

The Kommandeur

Volume 39 Number 6

A Publication of AHIKS

December 2004

From the President

The question has been raised—and it's a legitimate one—whether we need to keep the position of Regional Director, or is it time to abolish it? This would be a radical change and deserves some serious discussion.

Not that AHIKS is any stranger to radical change. In the beginning (and for some years after) AHIKS existed only for the pbm of Avalon Hill games. At the time we were a world-wide organization, but for many years AHIKS Europe has been completely autonomous. ICRKs used to be done by hand (talk about wristage!), and that was a primary job of the RD. I guarantee you that RDs appreciate *that* particular duty being taken up by a computer program.

Right now the primary duty of RDs is to help process new memberships and resolve disputes. We have RDs serving right now who have not done any of these things for a long time. Much of it is repetitive and overlaps efforts by Exec Officers. The access available on the Net has given us pbem and changed the ability of Officers to share information and get things done. Unfortunately, this has left the RDs with virtually nothing to do except get replaced.

That having been said, I would really like some serious dialogue from each of the RDs, the Exec, and as many of the membership as care to toss their opinions into the mix. Please send in your thoughts immediately to the Loyal Editor for discussion in the next K.

Besides this potentially earth-shaking change, we are short a few other Officers—RDs again. At this time, we will not replace them immediately until after we have had a chance to discuss the issue of whether or not they should be replaced at all.

In more mundane news, our new Treasurer, Brian, has been getting things in good order. Dues this year were voted on and will remain at last year's level with no increase. So \$6 for e-K and \$12 for paper-K memberships.

Make your voices heard gentlemen. Deafening silence will not be misconstrued as non-participation but will be correctly labeled as a collective "we don't care." If you have something to say besides "whatever," now is the time to speak up.

El Prez, *Chester*

Editorial

The big news this issue is that our 2005 dues are payable by the end of this month (December). Use the form on page 12 to renew; the form can also be downloaded from our web site (see page 11).

Production costs for this newsletter have dropped dramatically since the inception of the electronic version. With the exception of about 20 copies for our files and Honorary Members, all paper copies go to paying members. The European Region and AHIKS' contacts outside the society all get the electronic version. Those of you paying \$12 dues cost AHIKS about \$1.20 an issue or \$7.20 a year to send you the paper version. I hope that all of you have accessed the electronic version on our web site. The **e-K** contains some color and is sometimes longer than 12 pages.

It is a continuous challenge to get *The Kommandeur* to you. People change e-mail addresses on a regular basis and people move. Please keep us up-to-date. When the post office tells us your new address, it costs AHIKS 75 cents. When you change your e-mail address, it may be months before you realize you haven't been getting any communication from us.

Plans are afoot to have a sign-in post at the WBC in August 2005. I envision a sheet where we can sign in to indicate we are at the convention, pick up an AHIKS identification sticker, and note where we are staying and what tournaments we plan to attend. Anyone have any other suggestions? I plan to attend and would like to get photos of members not immortalized in last year's photo spread.

All of us here at Publication Central wish you and yours the very best holiday season. May your New Year be filled with your favorite die rolls.



Game News from Alan Poulter (grognard@grognard.com)

Game News is a compilation of information gleaned chiefly from Consimworld (www.consimworld.com) and Web-Grogwards (www.grognard.com). The material was correct at time of writing: 25 November 2004.

Alan Poulter

Old Soldiers

The *Boardgamer*, a magazine dedicated to covering old Avalon Hill games, has closed. Tom Cundiff has started a successor to *The Boardgamer* called *Old Soldiers*. A subscription is US\$25.00, plus postage to Canada, and e-mail only overseas. Issue number 2 is due out January 2005 and will be only partly available online.

This week has seen the end of The Boardgamer to which I pay homage and respect for a job well done and for Bruce Monnin's dedication to the hobby. This week has also seen the first issue of Old Soldiers published. You may download it at this address: www.TheWargamer.com/OldSoldiers

I hope you enjoy it. You will find an "Index" on the last page to help you find the individual articles. The magazine is in MSWord.doc format. Each page is individual for a purpose. The first printers I obtained a quote from said it was easier for their DTP software to have the pages that way. They could use "select all/copy/paste" directly into their page set up software this way. If it had been one file with multiple pages then they'd have to work to separate the pages, so it was set up to be easier for them. Also, for those who are PDF adherents, I don't like Adobe products. The quality of the resultant work is poor. Format is lost, font is lost, it simply looks cheesy to me, besides which Adobe products don't work on my computer. I have factory installed Acrobat 6.0 and Photoshop, and neither work beyond about 15% of advertised capability. So, PDF is out. IF this goes to print, it won't matter anyway as you will not see files anyway, except that is for the European

subscribers who have requested electronic format to save on money.

*Feel free to post the link to this issue on your favorite forums. The purpose of this issue is multifold. One purpose is to provide a showcase for the quality of work to be found in Old Soldiers. The second purpose is to provide a means of advertising Old Soldiers to the "uninitiated," hopeful that it brings us to the magic 100 subscribers level so we can go to print. So, feel free to post the link to any place you think might fit the purpose of reaching more subscribers. Tom Cundiff
tgunslinger@excite.com*

NEW BOARD WARGAMES

Australian Design Group

7 Ages is an epic game covering world history from 4000 BC/E to 2000 AD/CE. Players represent dynasties consisting of one or more empires and have to guide them through history, gaining glory points for scientific, religious, and cultural advances and for increasing wealth and prestige. It comes with two maps, six countersheets, and 110 cards. www.a-d-g.com.au/

Avalanche Games

In complete contrast to **7 Ages**, **Defiant Russia: Operation Barbarossa, 1941** covers this pivotal campaign at the corps/army level. It is a quick playing, reasonably simple game with a half-size map and 140 counters. www.avalancheprpress.com

Critical Hit

Another new big game is **D-Day: The Great Crusade**. It is a battalion/regimental level game on the Normandy Campaign from June 6 to July 6, 1944. Designer is Danny Holte. It comes with a free copy of another new game, **Rudder's Line**, which is an area-movement, tactical-level game on the battle of Normandy, specifically the landing of the 2nd Ranger Battalion at Point du Hoc on D-Day, 6 June 1944.

