab Israeli Wars** back in high school when a teacher brought it in and I played against a friend. From there I played other AH games with favourites being **Squad Leader**, **Air Force** (this had to be there), **Third Reich**, and **VITP**. I prefer larger scale games such as 3R and WIF although will try most anything.

My pet like is to see new players learning the games; pet hate is poor dice defeating good play. Since I have the later in spades, I get to see this a lot. I digress—in a recent campaign of **Imperium** I rolled over 400 dice, recorded the rolls and averaged **1.8**.

I hope to see more people join the hobby and these players gravitate to AHIKS to find great opponents. ★★

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*Continued from page 4*

and I know he will again in the future.

**James Kramer Jr.**, Wiconisco, PA. Tenth Place. 3 IJN wins, 2 USN losses, 2 IJN losses. Jim rounds out our top ten with seven tough games.

As always, our compliments to Don Greenwood. The World Boardgame Championships is **THE** premier gaming convention and tournament due to his efforts.

Thanks to every GameMaster who dedicated himself to running an event. Each event and each GM is needed and appreciated. WBC would not be what it is without each contribution.

Compliments also to the staff of Marriott's Hunt Valley Inn. While the staff remained nearly invisible, all of our needs were taken care of promptly and efficiently.

Then there is next year! August 3 – 8, 2004. Hunt Valley Inn, Hunt Valley, Maryland. ★★

## Ian Daghish Remembers Don Turnbull

1971, in hindsight, was the beginning of a golden age of boardgaming. It was my second year in Cambridge, and it was a sign of the times when I learned that there was now a *second* person there subscribing to *Strategy & Tactics* (Andy Davidson, who soon created Cambridge University Board Wargame Club, giving us an alternative to Chess and Oriental Go). Also in Cambridge was Don Turnbull.

Don was then the essential link to America. Just as AHIKS's own Henry Radice ordered and distributed *The General*, Don did likewise for *Strategy & Tactics* and *S&T* games. And what games. *S&T* #14—my first—contained not only the excitement of 16th Century Landsknechts (**Renaissance of Infantry**) but the tantalizing preview of what came to be **Panzerblitz!** It was the first tactical wargame with ranged fire, and with its distinctive name and box it was destined to become the biggest-selling single board wargame ever.

A tentative approach led to an invitation to Don's modern townhouse on the south side of Cambridge. I forget which boardgame he brought out for the occasion; I recall simply that he was, as ever, a charming host. Soon after, Don moved to Altrincham, Cheshire, where he showed his powers of persuasion as his neighbour Malcolm Watson not only took over the *S&T* delivery role, but eventually

Malc became their UK distributor, creating that remarkable institution (though inelegant acronym) "SPUK." Meanwhile, Don soldiered on with the legendary magazine *Albion*, famously likened to the Albion dustcart, a tired old vehicle which would periodically trundle up the road loaded with rubbish. For many wargamers like me it was the first place we saw our writings in print (with a circulation mercifully small in size, if somewhat merciless in their comments).

I kept in touch with Don when I joined AHIKS in 1974. Historical wargames were always my preference over fantasy, and I believe I can say that while I enjoyed many a game of **Dungeons and Dragons**, I *never* played with any Dungeonmaster other than Don himself. He could not be bettered. Everyone will have his own reminiscences; mine is of Don languidly taking the cigarette from his lips to inform the erstwhile Dungeoneers that the cavern they had entered was suddenly bathed in light to reveal a massive, nude statue of Bob Stuart. Horror beyond horrors...

Others knew Don much better than I, and I heard of him only occasionally in those years after he went to America. I am happy to say that all my memories of Don are happy ones, and I am grateful to have known him as long as I did. ★★

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### Book Review by Omar DeWitt *What If? 2*

Edited by Robert Cowley  
427 pages, maps  
© 2001 Putnam

This is a mixed bag of alternate histories. At one extreme, we have "Socrates Dies at Delium, 424 BC," where we find that if Socrates had been killed in that battle, well...things would have been different.