Also new is **Basic Game—Infantry**, the second part of the **Advanced Tobruk System (ATS)**, the

other part being the armour system which was included with the **ATS Tankers Guide**. It includes a half-sized map, counters, and a short rules booklet. It comes with two scenarios; a third scenario with its own map is available for download at: <http://criticalhit.com/ATSBas1.html>

For more information see: www.criticalhit.com

Decision Games

Another update of an SPI game from Decision Games is **War Between the States, 1861-1865**. A true monster, it covers the Civil War in its entirety with 1400 counters, weekly game turns and a production cycle system for building new units. Logistics is crucial in the game. The battle system requires both players to secretly and simultaneously choose one of several combat options. Choices are cross-referenced and resolved on the appropriate combat results table. Apart from the whole war, there are six scenarios covering the eastern campaigns of 1862, 1863, and 1864, along with three others covering the western campaigns of those same years. www.decisiongames.com/

GMT

GMT have released one new game. **The Devil's Horsemen** is the tenth game in the **Great Battles of History** game series. It covers four battles from the Mongol wars in the 13th Century. They have also reprinted **Paths of Glory** (card-driven game on World War One, designed by Ted Raicer), this time with a cardboard map like that used in **Europe Engulfed**. www.gmtgames.com/

Operational Studies Group

The Seven Days of 1809 is the latest in the **Day's Series** and covers the Abensberg-Eckmuhl campaign of April 1809. It contains one map and 280 counters. As a bonus, the latest **War Game Design** magazine from OSG is included with the game. www.napoleonsgames.com

Phalanx Games

Revolution: The Dutch Revolt 1568-1648 is a game for 2 to 5 players on the struggle for independence in the Spanish Netherlands during the 16th and 17th centuries. The game

system depicts a power struggle in which each player represents one of the principal factions involved, the Catholics, Habsburgs, Nobility, Burghers, and Reformers. Designer is Francis Tresham, who also designed the classics **Civilisation** and **1830. Revolution** is a limited-edition game and is available only via the web shop at: www.phalanxgames.nl/

NEW MAGAZINE WARGAMES

Vae Victis issue #59 contains the game **Alsace 1944**, covering the campaign of First French Army in November 1944. www.vaevictis.com/

Note that *Vae Victis* magazine and games are in French but rules translations are made available via: <http://grognard.com/vaevict.html>

Panzerschreck issue #13 contains three two-player games. **Tsaritsyn** is a tactical level game simulating the battles near Tsaritsyn in 1919 during the Russian Civil War. It was designed by James Meldrum. **Assault On Cherbourg** is an operational game based on the American drive on Cherbourg in June 1944. Finally **Graf Spee** is a tactical-level naval game based on the Battle of the River Plate, December 1939. These last two games were designed by Gary Graber who is editor of *Panzerschreck*. Note that all game maps have graphics designed by L2's Art Lupinacci and will be printed in colour on 12 point board for the first time.

www.homestead.com/minden_games/

NEW DTP WARGAMES

Cool Stuff Games have reprinted **Fall of Tobruk**, the old GDW game, designed by Frank Chadwick. There are only 200 copies available. For more information e-mail: coolstuff@advantas.net

New from Khyber Pass Games is **Battle of Maiwand**, a two-player simulation of the Second Afghan War battle, fought on 27 July 1880.

www.khyberpassgames.com/

New from Perry Moore Games is **Bir Buyuk Turk Saldiri** (The Great Turk Attack): on the battle of the last

major Turk offensive that ripped the Greek Army apart in 1922. <http://pweb.jps.net/~perrya>

NEW WEB RESOURCES

GR/D Games have a new website at: <http://hmsgrd.com/>

Ed Mueller is offering three new free card-based games, **Armies at Lutzen**, **Chevauchee** (medieval tactical combat), and **Castles of Steel** (tactical World War One naval combat) at: <http://games.groups.yahoo.com/group/Dubious-designs/>

There are designer's notes for **7 Ages** (ADG) at: <http://grognard.com/info1/7ages.txt>

A cumulative list of articles in MMP's **Operations** magazine is at: www.multimanpublishing.com/theGamers/archive/OpsContents.html

There is a multimedia demo of the **ASL Starter Kit** (MMP) at: www.multimanpublishing.com/demo/MMP-31.html

A jump-start scenario for **Fear God and Dread Nought** (Clash of Arms) is at: www.clashofarms.com/files/FG&DN%20Startup%20Battle.pdf

For variant rules for **Defiant Russia: Operation Barbarossa, 1941** (Avalanche) see: <http://grognard.com/variants1/defiantrussia.doc>

For the latest errata see:

7 Ages (ADG) <http://grognard.com/errata1/7ages1.txt>

ASL Start Kit (MMP) <http://grognard.com/errata1/aslsk.txt>

The Cossacks are Coming (Peoples Wargames/Bro Games) <http://grognard.com/errata1/cossacksbro.txt>

The Seven Days of 1809 (OSG) <http://grognard.com/errata1/sevendays.txt>

Suleiman the Magnificent (*Against the Odds*, issue #9) <http://grognard.com/errata1/suleiman.doc>

grognard.com/errata1/suleiman.doc

For the latest rules versions see:

1918: Imperial Germany's Last Chance, *S&T* #223 (Decision Games) <http://grognard.com/title0.html#st223>

Ardennes'44 (GMT) www.gmtgames.com/living_rules/A44_rules_10-17-04.pdf

Downtown (GMT) www.gmtgames.com/living_rules/Downtown_Rules.pdf

Europe Engulfed (GMT) www.gmtgames.com/bleu/EELR092804.pdf

Lightning War: D-Day/Midway (Decision Games) http://www.decisiongames.com/Lightning_Card_Series_Q__A-1.zip

Sword of Rome (GMT) www.gmtgames.com/living_rules/SoR_Rules.pdf

USN (SPI/Decision Games) www.decisiongames.com/USND_Lvng_Rls.zip

War Between the States (SPI/Decision Games) http://www.decisiongames.com/WBtS_Rules_01_Mar_2004.zip

Some forthcoming *Strategy & Tactics* games already have rules online:

Twilight's Last Gleaming 2, issue #225 <http://grognard.com/info1/twilight2.rtf>

The Old Contemptibles, issue #228 <http://grognard.com/info1/oldcontempt.doc>

Khan, issue #229 <http://grognard.com/info1/khan.rtf>

New notable websites are:

Great Battles of the American Civil War series (SPI/GMT)

www.members.aol.com/jimdauphinais/myhomepage/jimbacw.html

Advanced Squad Leader (MMP) www.desperationmorale.com/

★ ★

EYLAU Another Alternate History by Albert Bowie (with Omar DeWitt)

In the late afternoon there was a break in the snow squalls. On the crest of a hill a brigade of the Imperial Guards halted, and the men fell out for a rest. Suddenly they leaped to their feet, cheering "Vive l'Empereur!" For Napoleon, accompanied by some of his staff officers and Marshals, was riding among them. He briefly acknowledged their cheers and then continued on to the highest point of the hill, whence he surveyed the scene below.

Behind and to his left, along a ridge, were four corps of the Grand Armee. Northeast, across a shallow valley, lay seven divisions of the Russian army. As the wind blew the last snowflakes away, they came more plainly into view, and he could see the smoke of their campfires beginning to rise, as they prepared to bed down for the night. Nearer at hand, almost due north of his position, lay the town of Eylau, and he could see small clusters of buildings marking the villages spread out over the countryside in all directions. The snow was deep, and rivers and lakes that showed on his map lay frozen and invisible under the white mantel.

For several minutes Napoleon sat there, slightly apart from the rest, observing. Then he motioned his Marshals forward. "The Russians have called it a day," he said, "and they think we have, too. We should inform them of their error." Then he asked, "Are there any Russians in the town?"

"Gen. Legrand reports seeing Russian patrols there, but doesn't think there are any substantial forces there at present," answered Marshal Augereau.

"Then find out. Send a division into the town to drive the Russians away. I want our troops, not theirs, to enjoy the shelter of the town. Take Desjardin's division with you, to hold in reserve."

"Marshal Murat," continued the Emperor, "the enemy's right flank seems to be resting on nothing. Take some of your cavalry and Legrand's infantry and see if you can't crumple it up a bit.

"Marshal Soult, take your Corps and drive those Russians"—he gestured to the east of the town—"away, so that Davout, who'll be coming from the southeast, can join us in the morning. Take a couple of brigades of cavalry with you, but leave Heudelet's artillery behind to support the attack on the town."

Marshal Bessieres spoke up. "And what about the Imperial Guard?"

"Let them rest here for now, but be prepared to move up to the town after dark. I'm sure the Russians will try to take it back from us."

Soult wasted no time. His forces quickly destroyed a cavalry brigade and an under-strength infantry brigade stationed slightly in advance of the main Russian camp, while an intense artillery bombardment destroyed another cavalry unit on the other side of Eylau. Leval's division swept unopposed thru the town, only to be repulsed by a reinforced Russian brigade, of Ostermann's division, awaiting them on the far side. His entire division then counterattacked, but with mixed results. Augereau committed Desjardin's division to the attack on Eylau, and after a hard-fought battle, with severe casualties on both sides, the Russians were driven out. Meanwhile fierce fighting erupted all along the front. Soult pressed back the Russian left. Murat mauled Tutchov's division on the right.

Napoleon was jubilant that evening when he conferred with his officers, and presented a confident front. But secretly he was worried. Despite their losses that afternoon, the Russian forces were still strong, for they had suffered less from the cold and straggling than the French had. And couriers had arrived with bad news: Marshal Davout's first division could not arrive before morning, nor could the last get there before midday; Marshal Ney's Corps, pursuing the Prussians, was so delayed that it was doubtful he could arrive before mid-afternoon, perhaps not in time to help at all. And no one seemed to know where Marshal Bernadotte's Corps was.

Marshal Bennigsen was furious. He had been caught napping. Before he even got his bearings, the cursed French had given a heavy blow. Half of Tutchov's division and half of Kamenski's division were casualties. The men themselves were of no consequence—there were plenty of Russians—but here and now, he would rather have had them at hand. Well, in the morning the French could taste cold Russian steel for breakfast.

As was his custom. Napoleon arose in the wee hours of the morning to dispatch instructions to his commanders. Marshal Soult and Murat, on the flanks, were to extend their lines, threatening to envelop the enemy's flanks. Bessieres brought the Guard to the high ground immediately behind Eylau to support Desjardin. Murat had orders to fall back slowly as soon as it was light and fight a delaying action on the left flank. Soult, he hoped, with better defensive terrain, might hold back the enemy until Davout's troops arrived; then it might be possible to counterattack there.

It was obvious the entire French army was not yet on the field. Bennigsen decided he would attack, attack, attack to drive the French before their reinforcements arrived and to avenge the mauling he had received yesterday. His orders sent his army within striking distance of the French, ready to attack at first light. But, again, the French attacked first.

Before daylight, after a hasty breakfast, Napoleon left headquarters and rode to the top of a hill flanking Eylau. Looking northwards he saw, black against the white snow-covered ground, line after line of Russian infantry forming up for a dawn assault. Quickly he sent orders to Augereau to bring Desjardin's division to support the left flank and to Bessieres to send the Imperial Guard into the town.

On the right flank Soult launched assaults on the two nearest Russian brigades and sent them in retreat. But when his commanders wanted to advance, he forbade it, fearing counterattacks. "But we'll be attacked anyway!" they pleaded. "If we don't keep

contact with them, they'll be free to attack where and when they choose!" But their protests fell on deaf ears.

Bennigsen sent couriers to reinforce his previous orders. "Attack everywhere. Advance everywhere." The "advance everywhere" order was to cause unnecessary Russian casualties when advancing units became surrounded and eliminated. But Bennigsen just set his jaw and stared into the snow squalls.

Marshal Davout, riding with his lead division, heard the firing off to the north. As Soult's divisional commanders had feared, the assault was deadly; the thinly-stretched and under-strength French formations were either hurled back or overwhelmed. Soult's line began to disintegrate. On the other flank, Essen's (Russian) division began its inexorable advance, destroying the first of several French brigades that they were destined to destroy that day. The fiercest fighting of all was on the hill north of town; there, Desjardin's strongest brigade fought to the death, taking many of their enemies with them. But at last Ostermann's surviving brigade planted the Russian standards on its crest.

Marshal Augereau personally led the rest of Desjardin's division in an effort to retake the vital hill. The Russian defenders fought as tenaciously as the French had. In the end, Ostermann's infantry was destroyed, but Desjardin's division had also ceased to exist.

On the right flank, Napoleon galloped up the hill to where Marshal Davout was observing the progress of the battle. "Send your troops immediately, to attack the Russians east of the town!" "But your Majesty," said Davout, "Friant's division is just now arriving; if we can wait a little, I'll be able to attack with two divisions, instead of piecemeal." "I'd prefer it that way, too, Davout, but there just isn't time. Soult's line is collapsing. They must attack now!" "Yes, Sire," replied Davout. "General Morand, lead your troops forward!"

The loss of Samov's entire division was a hard blow, but the French were slowly being driven back. The French

left (west) flank was all but disappearing. Lestoq's Prussian division would be arriving momentarily to add to the pressure on that flank. The battle was nowhere near over, but the situation was looking positive. Generals Tuchov and Essen were sent orders to keep attacking the French left vigorously. The rest of the army would keep contact with the French. It was time to start attacking the heavily defended town of Eylau (the tall, bear-skin hats of the Imperial Guard were visible through Bennigsen's telescope). First, Samov's cavalry, supported by Osterman's artillery were sent on a spoiling attack on the north-west part of the town (not held by the Guard). It is hard to say who was more surprised—the French brigade that was driven out, or the Russian cavalry who moved into the town for the first time.