There are several interesting essays, however. I was particularly impressed with the one on the Battle of Hastings. The author argues that the battle did not determine just who became king, but which culture became

dominate. "The outcome of those bloody hours on Oct. 14, 1066, was to wrench England from the northern axis of Scandinavia and the North Sea around to a profound involvement with the Southern, Latin world. Henceforth, the Northern world waned, and the Latin world blossomed..."

Another maintains that if Eisenhower had truly understood the concept of *blitzkrieg*, he would not have stopped the Allied advance in September 1944. Had Patton been allowed to continue on to Berlin, the war would have been over in 1944, saving thousands of lives and perhaps preventing the Cold War. ★★

## Meet our new Match Coordinator: Roger Eastep

I'd like to introduce (or reintroduce, as the case may be) myself to all of you. But before doing that (and so that I don't lose you all to what follows) I'd like to comment on Omar's message re: AHIKS dues. [see the Editorial] I think *The K* is critical to AHIKS. It provides news and articles of special interest to the members; it facilitates communication between the officers and the members; and I believe it's a source of pride to the membership to belong to an organization that is able to put out a newsletter that is able to achieve the level of professionalism that it does thanks to the efforts of Omar. I also think it's important for recruiting new members. The better the quality of our newsletter, the more attractive membership is. If dues have to go up to \$10 or more to sustain *The K* at the current level of excellence and the bimonthly schedule, I'm for it.

As for me, I was born in St Paul, Minnesota. I came to Maryland in 1970 after graduating from pharmacy school to accept a commission in the US Public Health Service. I did a couple of tours at the National Institutes of Health, one at St. Elizabeth's Hospital in Washington DC (best known for keeping John Hinckley locked up), and since 1976 I've worked for the Food and Drug Administration. Two years ago, I retired from the USPHS after 30+ years of service. Unfortunately, "retirement" in this case is something of a misnomer; I'm actually doing the same job but as a civil (most of the time) servant. I've been wargaming since about 1967 when I bought my first Avalon Hill game, **Midway**. A friend and I tried it, and, after eight hours, decided it was too complicated for even a couple of really smart college guys like us, so we shelved it. Six years later, I saw an interesting looking game at Garrison's here in Maryland, **1914**. It was an attractive looking game (the box cover is what caught my eye in the store), and when I opened it up, I was impressed with

the colorful mapboard and unit counters. I tried it solitaire, and unfortunately it was about as much fun as the real war must have been (in fairness, I have never like playing anything solitaire). If it weren't for the brochure included with the game, which advertised some introductory wargames (including **Midway**—ouch!), that might have been the end of my wargaming career. But with the brochure in hand, I went to Memco and bought **Waterloo**, **Afrika Korps**, and **Stalingrad**. Now, those games were just right for a novice like me. I then subscribed to *The General*, started answering opponents wanted ads, and soon was immersed in a hobby that was a best fit for me, i.e., gaming and history. I also discovered that the hallowed halls of Avalon Hill were within driving distance, so I started spending much of my Saturdays in the AH Baltimore warehouse, playing in the **Football** and **Baseball Strategy** leagues, ostensibly "play testing" some games, buying a whole bunch of games off the half-price shelf, and occasionally playing a real wargame, but mostly enjoying the days talking with fellow enthusiasts.

Somewhere in the mid 70's, I joined AHIKS. I played several very enjoyable games with other members, and made many new and close friends. In the early to mid 80's, I got hooked on the Atari, and eventually, PC computers. Boardgaming faded as my primary leisure activity, and so I let my AHIKS membership lapse. Ironically, it was the computer that rekindled my interest in wargaming a few years later when I subscribed to the online service GENie and discovered a host of wargaming message boards, game auctions, and playing games by e-mail. I once again got into PBM, primarily through *General* want ads. After a guy who I was clobbering in an AREA rated game of **Afrika Korps** disappeared after claiming raccoons had eaten that game and the others in his collection, I decided it would be a good idea to get back into