Friant's troops were likewise committed as soon as they came up. But the tired French troops just couldn't push forward vigorously enough to inflict severe casualties. Davout and Soult both despaired of holding the flank, when, to their surprise, Doc-turov's division was withdrawn, easing the pressure. But the pressure was now brought to bear on the troops holding Eylau. Attack followed by counterattack marked the struggle for the town. But slowly, despite the best efforts of the Imperial Guard, who died where they stood, the French were forced out.

To the northwest, Essen's victorious troops continued to chew up the French opposition until no infantry remained. Attempts to hold the line with artillery were likewise overwhelmed, and soon the high ground west of Eylau was in Russian hands. Some of Murat's cavalry broke out eastward, behind the Russian lines, others headed south and holed up in a village, where for a brief time they succeeded in diverting Essen's attention, but their destruction was inevitable; they were buying time for the rest of the army.

Lestoq's arrival [map pg. 12] sealed the fate of the French left flank. The Russian commander decided to swing his right flank, pivoting on Eylau. It was not an easy decision to attack the cavalry in Tenknitten when Bennigsen wanted to keep Essen's division mov-

ing southeast to surround Eylau, but the thought of the cavalry free in his rear was even more upsetting. On his own initiative, Lestoq marched due east along the road, leaving a cavalry brigade to delay Ney's corps.

Having lost Eylau, Napoleon withdrew such troops as he could to the east, and then north, among the very camps where the Russians had passed the night. Davout's last division was sacrificed covering this withdrawal. To the west could be heard gunfire, signaling the arrival of Marshal Ney's Corps.

With the French cavalry unit completely defeated, Essen drove his division due east, smashing into and wiping out the ragtag defense of remnants of several divisions. Ney's corps was too late to affect the outcome. The might of Russia had prevailed. Bennigsen wondered if he would have another chance to maul the French...

Ney pressed eastward as hard as he could, destroying Prussian blocking forces in the process. At last, in the fading twilight, he rode up to where Napoleon was directing the last defense. "Ah, Ney!" exclaimed the Emperor. "Your arrival has saved the army. You're the hero of the day!" "Is this all that's left of it?" asked Ney incredulously; "What happened?" "The men fought magnificently," said Napoleon, "but the weather did us in. Our men are not used to the cold, as the Russians are, and the wind was blowing in our faces most of the day."

"Where is your headquarters, Sire?" Ney asked.

"Over there, somewhere," the Emperor gestured southwards. "I think they've been captured. But they'll be paroled. And as soon as I can bring up more troops, we'll have another go at these Russians. We've bloodied them pretty badly today; we'll finish them off next time! But for now, take over here for me, Ney; I need some food and rest." As he rode away Napoleon mused to himself: "Yes, the weather was to blame. I'll have to remember that excuse; it might come in handy again someday."

★★

Upcoming Events

January 27-30, Hunt Valley, MD
WAM III
www.boardgamers.org

March 5-6, Kenosha, WI
MIDWEST OPEN 2005
Contact: Glenn E. L. Petroski
(262) 654-5054
GELP@Core.com

March 18-20, Hunt Valley, MD
ENLIGHTENMENT VIII
www.boardgamers.org

April 8-10, Lancaster, PA
COLD WARS 2005
coldwars2000.webjump.com

May 13-15, Columbus, OH
BLOCK PARTY 2005
www.buckeyeboardgamers.org/
blockparty.htm

August 2-7, Lancaster, PA
WBC 2005
www.boardgamers.org

★★

The web version of this issue can be accessed at our web site (see pg. 11). User name = "AHIKS" Password = "Clarion" (Both are case sensitive; do not include the quote marks. If you use the Caps Lock to write AHIKS, be sure to turn it off for Clarion.)

Members willing to volunteer as GM

Achtung! Spitfire—William Lindow 0988
AF/D—Mike Rowles 1446
Diplomacy, Submarine, Stellar Conquest—Robert Carstensen 1526
Flattop—Paul Warnick 1430
History of World—Jeff Miller 1303
Napoléon (Columbia)—Omar DeWitt 0044
Red Parachutes, Red Star/ White Star—Sid Jolly 0012
TRC—Gary C. Dickson 1497

THE SECRET OF EUROFRONT by Tom Oleson

This year I have spent a total of several weeks playing **EuroFront** with its designer, Craig Besinque, the last session a long week end in New Denver, BC.

Our game began with the German attack on Poland. The Germans won in record time, without loss. As they transferred their forces West (on other occasions they just kept heading East, once capturing Moscow in August, 1940), the Soviets began the 1939/40 Winter War. We replayed this several times, as the Finns tried a novel strategy, setting up behind the border, leading to a shorter front line and less exposure on the Gulf of Finland. Not a perfect plan, but it did motivate Craig to require that Finns set up holding their front, a requirement in other parts of the game, too.

I was skeptical that the Germans could duplicate their historical success in Norway, but now I see that it can be done, although not a sure thing. We also replayed that several times. Craig thinks he needs a how-to illustration for the forthcoming **North Front** rules, as an inexperienced German player would be a bit lost.

The Germans then turned their attention to the Low Countries and France, on historical schedule. They can try other things, even an attack on the Maginot Line, though the odds don't favor it. The French were over-eager reinforcing early engagements, leaving the front along the Channel a bit light, so July 1940 saw the Germans accept their offer of armistice.

The German plan was to engage the Brits heavily in North Africa, as though going for a Mid-East strategy, then spring a Sea Lion. It worked pretty well, with German capture of Cornwall and Devon, aided by a paradrop. The desperate Brits struggled to cope with that and an Axis build-up in North Africa, which reached its high tide with back-and-forth fighting on both sides of the Suez Canal, aided by an uprising in Syria. The Royal Navy finally forced the Germans to withdraw from England, with heavy losses. Meanwhile, Soviet forces were building.

The Balkans were gradually drawn into the war, with Greece launching a pre-emptive strike into Albania, much as they did historically. A German thrust through Bulgaria to Salonika isolated Yugoslavia, eventually leaving the Axis masters of the Balkans, with a bit of annoyance from Tito. Soviet forces continued to build. The Germans were careful not to provoke the Soviets, avoiding sensitive areas which would bring them earlier into the war. One such was Finland, which never returned to the war.

Now the Axis had to go for a Mediterranean/Mid-East win, so they attacked Vichy, reaching the outskirts of Algiers, where fighting continued for months. Once the US entered the war and the Soviets at last attacked, the best the Axis could hope for was a draw. Time ran out on us at the start of 1944. Sardinia had fallen after a desperate struggle which also involved Corsica, but the Afrika Korps had escaped from Tunis to Sicily, so Italy remained in the war. Probably would not have been for long.

Ploesti, Sofia, and Athens had fallen, but the Germans were tenaciously holding Konigsberg, Warsaw, Krakow, most of the Carpathians, and Tirana, and had caused significant Soviet losses with counter-attacks. A Soviet salient threatened Belgrade. With production nearly 2/3 that of the Allies, the German player felt that he could hold out for a draw. After the game, when the Allied player inspected Axis forces, he just laughed. "Too many weak spots."

The secret of **EuroFront**? Size does matter. The game is big enough so that minor but fascinating aspects of the ETO like Poland, Winter War, Norway, Albania, etc., are more than one hex or area, and can really be played out. But the *real* secret is that this realism is not gained at the sacrifice of playability. If we had not replayed the early stages of the war several times, we could have done 1939-45 in one long weekend. Can this be done by two players with any other monster ETO game?

★★

From the Multiplayer Coordinator Bob Johnson

As per my request in a recent issue, I received two responses about multi commander games. They indicated that there is some interest, but that most are done by the individuals involved or mutually known to each other. And, also, that there are other organizations that put on these games, often using their own products.

But I heard nothing to suggest that there is a specific role that AHIKS or my position should play other than, perhaps, news of game openings. This implies a greater use to the internet in order to be timely.

However, since I do have a club position in regard to multicommander games, I would like to offer two possibilities:

1. A **Diplomacy** game would be a good idea and it has worked before. If there is a solid interest in a Dippy game as a player or as a game-master, please contact and register with me at philorej@aol.com and I will organize the game and get it going. I will myself either gamemaster or be a player, and I will be especially watchful if Mark Fassio is in

the game. (That's a joke folks; he turned on me in the one game I played in the last 20 years.)

2. A multicommander **Battle of the Bulge** game using either the AH 1965, the AH 1981 or the **Bitter Woods** game map and pieces. The rules will be related to the game used, but with some possible changes to movement and battle, but most certainly in INTEL. No 200 foot generals in this game. Optimally, there should be four players per side, one overall Army Group Commander with three subordinates. More players are conceivable.

Lastly, any such of the two above games (or others anyone cares to suggest for which players are found) will be regularly reported upon in *The Kommandeur*.

So I wait for your e-mails.
philorej@aol.com

[Separately, Bob wrote:]

As multicommander coordinator, I would like to offer myself as Game-master for a **Diplomacy** Tournament. Each person will play seven games, one game as each nation. All

games to be played simultaneously (else we might be playing into the next decade). Each game will be due on a different day of the week.

If there are more than seven players, I will run more than one set of games depending on how many players sign up.

I would hope to run them by e-mail, but will accept telephone inputs and ... well, we will work it out as we see what happens.

I have not considered prizes, so we can discuss that among ourselves and/or with the executive committee.

Scoring will be as follows:

5 points for an outright win.

3 points for a shared dual or triad win (note: all 2 or 3 winners must be within 1 or 2 supply centers of each other and the total must be 22 centers rather than just 18.

1 point for survival.

Any other thoughts about such a tourney are welcome, including a different GM for each game??

★★

Multiplayer News from Tom Hanover

Thought I'd make mention of some past and ongoing multiplayer games I am (or was) involved with.

Last year saw the completion of an 8-player **Flattop** game, very ably GMed by Andy Johnson. We were not able to finish out the second day's action due to a health-related issue, but we did reach a satisfactory conclusion to the battle. A replay begins on page 8 and will conclude in the next issue.

Currently I'm running three games from the old SPI GBACW series: **Bloody April** (originally 9 players, now down to 7), **Corinth** (5 players), and **Pea Ridge** (3 players). In **Bloody April** we've completed 38 of 39 turns in the First Day scenario and are just about ready to stack our muskets. The Union has emerged victorious in a very hard-fought contest. In **Corinth** we've just started the Second Day

(after completing 20 turns). The CSA players were unable to secure a First Day victory, but they're now making another all-out effort to wrest control of the town from Union forces. We are on turn 13 in **Pea Ridge**.

Bloody April has been ongoing for 6 years, **Corinth** for 3 years, and **Pea Ridge** just a year and a half.

Some of the players involved in these games are AHIKSers and some are not. With our AHIKS membership down to about 200, one is forced to look farther afield for prospective players. Yet, even a posting at Consimworld barely yielded the three people needed for **Pea Ridge**. I think many potential players may be put off by the length of time needed to complete these games. I can't say as I blame them, but the rewards of playing a game in this manner make the effort worthwhile. Fortunately the

players I have found are dedicated, extremely patient, and willing to go the distance.

So the multiplayer games are getting played out there. They just don't get much press. That's partly because they do take so much longer to complete than the average two-player game and also, given the use of hidden movement and limited intelligence, the GM can't share much information with the general gaming public for fear of compromising the game.

I've been writing ongoing narratives for all three GBACW games mentioned above, so once the games are completed you will see the outcomes posted here in *The K* (eventually!).

★★

FLATTOP REPLAY

Eastern Solomons

by Tom Hanover

This game began back in November 1998 and ended in June 2003. I was the Allied CinC. Both sides started the game with additional forces based on the assumption that Coral Sea/Midway battle losses were lighter than they were historically. The Allied side received the following extra vessels and planes:

CV Lexington (12 Wildcats, 10 Dauntlesses, 8 Avengers), BB Washington, 10 DDs; Land-based aircraft: 10 P-39s, 12 B-17s

Our ships were organized into four task forces centered around CVs Saratoga and Lexington (under Patrick Dowd), Enterprise (James Brackin, senior admiral), and Wasp (skipped by Chris Stewart). CV Wasp, sailing detached, was escorted by two heavy cruisers, 7 DDs and BB Washington. The other three carriers were supported by three heavy cruisers, 21 DDs, and BB North Carolina.

CV Wasp begins the scenario refueling far from where the main action will likely take place and is under severe movement restrictions (½ speed). The other USN carriers must start in Sector IV, the most eastern quarter of the map.

The IJN is given two widely separated objectives: they can attempt a landing on Guadalcanal, or they can try to capture the airstrip at Gili-Gili on the eastern tip of New Guinea. Alternatively they can simply concentrate on destroying the USN carriers in order to secure a victory.