AHIKS. I did, and eventually, as Chester indicated in the previous *Kommandeur*, I became president. The fluke on how that happened (I was not elected to the position, nor was I elected out of the office), is a story for another time. Suffice it to say, things worked out best for AHIKS when Chester, notably a more dynamic guy, became president. Anyway, here I am the new Match Coordinator. I realize it won't be easy stepping into a job that Les has managed so well for more than three decades, but I've got several things going for me. First, I won't have to wear all the hats Les did. I'll pretty much just be coordinating the match activities. Secondly, I'm really enthusiastic about the job, and I intend to give it everything I've got. Lastly, it's already pretty clear to me that I'm going to get all the help I need from Les, the other officers, and the AHIKS membership, in getting through the "new guy" period and settled into providing AHIKS with the quality match coordination service its members deserve.

ahiks291@earthlink.net



Roger Eastep

## The Many Faces of the Battle of Eylau

One day in 1975, M. Hardy (his first name escapes me) called me (O.D.) into his office at SPI and asked if I would be interested in designing a game “on a neat little Napoleonic battle. Meeting engagement. Few units...” Who could pass that up? I was teaching in New Jersey and traveled in to the NY libraries in the evening or on the weekends to research the battle. I kept track of my time, and I was paid by the hour.

To say I “designed” the game is a bit grandiose. I used the standard rules for the Napoleonic quad games. I did incorporate two features I was pleased with: divisional integrity and fresh strength.

The game was finished and playtested and put on the shelf. It wasn't published until 1979, when SPI found they had an issue of *S&T* coming up and no game to put in it. Someone remembered **Eylau**.

So, although my game was finished first, it was not the first game published on the battle. Issue #2 of *The Wargamer*, printed in 1977, contained **The Battle of Eylau**. If one read only the rules, he would not know that the battle occurred in deep snow. The rivers and lakes in this game are not buried under snow and ice. During the actual battle, units moved over lakes and did not know it.

In 1980, GDW published their **Eylau**. Although the map was snow-free, showing blue lakes and rivers, these terrain features did not affect movement or combat but did affect retreat, for some reason. Marshes somehow affected movement and combat, although I doubt that any soldier at the battle could see so much as a cattail above the snow. Weather *did* affect the combat results.

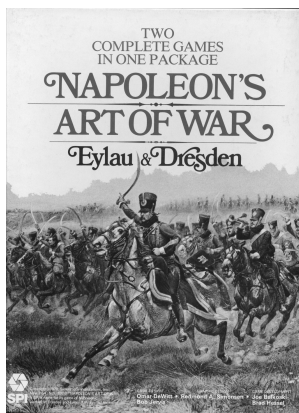
In October 1990, *Strategy & Tactics* #138 published **Napoleon at Eylau**. The map is labeled **Eylau Winter War**. It is essentially the same game printed in Issue #2 of *The Wargamer*. The map is identical and the rules are pretty much the same, too, although there is a sop to the weather tacked on to the end of the rules, and that is optional.

There is probably another game or two on the battle, but I am not aware of them.

When Albert Bowie expressed interest in playing the game, we took another look at the rules. This is what happened. O.D.

### Eylau Rule Modifications by Albert Bowie (and Omar DeWitt)

Eylau is a game about a Napoleonic battle of the same name, published by SPI in 1979. The game, as published, deviates from the intention of its designer, Omar DeWitt, in certain regards. Therefore, when matched in this game with him, I suggested that he take the opportunity to restore the rules as he wanted them to be, and proposed a few modifications of my own. So here are the modifications to the published Eylau rules that we used in our game.



#### 1. Divisional Integrity.

1.1. When all the surviving **infantry** units—must be two or more—attack the same target, their combined combat strength is increased by 2.

1.2. If, in addition, the division's cavalry or artillery participate in the attack, then, in lieu of increasing the combat strength by two, the odds may be increased by one column, at the player's option.