To prevent the IJN from achieving either landing objective, I felt our carriers needed to occupy a central position on the mapboard. So I had Patrick and Jim start their task forces 60nm east of Malaita (hex U22, Sector IV). From there, they would swing past Indispensable Strait off the SE tip of Guadalcanal and then head NW, parallel with the Solomons Islands chain up towards Rabaul. Since the IJN carrier planes outranged our own, we needed to close with their CVs as quickly as possible.

Chris, commanding CV Wasp, had the unenviable position of having to refuel his ships right at game's start. However, by evening he would be in a position to launch a night strike against any IJN transports attempting to land troops on Guadalcanal. His pilots were specially trained for this.

I kept the formidable host of land-based bombers at Port Moresby loaded with armor-piercing bombs in order to attack any IJN landing at Gili-Gili.

Beginning at 0300hrs, B-17s from Port Moresby and PBY Catalinas from Ndeni began lifting off into the early morning air to search for the IJN carriers and transports...

0600 My search planes find three IJN carriers with escorts 200nm SSE of Rabaul (AA14). They also spot two more carriers and a transport loitering 160nm east of Buka (A9). We are facing a formidably armed foe!

0700 The three carriers from Rabaul continue moving south at high speed. A third task force, with several capital ships and two transports, is sighted 140nm SSE of Rabaul (BB9).

0800 The three Rabaul-based carriers turn SE, thereby staying beyond the range of my bombers at Port Moresby.

Two new TFs are sighted. One is just SE of Woodlark Island (AA23) and contains two transports, 220nm ENE of the fighter airstrip at Gili-Gili. The other is 140nm south of Buka (GG15) and reportedly has four transports under escort (probably APDs).

At this point I felt certain we'd spotted all the "major players" on the IJN side. We knew where their carriers were, and we knew where the transports were. Now it was just a matter of placing our own forces in an advantageous position to attack them.

But what were the IJN's intentions? They would keep us guessing at that question throughout the first day's action.

0900 The main IJN carrier force heads SE again (EE18). The other two carriers still lurk east of Bougainville, separated from their brethren by the Solomon Islands chain and about

260nm of open water.

I have lost contact with the enemy transports off Woodlark Island and this worries me.

1000 I lose contact with all IJN forces except the two carrier groups.

1100 Once again I find the IJN "main body." It has remained in the same spot (EE18) for several hours now. It's an ideal location to operate from as it puts them beyond the operating range of Allied bombers based at both Port Moresby and Henderson Field.

Two groups of Japanese transports are reported loitering west of Bougainville (DD12/GG15) as if awaiting the outcome of the impending carrier battle.

1200 I launch a small strike of 6 Dauntlesses and 12 Wildcats from Henderson Field to attack a seaplane cruiser 60nm NE of Choiseul (D12).

Shortly thereafter, I receive an electrifying message from Adm. Dowd, announcing that CVs Enterprise and Lexington have been attacked by a force of 42 Val dive bombers escorted by 18 Zeros. Enterprise was hit by six bombs and left dead in the water. Lexington was also hit but there are no details on how badly she's damaged.

We claim 21 enemy planes shot down but that is small comfort considering we've lost a carrier. Maybe two!

On top of this, I've lost contact with the IJN's Rabaul-based carriers.

1300 My search planes again find the three fleet carriers from Rabaul. They are now 160nm SSW of Shortland which puts them exactly midway between Henderson Field and Gili-Gili and in a good position to support an invasion of either objective. The enemy's intentions remain as confusing as ever.

One IJN fleet carrier and one light carrier are confirmed NE of Choiseul (F13). They are shepherding a large transport.

To be continued
Check the next issue of
The Kommandeur

1400 A radio message from Adm. Brackin informs me...

Treasury Notes

Before we get down to business, I thought I would give you all a little background on me, just so you have some idea who your Treasurer is. I am pleased to have the opportunity to serve as your Treasurer. I am 43 years old, a lawyer by trade, and live near Cincinnati, Ohio. I am happily married to a wife of 17 years who puts up with my hobby. I have two children, a son age 13 by the time you read this, and a daughter age 9. Alas, my children do not seem willing to take up the cardboard banner, as they are too taken with conflict on the computer screen to be interested in many of Dad's old musty games. However, we do enjoy various family games on a regular basis, among our many activities.

I have been in AHIKS since 1982. My first opponent was the venerable Les Deck, who graciously agreed to play me because he couldn't promptly find me another opponent, and who then proceeded to thrash me with his Americans in **BB 65**. I have never seen anyone win so many 1-3's in my life! I don't think my poor Germans made it past the center of the board. There have been many other games since then, some that were new experiments, some old favorites. I'd like to think that along the way I've managed to make a few good friends.

Right now I've got six active games sitting on my table. I was silly enough to take on Omar in a game of **Eylau** (note to self: think twice before playing a game's designer; note to self again: think twice before agreeing to play an AHIKS officer, lest ye be subject to the draft). I am also enjoying games of **Panzerblitz**, **Chattanooga (Blue and Grey II)**, **Napoleon's Last Battles** (a fair amount of work but a lot of fun), Decision Games' edition of **World War One** (an excellent little PBM game, by the way), and an SPI oldie, **Soldiers**. OK, I admit there is only one title in there published after 1980, and even that one is a redo of a 70's title. But, how many of us can say that we still enjoy doing the same things we did back in high school? And, as much as I admire them, I *still* don't have time to absorb those now common 20- to 60-page rulebooks. Gimme everything in 8-12 pages, and I'm happy.

All right, gentlemen. Some 22 years in this society and I finally have the opportunity to serve. I hope I serve you well.

Treasurer's Report

The treasury is still somewhat in a state of transition. All funds have been transferred from the former Treasurer, Stuart Schoenberger, who I must say has been very helpful with the transition. I have all records through October 2004, and I am in the process of setting up new accounts here in Ohio. I have reviewed all account activity from November 2003 to present. I am happy to announce that AHIKS appears to be in good financial shape. Here are the numbers from 12-31-03 through 10-29-04:

Starting Checking Account Balance (12-31-03):

\$4699.46

Income:

Dues	\$2086.00
Perpetual Fund	\$ 526.00
Interest	\$ 18.67
Total Income:	\$2630.67

Expenses:

MC (carryover from 2003)	\$ 25.58
Treasurer	\$ 80.44
K Printing	\$1033.97
Bank fees	\$ 38.66
To Perpetual Fund	\$ 526.00
Total Expenses:	\$1704.65

Checking Account Balance as of 10-29-04 \$5625.48

Perpetual Fund Starting Balance (12-31-03) \$700.00

Income:

Interest	\$ 3.48
Donations from checking	\$526.00
Total Income:	\$529.48

Expenses:

\$ 0.00

Perpetual Fund Balance 10-29-04 \$1229.48

There may be a couple of outstanding checks from the prior checking account. In addition, there are projected expenses through the end of this year of approximately \$320.00 for the printing and mailing of this and the previous K. Any other projected expenses would be minimal, if any. Future reports will indicate income and expenses dating only from the immediately preceding report, with an annual summary in the Dues issue of the K.

Dues Notice

Dues for 2005 will remain the same as this year: **\$6.00** for those of you who receive the electronic K, and **\$12.00** for those who receive the printed version. Please note that *unless otherwise specified*, any overpayment will be considered a contribution to the Perpetual Fund. Anyone who contributes to the fund may be recognized in a future issue of the K, unless the contributor designates the donation as anonymous. **THIS IS THE ONLY OFFICIAL NOTICE YOU WILL RECEIVE!** Please use the renewal form on page 12. Note that if you send cash, you will not have any record of paying your dues in the event your payment gets lost or misplaced.

If you ask me, for what we get, our dues are a real bargain. I hope each of you will renew.

Until next time, Brian Stretcher

PayPal Last year Stuart inaugurated payment by PayPal. As of this writing, Brian has received no info on how this works. If you really prefer this mode of paying, contact Brian and see if you can reactivate this procedure. OD

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.

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 my NEW address: patonstriumph@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 Secretary Bill Watkins know 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 Officer Andy Johnson.

Note: this list is updated periodically between issues of *The Kommandeur* at www.angelfire.com/ny4/gmtom/AHIKS.htm.

2nd Fleet	(0826)	Ten Eyck	Invasion America (SPI)	(0804)	Sheppard E
Adv. Third Reich (AH)	(0804)	Sheppard E	Invasion Sicily (GMT)	(0225)	Segarra E
Afrika Korps (AH)	(0804)	Sheppard E	Kasserine (GMT)	(0225)	Segarra E
Alexander (AH)	(1192)	Humphries E	Mukden 1905 (Spence & G)	(1192)	Humphries E
Antietam (SPI)	(1137)	Watson E	Musket & Pike (SPI)	(1192)	Humphries E
Anzio (AH)	(0111)	Oleson	Napoleonic Wars (GMT)	(1564)	McAllister E
Battle for Germany (SPI)	(0826)	Ten Eyck	PanzerBlitz (AH)	(0826)	Ten Eyck
Bismark (AH)	(1565)	van Morle M	Panzer Leader (AH)	(0804)	Sheppard E
Bitter Woods (AH/MMP/L2)	(0073)	Johnson E	Paths of Glory (GMT)	(1564)	McAllister E
Bomber (Yaquinto)	(1312)	Wells E	Pre-Stags (SPI)	(1192)	Humphries E
Brothers by My Side	(1394)	Rice M/E	Pre-Stags (SPI)	(0817)	Riley E
Bulge '65 (AH)	(0804)	Sheppard E	Red Parachutes (AP)	(0012)	Jolly E
Bulge '81 (AH)	(0939)	Martin E	Red Star/White Star (SPI)	(0012)	Jolly E
Bulge '91 (Smithsonian)	(0804)	Sheppard E	Richthofen's War (AH)	(1554)	Trosky
Bull Run (AH)	(1252)	Brooker M	Russian Campaign (AH)	(1497)	Dickson AREA
Chantilly (Ivy St)	(1262)	Marcone E	Russian Campaign (L2)	(1566)	Gregory
Chattanooga (SPI)	(1137)	Watson E	Russian Campaign (AH or L2)	(1243)	O'Connor ADC2
Civil War (VG)	(1561)	McCabe E	Russian Campaign (AH)	(1252)	Brooker
Civilization (AH)	(1185)	Ringhoffer M	Russian Front (AH)	(0036)	Yarwood M
Diplomacy (AH)	(1210)	Fasio M	Schutztruppe (Flying Buffalo)	(1192)	Humphries E
Diplomacy (AH)	(1185)	Ringhoffer M	Search & Destroy (SPI)	(1192)	Humphries E
Diplomacy (AH)	(1252)	Brooker M	Siege of Port Arthur (Strife)	(1192)	Humphries E
Drive on Paris	(0275)	Scanlon	Soldiers (SPI)	(1192)	Humphries E
Dunkerque '40 (SDC)	(1192)	Humphries E	Squad Leader Adv (AH)	(1293)	Wood E/M
E.T.O. (Neppagames)	(1466)	Svevsson E	Squad Leader Adv (AH)	(0804)	Sheppard E
EastFront (Columbia)	(0044)	DeWitt E	Stalingrad (AH)	(0804)	Sheppard E
Flattop (AH)	(1430)	Warnick E	Submarine (AH)	(1468)	Thomas M
Flattop (AH)	(1550)	Duffield	Submarine (AH)	(0012)	Jolly E
For the People (AH)	(1086)	Mitchell E	Tannenberg (Spence & G)	(1192)	Humphries E
Gallipoli (Paper Wars)	(1192)	Humphries E	Tannenberg (Clash of Giants)	(1264)	Unnerstall E/M
Gettysburg '88 (AH)	(1527)	Brooks M	Terrible Swift Sword (SPI)	(0275)	Scanlon
Global War (AH)	(0804)	Sheppard E	USN (SPI)	(0275)	Scanlon
Great Campaigns of ACW (any)	(1564)	McAllister E	Victory in the Pacific (AH)	(1019)	Llewellyn E
Grunt (SPI)	(0804)	Sheppard E	Von Manstein's Backhand Blow	(1564)	McAllister E
Guadalcanal (AH)	(1555)	Scott E/M	War and Peace (AH)	(1554)	Trosky
			War at Sea (AH)	(1382)	Massey E
			World War III (SPI)	(0804)	Sheppard E
			Year of the Rat (SPI)	(0804)	Sheppard E

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.