#### 2. Divisional Fresh Strength.

2.1. All infantry divisions have a Fresh Strength factor of 3, except Samoff's and the French Imperial Guard, which have 4. Lestocq's Prussians have 2.

2.2. Fresh Strength is a combat strength bonus which **must** be added to an **infantry** unit's strength, the first time (only) an infantry unit of a given division is involved in combat, whether attacking or defending. It is **not** used when the unit is only being bombarded or is attacked at less than 1:2 odds.

**3. Weather & Combat.** This simulates the effect of snow squalls on combat.

3.1. Effect of Weather: to shift the odds one column in favor of whichever side has the northern-most unit in a given combat.

3.2. To trigger Weather, 1) one side in a given combat must have a unit north of his opponent's units. 2) the die roll must be a 5 or a 6, 3) requiring a second die roll yielding the same number. That is, the player must roll two 5s or two 6s. This means that the chances of getting a weather result, once the first condition has been met, are 1 in 18.

**4. CRT.** We used the “bloodier” CRT from the earlier games of this series (e.g. **Napoleon at Waterloo**), which seemed more appropriate for this rather bloody battle.

**5. Qualitative differences in cavalry:** cavalry units may leave a ZOC by expending two additional movement points.

**6. Mitigating the effects of exchanges.** In case of unequal exchanges, the side which lost the excess points accumulates them, by category (inf., cav., art.), and they may be used later to redeem eliminated units from the dead pile. Only one unit may be redeemed per turn, and only units of the same category may be redeemed, i.e. infantry points to redeem infantry units. This replacement occurs at the end of a player turn, and the redeemed unit is placed on a HQ unit which we have created for each side. Any unredeemed points are subtracted from that player's loss total in determining the Level of Victory.

**7. Defender advancing after combat.** After an Ar (attacker retreat) result, a die is rolled for the defender; a 1, 2, or 3 means the Defender **must** advance, a 4, 5, or 6 means he **cannot** advance. This rule prevents the defender from basing his decision on the outcomes of later battles that Turn, and it incorporates the unpredictable behavior of victorious troops.

**8. The Line of Sight** for bombarding artillery may not cross two slope hex-sides.

★★

## EYLAU: An Alternate History by Albert Bowie (with Omar DeWitt)

On a dark afternoon in February the Russian army is setting up its encampment for the night. The divisional commanders had all been summoned to Benningsen's Headquarters, and all had arrived save two; and of these, Osterman had not left yet. Across the way, beyond the town of Eylau, they could barely make out the French troops through the gloom and intermittent snow squalls; but surely they too would be more interested in preparing their bivouacs against the coming night. But Napoleon had other ideas.

[Translated from the French:] The Emperor's philosophy of war was always to mix audacity with speed. Napoleon barked orders, which Berthier translated into understandable French and sent out. "Advance on the flanks and secure the town of Eylau." The Emperor confidently predicted to his generals that the Russians would be paralyzed by his lightning strikes. The French troops attacked with élan and with a desire to spend the coming night in a house instead of a snow bank.

The fury of the French assault fell first on the hapless Osterman. St. Hilaire's and Legrand's divisions, emerging suddenly from the snow storm, fell on Osterman's cavalry brigades and scattered the few survivors to the four winds. Two cavalry brigades, supported by artillery, advanced against Osterman's weakest brigade, which was so reduced by straggling and illness that it was of no more than regimental strength. Slowed by the deeper snow in the valley, the cavalry reached them just after the reserves which Osterman dispatched got there; these proved sufficient to stave off annihilation, but just barely. Osterman's 4th brigade resisted a French probing attack, only to be lured into the town in pursuit.

Their peril was all the greater because the advance of Legrand's 2nd brigade, following the rout of the cavalry, outflanked them. This was apparent to the artillery colonels of Essen's and Tutchov's divisions, who on their own initiative lent their support to Osterman's counterattack, which crushed the advancing French-

men. Osterman's artillery drove back the French cavalry, but of the troops which had penetrated into the town, the only ones to survive were the prisoners.

The French continued the pressure in the center. St. Hilaire's artillery dueled with Sacken's massive battery, while a combined arms assault overran Osterman's artillery. On the western flank, Murat's cavalry, supported by artillery, destroyed Tutchov's light cavalry brigade. In the center, Osterman's 3rd brigade, like their comrades in the 4th, were lured out of position by retreating French cavalry, across the frozen creek to the edge of Eylau.

Hearing the firing, General Essen turned back from the conference and quickly mobilized his division. He dispatched his 4th brigade, with all his reserves, and his two light cavalry brigades, to the aid of Tutchov's division on the flank, and to other units wherever needed. Murat's cavalry was repulsed with heavy losses. Essen's artillery supported the attack of Osterman's 3rd brigade into the north part of Eylau, which was defended valiantly by Legrand's artillery. Before they were overrun and their guns spiked, the French gunners decimated the attacking Russians.

Night fell. Essen and Osterman joined the conference at Benningsen's HQ. After receiving reports from Prussian couriers and Cossack scouts, he addressed his assembled generals: "Gentlemen, the Corsican devil is indeed across the way there, but not all his army is present. Davout's Corps will begin arriving tomorrow morning on our left flank; Ney's will arrive on our right, but thanks to the Prussian rearguards, not before noon. Bernadotte is a long way off.

"Osterman, your division's been hard hit. What is their condition? How many effectives have you?"

"Sir, there are several which are wandering around and may be gathered and reformed sometime tomorrow, but right now all I command, in effect, is one badly shaken regiment."

"Well, take them to the east end of our line, and put them out on picket duty for tonight. I don't want to

wake up to find the French poised to pounce on our flank. Tomorrow, you'll be under Docturov's orders."

"Here's my plan, gentlemen," he continued. "The French left flank seems to be weak. Therefore I'm extracting all of your cavalry brigades, and putting them under the command of General Essen, who will use them along with his division to drive back the French there and seize the high ground flanking Eylau."

"General Benningsen, sir! I don't know how quickly I shall be able to attack on the flank, for some of my troops are still tied down facing the French in front of Eylau."

"Very well. General Tutchov, you take command of the cavalry, and use them and your division to push back the French left flank. General Docturov, I want you to protect our left flank. Come over to the map here. You see this hill, to the north of the village Sausgarten? That looks like good defensive terrain. Form your line there; Kamenski and Sacken will be under your orders. General Samoff, you will be responsible for capturing Eylau. Don't be premature in making your attack; just keep them busy until Tutchov has pushed back their flank. General Essen will be under your command. Any questions?"

"Yes, sir," said General Sacken. "I don't know how soon I'll be able to go to our flank, for some of my troops are currently engaged in the center."

"Samoff will try to relieve the pressure on you there as soon as he can. General Docturov?"

"Sir, the position you pointed out is certainly a good one. But should we make the French a gift of a free approach to it? I would like to send troops forward to here"—pointing at the village Serpallen—"and maybe the hill beyond, and make the French fight to push us back—if they can!"

"Can you do so without risking the collapse of our flank?"

"I think so. I plan to use my division as a reserve; that will ensure our flank, and perhaps give us the means for pushing the French back."

"Well, then, gentlemen, I think



you know what's expected of you. Bed your troops down well for the night, as best you may; it's going to be a cold one."

The Emperor outlined his expectations for the coming day. The cavalry screen on the left would pull back, the center would hold at Eylau, and the right flank would advance with the aid of the arriving reinforcements. The division generals were confident; as the Emperor had predicted, most of the Russian army had not moved a musket.

Dawn came with a whistling arctic wind and more snow. Those who had not frozen to death during the night were rousted out by their sergeants and prepared for battle.

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The pressure continued,  
and the French right flank  
disintegrated. With the left  
driven back so far, the  
French position in Eylau  
became untenable.

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While French artillery dueled with Russian guns, Legrand's surviving brigades engaged in a fierce struggle with Essen's 5th in the center. Advancing over the corpses to the foot of the rising ground beyond, Legrand's soldiers were in turn annihilated by powerful Russian infantry and artillery in a semicircle about them. As the Russians began driving back the French in the center and thus freeing up their formations, Tutchov commenced his attack on the French left flank, destroying one brigade of French cavalry and chasing another away.

Davout's Corps by this time began to arrive; Morand's division hurried to the front. Fierce fighting ensued. They attacked Kamenski's 1st brigade and destroyed it, but the Russians gave as good as they got, so that Morand's 1st brigade also ceased to exist.

It was at this point that Docturov brought forward his fresh division

from reserve and attacked Morand's survivors, driving them from the field in rout. Then fighting erupted all along the line. In the east Docturov continued pressing back the French, destroying more of their brigades in the process. In the west Tutchov secured the hill flanking Eylau after a hard back and forth struggle, then continued to drive on towards the French rear, threatening their Headquarters. In the center both sides struggled for a toe-hold in Eylau. At last Napoleon committed the Imperial Guard, which for a time drove the Russians from the town. But the pressure continued, and the French right flank disintegrated. With the left driven back so far, the French position in Eylau became untenable.

From a high point behind the town, Napoleon looks to the northwest and sees approaching columns of troops. Peering through his spy glass, he sees the colors and standards of the Prussians. Turning, he rides past his headquarters, where he bids Marshal Berthier to take over and do what he can. He rides on to join the Guard cavalry, which has not yet been committed.

As he rides safely off in the midst of the Guard cavalry, Napoleon cogitates about the future. He will have to rethink his plans to invade Russia. But a more immediate question needs to be answered: Where to put the blame for this disaster?

★★

## Movie Review: "Sharpe's Waterloo"

by Omar DeWitt

I had seen several of Bernard Cornwell's Sharpe stories televised on PBS. Although I was not very impressed with the production of those, I rented this DVD movie.

Don't make the same mistake

One of Sharpe's duties in defeating Napoleon was to command the defense of Le Haye Sainte. After preparing the defenses, Sharpe and two of his old friends go out to deal with the advancing French hordes. If you

have ever visited the battlefield or looked at a map of the area, you will know there are no woods nearby. There are in the movie. After a short skirmish, dodging behind trees, they retreat to the farmhouse.

I would imagine that the woods here and the many new hills in the movie are mainly to mask a major production defect: the small number of actors. Without the trees, we could see that the advancing French division has only 100 men in it.

In the few Sharpe novels I have read, not only does he have to fight the French but also twits and generally bad people in the British army. In this movie, he has to contend with the Prince of Orange, who is portrayed as an incompetent dandy thwarting Sharpe's battle-savvy orders. Bertie Wooster is a rocket scientist compared to the Prince.

There was one scene that stuck in my mind. A British unit (100 men) is in a large clearing in the woods. Sharpe sees some French lancers (100 men) lurking behind a hill and has the British form square. The square comes under artillery fire and takes a pounding. (One thing this movie does have is *lots* of artillery shells exploding.) Sharpe is sitting on his horse somewhere nearby nodding contentedly. The Prince of Orange, who sees no future in the unit standing there being blown to bits by the artillery, orders it to form line. Sharpe and Wellington, who is also a bystander, are aghast. The unit should have remained in square! Of course the (50) lancers attack. They have misplaced their lances and are using swords, but chew up the (50) British. Sharpe tries to save the day by having the British retreat to the woods, a maneuver that had not entered his head before.

So, I learned several new things from this movie. The Prince of Orange was an incompetent ass, the non-British troops were worthless fighting units, and the Prussians arrived only after the battle was won. (Wellington, when informed that the Prussians were on the battlefield, says, "Well, we'll have to see if we can find something for them to do.")

I suggest that you have something to do besides watching this movie.

★★

## Open Match Requests from Roger Eastep

In requesting matches, it's helpful if you use the Match Request Form available on the back of each issue of *The Kommandeur* or on the AHIKS website:

[www.angelfire.com/ny4/gmtom/AHIKS.htm](http://www.angelfire.com/ny4/gmtom/AHIKS.htm).

Mail the request to me at 16456 Tomahawk Drive, Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at [ahiks291@earthlink.net](mailto:ahiks291@earthlink.net). When a match is set up, only one of the players should request ICRKs for all players in the game.

If you plan to change or have changed your address, phone number, or e-mail address, please let me know the updated information as soon as possible to avoid delay in the receipt of your *Kommandeur*, ICRKs, and other valuable AHIKS information.

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

1776	(AH)	(1561) McCabe	<b>E</b>
1914	(AH)	(1550) Scott	<b>E/M</b>
Anzio	(AH)	(0111) Oleson	
Avalanche	(AH)	(0225) Segarra	<b>E</b>
Bitter Woods	(AH/MMP/L2)	(0073) Johnson	<b>E</b>
Bomber	(Yaquinto)	(1312) Wells	<b>E</b>
Chickamauga & Chattanooga		(1466) Svensson	<b>E</b>
Civil War	(VG)	(1561) McCabe	<b>E</b>
Combat Mission:			
Beyond Overlord		(1560) Vanspengen	<b>E</b>
EastFront	(Columbia)	(0044) DeWitt	<b>E</b>
Flattop	(AH)	(1430) Warnick	<b>E</b>
Guadalcanal	(AH)	(1550) Scott	<b>E/M</b>
Hannibal	(AH)	(0216) Schoenberger	<b>E/M</b>
Invasion Sicily	(GMT)	(0225) Segarra	<b>E</b>
Kasserine	(GMT)	(0225) Segarra	<b>E</b>
Russian Front	(AH)	(0036) Yarwood	<b>M</b>
Squad Leader Adv	(AH)	(1293) Wood	<b>E/M</b>
Squad Leader Basic	(AH)	(1557) Williams	<b>E</b>
Submarine	(AH)	(1468) Thomas	<b>M</b>
Victory in the Pacific	(AH)	(1561) McCabe	<b>E</b>
Von Manstein's Backhand Blow		(1530) Franz	<b>E</b>
War at Sea	(AH)	(1427) Walsh	<b>M</b>

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

### 12.4 REINFORCEMENTS

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.

1561 Phil J. McCabe, Plymouth, WI

---

### Members willing to volunteer as GM

Hannibal (TAHC)	Stuart Schoenberger 0216
Achtung! Spitfire	William Lindow 0988
AF/D	Mike Rowles 1446
TRC	Gary C. Dickson 1497
Civilization (AH),	William D Lentz 1503
Stellar Conquest, Colony Delta, Quebec	
Submarine, Diplomacy, Robert Carstensen	1526
Stellar Conquest	
Napoléon (Columbia)	Omar DeWitt 0044

Mel Yardwood desires to play **Flattop** with 2-6 members. He will GM. Contact the MC.

---

### Standby opponents for new members only

Ron Brooker 1252	Bull Run
Robert Johnson 0073	Bulge-61, Stalingrad
John L Kreuz 1333	BB-81
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
Thomas Oleson 0111	Anzio
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](mailto:JeffandSue@mudroad.fsnet.co.uk)

### A Final Salute to Robert W. Lucas

Les Deck writes: "Robert Lucas was a long time game player and a friend to me over the years, a true, long-time comrade in arms."

The condolences of the entire Society go out to his family.

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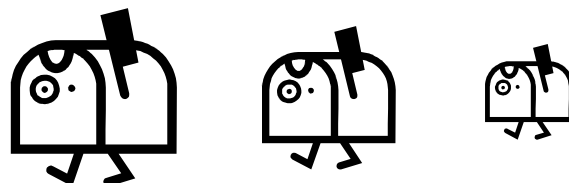
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AHKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHKS 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: January 31, 2004.**



AHIKS

International Wargaming Society

38/5

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FIRST CLASS MAIL

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[ ] 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 \_\_\_\_\_