1566 Ronald A. Gregory, Vienna, VA

CENTRAL OFFICES

PRESIDENT:

Chester Hendrix
915 12th St
Marysville, CA 95901-4707
(530) 741-1177
CEHendrix@sbcglobal.net

EDITOR/PUBLISHER:

Omar DeWitt
1580 Bridger Road NE
Rio Rancho, NM 87144-1579
(505) 891-8846
AHIKSomar@cablone.net

VICE-PRESIDENT:

Ray Labarbera
5522 Alvelais Dr.
Union City, CA 94587-5580
(510) 471-1833
Kumitedad@yahoo.com

SECRETARY

William D. Watkins
918 Bogert Road
River Edge, NJ 07661-2338
(201) 265-7795
Watkins.bill@verizon.net

MATCH COORDINATOR

Roger Eastep
16456 Tomahawk Dr.
Gaithersburg, MD 20878
(301) 208-9354
pattonstriumph@earthlink.net

JUDGE:TREASURER

Brian Stretcher
5282 Deer Path
Milford, OH 45150-9418
(513) 576-6477
doctorlaw@juno.com

MSO-RATINGS

Andy Johnson III
2951 Carlsbad Circle
Aurora, IL 60504
(630) 820-3991
DADJ3@AOL.com

REGIONAL DIRECTORS

CANADA:

Steve Llewellyn
37 Surrey Crescent
Fredricton, N. B.
Canada E3B 4L4
llewelly@nbnet.nb.ca

NORTH CENTRAL:

John Kreuz
260 East Oakview Lane
Oak Creek, WI 53154-4513
(414) 766-6747
JKreuz@Sprintmail.com

NORTHEAST:

Ron Brooker
25 Oakdale Circle
Wallingford, CT 06492-
(203) 949-0170
Tko605@aol.com

PACIFIC:

Paul Pawlak
39 Peppercorn Ave
Narellan, NSW 2567,
Australia
pspawlak@froggy.com.au

SOUTHEAST:

Alan Murphy
705 Seventh St S. E.
Washington, DC 20037
(202) 543-7004
Alpmurphy@yahoo.com

WEST CENTRAL:

Seadogge@AOL.com
01277-811540

EUROPE:

Murray Cowles
6 Chafford Gardens
West Horndon, Brentwood
Essex, CM13 3MJ, UK

GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. AHKS 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.

SUPPORT SERVICE OFFICERS

WEB SITE MANAGER

Tom Thorsen
113 Glensummer Rd
Holbrook, NY 11741-5007
(631) 472-3566
Thorsen@aol.com

PBEM COORDINATOR:

Hank Burkhalter
3444 Palisade Cove Dr
Duluth GA 30096-6671
(678) 417-9640
roll_tide@mindspring.com

MULTIPLAYER COODINATOR

Robert Johnson
10151 SW 97 Court
Ocala, FL 34481
(352) 237-1270
Philorej@AOL.com

CHIT HOLDING

SERVICE:
Robert Ryan
32444 Nottingwood St.
Farmington Hills MI
48334
(248) 371-7846
BobMRyan@AOL.com

EUROPEAN EDITOR

Kevin Croskery
4 Beechey Way
Cophthorne West Sussex
UK RH10 3LT
KCroskery@clara.net

ARCHIVIST:

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bperry8@earthlink.net

UNIT COUNTER POOL:

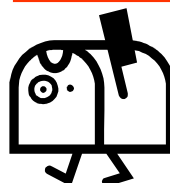
Clyde T. Longest Jr.
3344 Lynnhurst Blvd
Chesapeake VA 23321
(757) 483-7999
BKNFAN@AOL.com

WEB SITE ADDRESSES

US: www.angelfire.com/
ny4/gmtom/AHIKS.htm

UK: www.ahiks.co.uk

Changes on this page:
Roger Eastep has a new e-mail address.
The office of Judge is open.



CHANGE OF ADDRESS

Send Change of Address notices to William D. Watkins, 918 Bogert Rd., River Edge, NJ 07661-2338. Send the change notice as soon as the new address is known.

SUBMISSIONS

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.

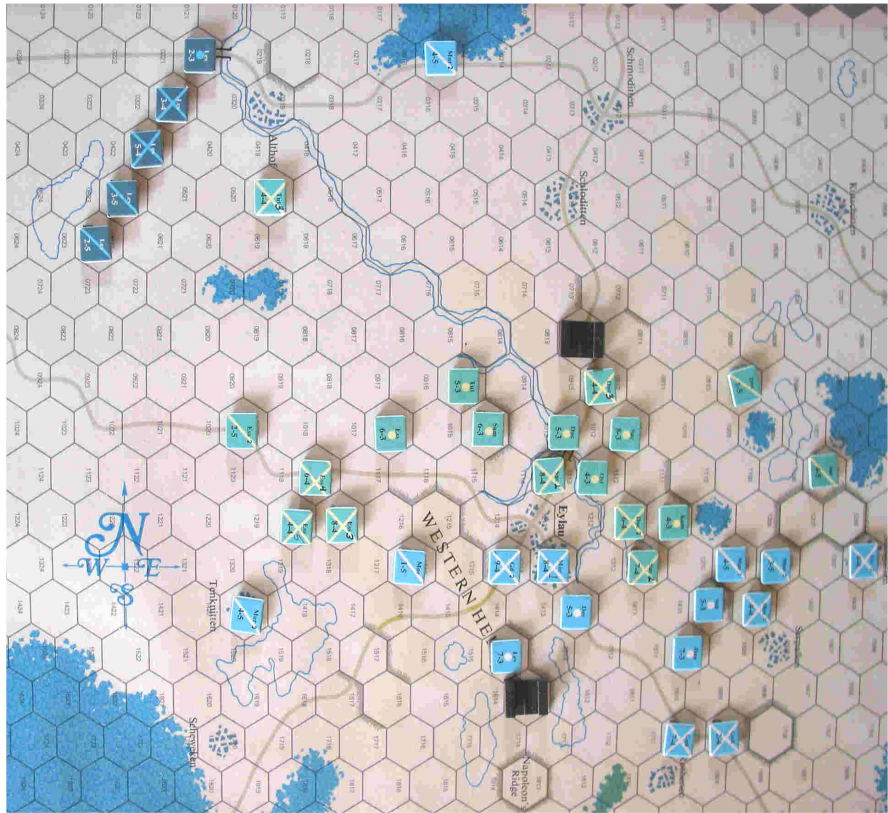
PUBLICATION DEADLINES

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, 2005.**



The battle at Eylau.

Lestock's division arrives from the northwest. The black markers are HQs.



2005 Renewal Form (return by December 31, 2004)

Send this form or a facsimile plus your dues in US dollars (make check out to "AHIKS") to:

Brian Stretcher, Treasurer
5282 Deer Path
Milford, OH 45150-9418

Name _____ Membership # _____

Address _____

E-mail address _____ Phone # home _____ other _____

Your dues are determined by the method you receive *The Kommandeur*.
I prefer to receive my *Kommandeur* by:

\$6 E-mail. Choose **attachment** about 500 KB, or **download** from AHIKS web site

\$12 Regular mail

I wish to donate to the AHIKS' Perpetual Fund \$ _____

Comments: