

From the President

YEAH? SO?
NOW WHAT?

Sometimes putting your money where your mouth is can be rather difficult. My trip to the World Boardgaming Championships last year wasn't easy or cheap. Chances are I won't be doing it again for a very long time, but one thing it reminded me of was how much I've been missing at home—viewing the hobby I love strictly through the eye of the internet. That's not to say I haven't been in touch with and communicating with people in the hobby. I have. I've got myself embroiled in a half dozen projects in addition to all the beloved brain damage of family and work. I've become a *very* busy guy.

But one thing stood out. Meeting people I love and care about from a distance reinforces the feeling of community when you get to press the flesh. There is no substitute for face-to-face conversation. There is also no substitute for face-to-face cardboard pushing. If you live anywhere close to Pennsylvania, get yourself to the WBC this year. You owe it to yourself. You deserve it. And if it's been a while since you pushed cardboard with a human being sitting on the opposite side of the table (at the same time), believe me, you need it!

For the first time ever, a game convention is being planned and held within 100 miles of my home

(it'll be in Sacramento, about 45 minutes south of me). I've already volunteered to run two events and tossed my hat in the ring as a volunteer for a few other things if need be. I'll be burning 2 days of vacation for it. And I can't wait! If money were no object (it is) and my work schedule was not an issue (it *really* is), I'd be heading back to Lancaster this fall. But as it is, I am blessed to have an event close enough that I can afford to drive back and forth from my home.

This year, I would like everyone to consider finding and/or participating in a convention that's closest to you. That won't be possible for all of you without some serious sacrifice on your part. Consider making it. I can't promise you the most wonderful event of your life, but I can promise you it will be worth it if you go.

AHIKS exists to facilitate our hobby amongst those of us isolated from face-to-face opportunity as well as those who have that available but also enjoy the slower pace that pbm/pbem affords. AHIKS will always be here for the few who need us and who enjoy the camaraderie offered. There are too many games that just won't get played otherwise.

But please don't forget the point of everything we do: playing wargames with a living opponent. Whether across the table or across the world, this is the whole point. You can survive for years or decades on companionship

from a distance. But let me tell you true—every once in a while you need to put yourself in a position where the cardboard is moved within your sight by someone else. A time where you can talk to your opponent between moves. And shake hands when you're done.

Make it so, brothers.

Your Buddy, [Chester](#)

Editor's Corner

I have purchased at no cost to the Society a new PDF program that should allow me to include hyperlinks in the web version. While reading *The Kommandeur*, you should be able to just click on the link and get connected. In trials here at the publishing complex of AHIKS, connections have been successful. However, it has occasionally taken 15 seconds or so. Please give me some feedback on this.

No survey results have passed over my desk, so I can't pass them on. However, the only question that might be of interest to the membership at large is, Should we change our name?

If you have not renewed your membership for 2006, this will be the last *Kommandeur* you will receive. If you, sadly, do not intend to renew, we would appreciate the courtesy of a note to that effect.

(Continued on page 5)

Game News

from Alan Poulter

grognard@grognard.com

Alan was not able to contribute to this issue, but we hope to see him back in the next issue. In the meantime, visit his outstanding web site at <http://www.grognard.com/index.html>

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: March 31, 2006**

GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer 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.



Artillery park at Shiloh Battlefield

Eylau Revisited

by Albert Bowie

In the article "Tinker, Tailor, Soldier, Spy," of issue 40/6 of *The Kommandeur*, our Treasurer urged extreme caution in modifying game rules. A certain degree of caution is reasonable; one should not make changes willy-nilly, or simply for the sake of making changes, and one should certainly avoid bogging a simple game down in complexities incompatible with its level. On the other hand, I think players should feel free to modify a game if they think they have a good idea for improving it, whether for historical accuracy, ease of play, or whatever. These games are not designed by gods, but by men, and men are fallible. You may very well have an idea superior to that of the game's designer; how will you know if you don't try it out? It would be nice to have your modification thoroughly tested before arranging a match, but let's face it, one of the reasons that many of us have joined AHIKS is the difficulty of finding face-to-face opponents. So you may have to persuade a potential opponent to try your modification, but this is essentially no different than trying to agree on the use of optional rules that came with the game. If your opponent is concerned about how much the modification may affect the play, and hence his chances of winning, and his rating, then you can request a non-rated match.

The *Eylau* game Brian mentioned refers, I think, to a match between Omar and me. Brian seems to have misunderstood some aspects of that modification. His statement "a bloodier CRT that removes the possibility of exchanges at greater than 3-1 odds and instead substitutes defender eliminated results" is in error. Perhaps this is simply a typo; he may have meant "6-1." More about this later. But first, my reasons for substituting a different CRT are: 1) I don't like "bloodless" CRTs, which the original *Eylau* CRT is, and 2) I feel *Eylau* deserves a bloodier CRT because it was a rather bloody battle. The original *Eylau* CRT allows no eliminations at odds less than 4-1.

And, because the rules allow a player to lower the odds below the calculated level for any attack, a Russian "8" attacking a French "1" can easily lower the odds to the point where no exchanges are possible. The CRT I substituted came from **Napoleon At Waterloo**, an earlier game of the same series. The **NAW** CRT does not remove the possibility of exchanges at greater than 3-1 odds, nor does it substitute DEs for EXs; in fact, there are more EXs in the **NAW** CRT, and the DEs replace DRs, not EXs (6:1 excepted). A comparison of the relevant odds columns is in order. (N = the "bloodier" CRT; "orig." = the original *Eylau* CRT).

2:1		3:1		4:1		5:1	
orig	N	orig	N	orig	N	orig	N
Dr	Dr	Dr	De	De	De	De	De
Dr	Dr	Dr	Dr	Dr	De	De	De
Dr	Dr	Dr	Dr	Dr	Dr	Dr	De
Dr	Dr	Dr	Dr	Dr	Dr	Dr	De
Ar	Ex	Dr	Dr	Dr	Ex	Ex	Ex
Ar	Ar	Ar	Ex	Ex	Ex	Ex	Ex

Was I completely satisfied with the older **NAW** CRT? No. The chief defect with it is that the only result at 6:1 is DE, which guarantees the attacker a kill with no loss. Also 5:1 guarantees a kill, although with some risk of loss. Such guarantees should not be in the CRTs. If I play *Eylau* again it will be with a CRT in which there is a chance for a DR at 5:1 and 6:1, and an EX at 6:1. However, I still would not want to use the original, in which there is no chance of inflicting casualties even at 3:1.



From Bob Johnson: Meet **ahiksol**

AHIKS Online Communications Group—ahiksol

I have started a new YAHOO online group to allow web-enabled members to join in online discussions. *The K* is a very slow medium for communications, and slow speed tends to inhibit communications; the online group improves on that. At least three officers are currently members of the group, and we hope all officers see fit to see what is being written by the members. I encourage you to join if you are online. We have discussed a number of issues such as ethics in using computer-assisted games for free and in tournaments. We share information about gaming aids, gaming websites, etc.

It is easy to join in, just send me an e-mail that you want to take part, bobjinfl@earthlink.net, and I will connect you. The Yahoo group has different levels of participation—get all e-mails, get a periodic digest of e-mails, get e-mails from the group page when you want to do so, etc. There are features within the Yahoo groups that allow us to share and store files without the use of e-mail attachments, a place to keep links to other web sites, a place to share and store pictures, a private chat room that members could use. And all this is private, no spammers can send us junk (unless they are AHIKS members themselves, and they would only get one shot at spamming the rest of us), and no outsiders can send us e-mails. Give it a try; you can always change the way you access messages or quit.

AHIKS Sponsored Tournaments

As Multi-commander Games Coordinator, I am actively trying to initiate some AHIKS tournaments. Anybody can be a GM for any tournament they would wish to run. We already have an AHIKS Tournament web page, courtesy of Tom Thornsen.

www.angelfire.com/ny4/gmto/m/AHIKStournament.htm

This whole process is in a constantly forming state, but the basics are in place. If you want to run a tour-

ney or play in a tournament, contact me and I will put things in motion. Here is the process to propose a tournament you wish to GM:

1. Choose the game and the format (ladder, single elimination, double elimination, PBM, PBEM, etc.)
2. Provide me with your contact information.
3. Predict the duration of the tournament—number of turns per round, number of rounds, participant limits.
4. Propose a budget and source of budget incomes.
5. Propose prizes (and suggest by whom). Prizes are not a requisite, but are an enticement and could be decided by the participants.
6. Submit it to me at bobjinfl@earthlink.net or at my regular mail address listed with the officers, and I will forward it on to the Board of Club Officers for an approval vote.

Some tournaments will require a specific and limited number of participants, others will require multiples of four (4, 8, 16, 32).

Proposed tournaments will be posted in *The K*, on the Tournament Web Site, and in ahiksol—the Yahoo group.

So far being discussed are tournaments for **HOTW**, **Defiant Russia**, **Diplomacy**, and **AH AK Crusader** scenario.

Multicommander Games

I know there are MC games being played, although none have been registered with me (nor do they need to be) so I have nothing to report on what exists.

However, we have at least two people interested in running a **Diplomacy** game, and we have interest in a **Kingmaker** game. If you are interested in playing in either of these please contact me at bobjinfl@earthlink.net or write me at 10151 SW 97 Ct, Ocala, FL 34481. If you are interested in GM-ing an MC game or playing in one other than these two, then you also should contact me. I will maintain a list of those interested in particular games and will publicize them. Let me know if you prefer PBM or PBEM. Other

games I personally would have an interest in running are a **Battle of the Bulge** game and playing a **Settlers of Catan** game.

Do any of you play MC face-to-face games? Tell me about it.

On a different topic:

Dues Increase—Why?

I know that the dues are not very high, but that is no reason for this year's dues increase. When one looks at the budget numbers supplied in *The K*, one sees that we have over a \$6,000 surplus. So why are the dues being raised? Is there a spending plan that warrants the need for the raise that is not being shown the membership? I am opposed to such willy-nilly adjustments to dues and/or spending without regard to the membership. When club officialdom acts in what appears to be such an arbitrary way and without reason, it cannot be a good sign for the membership and may have the unwanted result of causing a member to just decide to drop out. Keep the membership informed beforehand, and allow the membership to have a say in how the club operates.

Name Change—Again?

No the name of the club has not changed since its founding 40 years ago. But periodically someone comes up with the idea that we should change the name. I say no way. The name is our identity. And while we only use the acronym anymore, it is still a good thing to honor Avalon Hill as the practical founder of the board wargame. And we are still a Kriegspiel club and we still are International and we are still a Society. I suppose we could drop the AH part and become IKS, but that just sounds icky.

Let the name be. It has served us well. It has survived for 40 years, and I do not think any other board wargame group can claim that.

★★

A Request for Assistance

I could really use some help from my fellow gamers. I have been a member of AHKS for almost 20 years now. Unfortunately for me, I have been primarily a non-participating member. Besides lack of time, the main reason for not playing is due to a limited area for game set-up and retention. I know over the years we have seen articles on game-cabinet design, magnetic boards, etc. However, judging from all the game requests in *The K* that ask for a computer/e-mail format, it seems that the home computer may be another means of storing and playing board games. The computer seems like a great answer to my space problem.

I do not have any experience or information on computerized board gaming. I have seen some of the buzzwords: Cyberboard, Aide de Camp, Vassal, etc. I would like to learn to use these tools and become more involved, but I don't know where to begin. That's where help from *The K*'s readership comes in.

I would like to ask AHKS members who use the computer for playing a board game, for game retention, for moves, or for any other board-game function to please e-mail me at: jimbogbp@comcast.net

I would like to know what systems you use, how you use them, where do you get the systems, what the cost is, how you set up the systems on your computer, what games are available for the system, etc. I am interested in any and all details you can send to me on using the computer for board gaming.

I will compile the responses into additional future articles for *The K*. Thus, besides my own educational gain, perhaps the readership can gain some insight into the use of computers for our board gaming. Normally, trying to teach me something new is a hopeless cause, but I would like to give it a shot.

So please, help out a wannabe game player. Crank out an e-mail for me and tell me where to go ... for computer board gaming information that is. Thank you.

Jim Sander



DOWNFALL

A film by Oliver Hirschbiegel
starring Bruno Ganz

I wasn't going to bother with this. Let's face it; the movies made about the end of Hitler's Reich haven't been wonderful. For us gamers, not a lot happens. The Russians attack, you know the Germans aren't going to be able to stop them, Hitler kills himself, robbing us of the pleasure of torturing him for the next thousand years, and we get on to the Cold War. Not a lot interesting there. The movies I've seen covering this period never answered the question for me, "Why did you waste film on this?"

Now, we've got an answer. The folks on Jim Dunnigan's Strategy-page.com kept saying nice things about it, and there I was in Blockbuster with one rental to go. I am extremely glad I chose "Downfall." It is an experience.

The story is told from the viewpoint of Traudl Junge, Hitler's secretary. We see her chosen for the job. We quickly skip forward to the final days of the Reich. We see everything coming apart through her eyes. We see it all coming apart in an air of utter unreality.

Bruno Ganz as Hitler is outstanding. He doesn't chew the rug the way Luther Adler did 50 years ago. He is logical in his insanity. We hear the evil from his own lips. Ganz doesn't push the part; he just lets it develop naturally. We never develop phony sympathy for Hitler, or are our faces shoved in the horror of Nazism. But there are plenty of times we just want to scream at all those Generals, "You idiots! Can't you see you've got to stop him?"

There is a guessing game for gamers. We're not told who all those Generals are. No little name and rank running across the bottom of the screen. You've got to figure all that out. I didn't feel sympathy for those officers.

A lot of them came across as real people for me for the first time, and I will tell you Goebbels is presented so you can actually understand what's going through his head. You don't like him, but you will gain an understanding of how important he was to Hitler.

I will say I found Eva Braun a three dimensional person for the first time. I did want to take a baseball bat to Magda Goebbels. She is brilliantly acted.

A lot of things will make more sense to you because of the way the movie is presented. I won't tell you more than that or I'll mislead you! Just take my word for it. This is powerful, powerful movie making.

There is one scene that really hit me between the eyes. I will say it, even though it gets me slightly into the political. I was having trouble believing Himmler when he said that the Allies would have to make peace with him because they would need his SS to keep the peace in postwar Germany. Within a day or two after watching this, I listened to the former President of these United State—a member of my college fraternity—utterly disgrace himself by announcing to a group of students at Dubai University that the United States had made a mistake in Iraq by getting rid of the existing military and infrastructure that could have kept the peace.

Actually, if you want to be really political, think of how impressive a wonder like "Downfall" is just two days after you tell yourself you know you shouldn't but you actually sit down and watch Oliver Stone's massacre of "Alexander." How does this guy still get money to make movies? Enough. Go watch "Downfall!"

Bill Watkins

Back issues available on CD

Back issues of *The Kommandeur* edited by the current editor are available on one CD in PDF format. That includes Vol. 37 No. 2 through the current issue. These are available at cost: \$2 to US addresses, \$3 to other addresses. Send money and requests to me at the address on page 11. Make checks out to Omar DeWitt.

A Proposal from the VP

In my last article, I challenged the member who objected to my appointment rather than my election to contact me with some fresh ideas we could consider for the New Year. Alas, he remains bashful. I also challenged the membership for suggestions, promising to come forward with one myself should there be no reply. Well...if you can't wait, jump toward the end of this column for my proposal, something I think will provide AHIKS with continued recognition and encourage membership growth.

In the month of December, I received a copy of a letter from member Mark Fassio addressed both to the Match Coordinator, Roger Eastep, and me. I would like to take this opportunity to share with the membership some of his comments and my response.

Mark feels that our membership, in general, is not inclined to actively recruit new members. "How do you get younger players into AHIKS when the computer lures them away?" Mark inquires. I wholeheartedly agree. For these reasons, I think the possibility of establishing an officer's position for recruitment, with an annual budget, should be given serious consideration.

Mark further asks, "What function does AHIKS serve right now?" In my opinion, that points to a serious identity crisis. It's time the officers and concerned members pause and reflect on this question. If a member doesn't know what we are offering or where we are headed, then we need to pool our collective reason and try and provide a non-rhetorical answer. A

(Continued from page 1)

I wrote an article on **Afrika Korps** for *The General* Vol. 11, No. 5. When I was culling my collection, I seemed to have thrown the baby out with the bath water. If any of you would be willing to sell that issue, or at least photocopy it, please let me know.

Chris

good starting point would be to draft a mission statement for the future. That mission statement could identify a direction and ultimate goal(s), growth, for example.

Mark simply doesn't identify problems and pose questions. He offers suggestions as well: surf the web and find wargame forums, send out electronic flyers, advertise in magazines, and establish recruiting tables at gaming conventions. It sounds to me as if this could all fall under the responsibility of a recruiting officer.

Based on Mark Fassio's suggestions, I propose that AHIKS establish a new officer's position, entitled "Recruiting Officer." That position would be awarded an annual budget. With those funds, the new officer would be expected to actively recruit new members, with the tools identified for use by the officer corps. Before any one individual is appointed to the position, we must clearly document what tools are expected to be used in the pursuit of new members and how the officer would be held fiscally accountable for expenditure of the annual budget.

On to the lighter side, I am personally thrilled to see the return of "Ask Sarge" to the pages of *The Kommandeur*. In past years, I found myself searching out the sarge first before reading the contents of the newsletter. It was comparable to taking the daily newspaper and thumbing through it for the comics. Thanks for coming back, Sarge, and bring it on!

Randy



Unit Counter Pool Update

I've been asked by the executive staff to find new and improved methods of listing and distributing the UCP. If anyone has any ideas, I am open to them!

From time to time a member will ship me counters for membership distribution. I would like to personally thank Harold McPherson (1000) for my latest batch. He has provided some very pristine **PanzerBlitz**, **Panzer Leader**, and **Bull Run** counters. He was also gracious enough to provide the boards and even some of the rules and charts.

I encourage any member who might need any of these items to contact me. These items belong to any member who may be in need of a replacement. It's my privilege to store and distribute them.

Over the last few years my gaming has slowed, as work and family obligations have increased. I have yet to make it to a World Boardgaming Championships since the name has changed. I recently attended D-Day VIII. It is amazing to see old friends as well as make new ones. I encourage anyone to attend a gaming function. It will revitalize you and give meaning to why you work! What impressed me most was the caliber of play and true quality of gamers as people.

Clyde Longest

A letter to the Editor

This is in response to the article written by our VP in the last issue (volume 40 number 6) of the K. I signed up for AHIKS a few years ago because of the **Bulge** e-mail tourney that was sponsored by AHIKS. At the time I thought this would be a regular AHIKS event. But, alas, it turned out to be a one-time event and that's a shame with AHIKS being the première postal wargame club. Events like this would help boost the membership.

Paul Pawlak



**ASK
SARGE**

Ask and you shall receive.

Upcoming Events



Feb. 9-12, Ft. Wayne, Indiana
TRICENTRIC
Board Games Tournaments to include Puffing Billy, Puerto Rico, Settlers of Catan, Munchkin as well as a host of other board games. Art show and a large Exhibit area.
jmiller7838@wideopenwest.com
<http://www.concentricconventioncompany.com/TricentricCon.html>

Feb. 10-12, Secaucus, NJ
UBERCON VII
Board games, card games, RPG, LAN, console, miniatures, and LARP.
ajagh@ubercon.com
<http://www.ubercon.com/>

Feb. 10-12, Houston, TX
OWLCON XXV
Table top and live action role playing games, miniatures games and events, historical miniatures, board games, card games, a dealers' room, and more.
<http://owlcon.com/>

Feb. 16-19, Denver, CO
GENGHIS CON XXVII
Board Games Puffing Billy SF/
Fantasy miniatures, Historical miniatures, Roleplaying games, Card Games, Miniatures painting, Live-action Roleplaying Critter crunch
<http://www.denvergamers.com/genghis/generalinfo.asp>

February 17-19, Toronto, Ontario
PANDEMONIUM XXIII

The Kommandeur

Toronto's longest running gaming convention is once again hosting a large selection of wargames being run by the Toronto Area Boardgaming Society.

Pete Lipson: tabsadmn@rogers.com or <http://www.tabsonline.net>

Feb. 17-20, Seattle, WA
CONQUEST NW
RPGs, LARPs, traditional board games, miniature games, and card games. Tournaments, prizes, and open gaming spaces.
<http://avalonconventions.com/conquestnw/>

Feb. 17-19, Atlanta, GA
TECHWOOD CON
Video gaming, board gaming, card gaming, role-playing, and this year, LARP and LAN gaming!
<http://techwoodcon.com/>

Feb. 17-19, Sheboygan, WI
FIRE & ICE
Trivia contest with prizes, Costume Contest with prizes, Warhammer 40K Rogue Trader Tournament, Railroad Tycoon Tournament, D&D, SPARKS
<http://www.fireanddiceconvention.com/>

Feb. 17-19, St. Paul, MN
CON OF THE NORTH
<http://www.conofthenorth.org/>

February 22-26, Charlottesville, VA
PREZCON WINTER NATIONALS
PrezCon features more than 80 boardgame tournaments while also offering a friendly atmosphere for learning new games or revisiting your favorite classic games. Our venue also features dealer area, demos & industry veterans, team competition, game auction, and much more!
Justin Thompson:
kingmaker96@mindspring.com or <http://www.prezcon.com/>

Feb 17-20, San Ramon, CA
DUNDRACON
E-mail: games@dundracon.com
<http://www.dundracon.com/>

Feb 17-20, Los Angeles, CA
STRATEGICON: ORCCON

E-mail: ravageist@aol.com
<http://www.strategicon.ne>

Feb. 23-26, Mansfield, MA
TOTAL CONFUSION
Role-playing, miniatures, live action role-playing, board games or cards.
<http://www.totalcon.com/>

March 3-5, Brockport, NY
BURPANOMICON
Conventional table-top gaming, as well as collectible card and wargame opportunities.
<http://www.geocities.com/burpanomicon/>

March 4-5, Kenosha, WI
MIDWEST OPEN 2006
The premier place for Victory in the Pacific
GELP@Core.com

March 17-19, Pittsburg, KS
GORILLA CON 3
We hold various RPGA, RPG, miniature, ccg, click, and tabletop tournaments. In addition, we are the central region national qualifier location for several boardgames.
<http://sekgg.org/>

March 17-19, Stamford, Conn
CONNCON 2006
RPGs, minis, ccgs, and board games.
<http://www.conncon.com/ConnCon.htm>

March 24-26, Kalamazoo, MI
MARMALADE DOG
Role-playing games, board games, miniature wargames.
<http://www.marmaladedog.org/>

March 24-26, Portland, Oregon
GAME STORM 8
Board games, RPGA events, CCG's,
<http://www.gamestorm.org/>

March 31-April 2, Austin, TX
HORIZOCON
Multi-format gaming convention including RPGs, computer gaming, trading card gaming, board games and miniatures.
<http://www.horizocon.com/>

April 7-9, Glen Ellyn, IL
 CODCON XI
 RPGs, CCGs, Miniatures, Video/
 Computer Gaming, Board/Table
 games. Vendors will be present.
<http://www.codcon.com/>

Apr 8-10, Stonybrook, NY
 ICON
<http://www.iconsf.org/>

Apr 8-10, Lancaster, PA
 COLD WARS
 Contact: Ferkin Doyle
 E-mail: alfhogg@bright.net
<http://www.coldwars.org/>

April 21-23, Sioux City, IA
 MAGE CON SOUTH
<http://mage-page.com/>

April 22-23, Plymouth, NH
 ECONOCON IX
psugaming@mail.plymouth.edu
 For more info, contact: Gaming
 Club, 19 Highland Ave. Suite A 30,
 Plymouth, NH 03264

April 28-30, Hamilton, Ontario
 THE GREAT CANADIAN BAYCON
 Game tournaments for Pirates of the
 Spanish Main, Magic: The Gathering,
 Yu-Gi-Oh!, Pokemon, and other
 popular games. Also open gaming,
 including all-night gaming rooms,
 wargaming rooms, live action role
 playing, and collectable card gaming!
<http://greatcanadianbaycon.com/>

April 28-30, Columbus, OH
 BPA BLOCK PARTY
 Contact: Bruce Reiff
 E-mail: BDReiff@aol.com
[http://www.buckeyeboardgamers.org/
 blockparty.htm](http://www.buckeyeboardgamers.org/blockparty.htm)

May 19-28, Lodi, CA
 WORLD IN FLAMES WEST COAST
 TOURNAMENT
 Deluxe World in Flames 1939 cam-
 paign. Same format as WIFCON for
 more info please e-mail
 Mark Ruggiero:
investor1965@sbcglobal.net

May 26-29, San Francisco, CA
 KUBLA CON
<http://www.kublacon.com/>

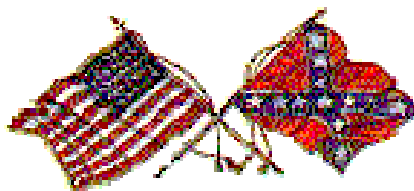
June 2-4, Collinsville (St. Louis
 metro area), IL
 DIE CON 6
 Historical, sci-fi and fantasy minia-
 tures; family games; collectable card
 games; dealers.
[http://www.diecon.com/CSK/
 default.aspx](http://www.diecon.com/CSK/default.aspx)

June 6-11, Tempe, AZ
**CONSIMWORLD EXPO 2006, FEATUR-
 ING MONSTERGAME.CON 6.0**
 The official annual event sponsored
 by ConsimWorld.COM. Venue in-
 cludes monster gaming, open-gaming
 venue, special events, game demon-
 strations, breakfast seminar series,
 game auction, flea market, door
 prizes, industry personalities, and
 much more!
kranz@consimworld.com or
<http://www.consimworld.com/expo>

June 28-July 2, Columbus, OH
 ORIGINS INTERNATIONAL GAME
 EXPO
 Players of any kind of game will find
 a place at our game tables.
<http://www.originsgames.com/>

August 1-6, Lancaster, PA
**WORLD BOARDGAMING CHAMPION-
 SHIPS**
 150 Boardgame tournaments, open
 gaming and auction spread over six
 days; the largest gathering of pure
 boardgaming activity anywhere in the
 U.S.. Large publisher presence Friday
 - Sunday.
 Don Greenwood: doncon99@toad.net
 or <http://www.boardgamers.org>

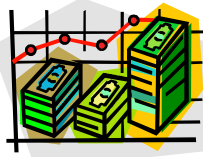
A good source for information on all
 kinds of conventions is the Steve
 Jackson game site:
<http://sjgames.com/con/>



AHIKS TOP 40 Active Players
 With a Rating Qualifier "C" or greater in
 all categories Players with the same Rating
 are then ranked by Qualifier (Number of
 Games Played - Number of Different Opponents -
 Number of Different Titles)
 All match completions as of May 27, 2005

	#		Name	Rating
1	885	B	Stretcher	1895
2	496	K	McCarthy	1885
3	1007	R	Heller	1770
4	746	D	Tierney	1720
5	470	T	Thornsen	1650
6	377	D	Grant	1645
7	299	A	Bowie	1640
8	1101	H	Lowood	1635
9	444	F	Kraus	1625
10	916	G	Dandy	1625
11	1345	T	Scarborough	1605
12	36	M	Yarwood	1600
13	1263	C	Xanthos	1585
14	243	Ptr	Martin	1565
15	914	R	Shurdut	1565
16	341	L	Deck Sr	1560
17	1264	J	Unnerstall	1560
18	988	B	Lindow	1550
19	364	T	Holtz	1535
20	305	W	Klitzke	1530
21	1243	E	O'Connor	1525
22	951	N	Markevich	1520
23	1013	R	Cottrell	1515
24	1455	S	Andriakos	1515
25	1217	J	Harkins	1470
26	711	C	Leonard	1455
27	854	D	Bergmann	1450
28	1252	R	Brooker	1400
29	1075	A	Morley	1385
30	451	J	Mueller	1375
31	225	R	Segarra	1375
32	1427	T	Walsh	1370
33	1051	P	Heiser	1325
34	1398	K	Rutkowski	1325
35	12	S	Jolly	1305
36	1001	D	Boyes	1290
37	1210	M	Fassio	1275
38	747	C	Rebesco	1255
39	1116	C	Johns	1220
40	73	R	Johnson	1195

Treasury Notes



Golden Age or Gilded Cage?

The recent discussions about our organization's name, the services AHIKS provides to its members, the tournament proposals, and similar board wargaming clubs has made me think a little bit about the current state of our hobby. In the AHIKS online discussion group, I recently referred to the late '70s as the "Golden Age" of wargaming. It was suggested by some that now is actually the Golden Age, as there are now more offerings for more varied interests than there ever have been, and, with the advent of e-mail, it is now easier to play our games than it ever was before.

I can't really disagree with the fact that there are more offerings and play is theoretically easier. There is indeed a vast number of game titles available these days, and, if you look at the internet discussion groups and the success of the Boardgame Players Association (BPA), it would appear that our hobby is alive and well. I am afraid, however, that appearances are deceiving. Instead, what I see is an increasingly fractured hobby with so many diverging subgroups that it is difficult to say that we even have a single "wargaming" hobby any more. There various factions now: the **Victory in the Pacific** group, the **ASL** group, those who play the card-driven wargames like **Paths to Glory** and **Wilderness War**, those who like impulse games like **Breakout: Normandy**, those who prefer Euro games that, frankly, don't even qualify as wargames, and so on. Then there are those who will play only by e-mail, and within that group there are those who will play only using Cyberboard or Vassal, and those who will play only with a 2-3 day turnaround time. Except at conventions, FTF play seems to be a thing of the past. Then there are some who are stuck in the past, happy to play the ancient games of our youth at the mercy of the Postal Service, reluctant to embrace the new technology. Finally, there are those who for whatever reasons no longer play at all but still follow the

hobby, vainly looking for the day that the time is right for them to resume gaming. It seems to me that as the hobby has matured, it has become like a stereotypical senior citizen: increasingly picky, cantankerous, and set in its ways. Yes, the choices are more varied, but finding someone to play your choice of a game on your terms is increasingly difficult. We board wargamers no longer just compete with those who play miniatures and role-playing games; now we compete amongst ourselves. I am afraid that we are collectively limiting ourselves to the point that the extinction of our hobby is no longer a matter of "if" but "when."

This is further complicated by the nature of most games published today. It is no longer possible to find many new titles that cost less than \$50, and \$70+ is no longer uncommon. True, they are graphic masterpieces by the standards of the late '70s, but they cost five to ten times as much and frequently are far more complex than those old games. With the financial responsibilities that come with supporting a family, it is far more difficult for me to justify an expense of \$50 now than it was to spend \$12 for a 400-counter, full-map game when I was in high school and had no true income. A one-year subscription to *S&T* was a manageable \$30, instead of the \$100+ it is today. For that \$30 you received six unique and mostly playable games, some of them destined to become classics, such as **Panzergruppe Guderian**, with only the occasional turkey. But even those turkeys were played; my friends and I happily played both **Oil War** and **Siege of Constantinople**. Now you get rehashed "series" games of undue complexity on battles or campaigns that have either been examined *ad nauseam* or that are so obscure as to be of limited interest. Sure, they look nice and have lots of nifty rules, but when was the last time any of you actually played a game published in *S&T* with a live opponent? When was the last time you were actually excited about an upcoming issue game? It is no wonder that those who have strayed from the fold are now reluctant to return.

No, I don't see this as the Golden

Age. We are too single-minded to effectively do what we really like to do, which is to just play a lot of games and have fun. We have put ourselves into a wide variety of gilded cages. They may be nice, but they are still cages, each increasingly isolated from the others. As the numbers in each cage dwindle, one by one they will become nonexistent. Extinction looms, especially as our children choose electronic over cardboard media.

It is not all gloom and doom here, because AHIKS is no longer content to sit around and wait for the apparent inevitable. Although AHIKS is not without its own separate factions, we do at least maintain one common link—we can communicate with each other both through this publication and our new online discussion group. We still have members who are actively involved in the hobby with other wargaming associations. Most importantly, we still have members who want to play games for fun. We are offering tournaments to our members for the first time in years, and not only to those who PBEM, but those who still prefer to actually handle those little cardboard pieces when they play. We will be increasing our visibility and ties to the other wargame associations, looking to expand our membership with more quality players so that all of you can find matches to either your favorite game or one that you have always wanted to try but just haven't had the opportunity. With just a little more involvement, we can keep our society healthy and strong for years to come. We don't have to be content to wait for the meteor to strike.

Third Reich Battle Report

A brief update on my continuing saga with Fourth Edition **Third Reich**. After the last debacle that ended up with both the British and French conquered by the Axis in the fall of 1940, we started a second game. This time around, I have the French and Russians. Play has been a bit smoother for me, as I think I am past most of the rules issues, although the logic of the rules still perplexes me. Nevertheless, here is the story of the unfolding struggle...

Fall, 1939. After the Italians play their variant counter giving them extra units and BRPs, the war opens with a traditional German invasion of Poland. The Polish put up a modest struggle, costing the Germans some casualties, but Warsaw falls. With the extra BRPs, the Italians take the opportunity to build a new fleet. The Soviets occupy their half of Eastern Europe, and, although France occupies Luxembourg, the Western Allies generally content themselves with building their defenses. The BEF arrives in France.

Winter, 1939. The Italians declare war on the Allies, only to make an attrition effort in the Mediterranean theatre. The Germans invade Belgium and Holland. The Dutch put up a valiant struggle before being overwhelmed, but the Belgians cave in. The Germans are poised for a major incursion into France come spring, but at the end of the season, there are no German troops on French soil. The French launch a major airstrike on the primary Luftwaffe base at Essen, but otherwise there is not much activity. The situation in North Africa is stable, with German and Italian forces in Tunisia and Egypt, but Tunisia still in French hands. The Soviets content themselves with finishing construction of their units and making a contribution to the government of Hungary.

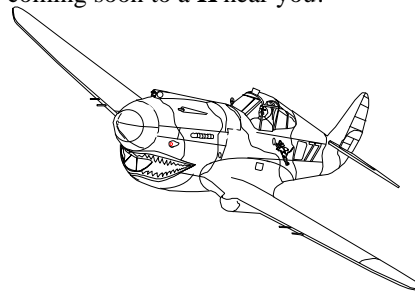
Spring, 1940. The Germans launch their attack on France, clear out Flanders, and make a small incursion with a panzerkorps across the French Alps. Tunis is captured, as the French have committed everything to the defense of France itself. The Allies now face a difficult situation. An attrition in France stands a 33% chance of regaining a hex in Flanders, making the ensuing drive on Paris somewhat difficult, but it would cost the Germans little in potential casualties and still not guarantee the Germans could not enter Paris in force, even if successful. So, the Allies attack. Low-odds attacks are directed at the panzers in the front line and the incursion in the south. Two panzerkorps are destroyed along with several German air factors, and the southern flank is secured by the French. Some French forces escape to

North Africa. However, there are still too many panzers left, along with that damnable paratrooper.

Summer, 1940. The Germans enter Paris in force, with five panzerkorps and the paratrooper. The Italians make little progress in Egypt and can't get past the French forces in Algeria. The Axis starts deployments east, although German BRPs have been drained considerably in replacing losses. Examining the situation, the Allies concede Paris, as a counterattack would require too many British at too high a risk of failure, which would leave the British crippled and vulnerable to immediate invasion. France falls, and sadly all the French colonies become Vichy. The Soviets adjust their defenses against a possible fall attack, and make another contribution to Hungary.

Fall 1940. Falling prey to historical absurdity, the Italians declare war on the Soviet Union. The Axis drive forward with attrition attacks on all fronts. An Italian naval change of base to Tobruk is met by the Royal Navy, but even with a +2 advantage loses the battle. The Russians are not fazed much by the attrition, and mostly hold their ground, losing only Brest-Litovsk. But what's this? The Axis has spent so many BRPs that an initiative change appears to be in the works. Although that would give the Allies a double move over Fall/Winter, the Axis defenses are strong. Worse, the Axis will reply with a devastating double move over Winter/Spring. With the German paratroopers still in France and Italians poised to cross the channel on German transports, both England and Russia are facing devastating and potentially game-ending offensives. The world awaits the Allied response...

Stay tuned for the next exciting episode of 3R4, or, "How to Win a World War Without Really Trying," coming soon to a **K** near you!



Treasurer's Report

Here are the numbers since last time:

Starting Checking Account Balance (12-31-05): \$6,522.26

Income:

Dues and contributions \$ 1210.00

Expenses:

K Printing \$ 156.63

Checking Account Balance

(1-24-06) \$ 7,575.63

Perpetual Fund Starting Balance:

\$1229.48

2005 Interest Income: \$ 28.29

Perpetual Fund Balance (1-24-06)

\$1,257.77

As of this writing, \$595.56 of the money in the checking account is now earmarked for the Perpetual Fund, currently held as a certificate of deposit. Those funds cannot be added to the Perpetual Fund until that CD matures in March, 2006.

As has been discussed elsewhere in these pages, AHIKS does have plans to put some of these funds to work this year, in the form of increased services (tournaments in particular) and visibility, while maintaining positive growth. Rest assured that your Treasurer will closely monitor any new expenses incurred this year, and regularly report to the Officer Corps about the success or failures of any new ventures.

Until next time, [Brian Stretcher](#)

The web version of this issue (in color) is available at our website (www.angelfire.com/ny4/gmtom/AHIKS.htm).

User name="AHIKS"

Password="Patton" (Both are case sensitive; do not include the quote marks. If you use the Caps Lock to write AHIKS, be sure to take it off for Patton.)

If you are not successful with the above address, try:

www.angelfire.com/ny4/gmtom/ahiks.htm

If you still have trouble accessing the web version, contact Tom at the address on page 11.

Open Match Requests from Roger Eastep

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

www.angelfire.com/ny4/gmtom/AHIKS.htm. Mail the request to me at the above me at 16456 Tomahawk Dr., Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at: ahiks291@verizon.net

When a match is set up, only one of the players should request ICRKs for all players.

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
Adv. Squad Leader (AH)	(1382)	Massey E
Agincourt (GDW)	(0200)	Bowie M
Anzio (AH)	(1269)	Schneider E
Anzio (AH)	(0111)	Oleson
Attack Sub (AH)	(1382)	Massey E
Austerlitz (2nd Ed)	(0036)	Yarwood
Barbarossa to Berlin (GMT)	(1086)	Mitchell E
Battle of Bulge '65 (AH)	(1269)	Schneider E
Battle of Bulge '81 (AH)	(1051)	Heiser M
Battle of Bulge '91 Smithsonian	(1566)	Gregory M/E
Battle for Germany (SPI)	(0826)	Ten Eyck
Bitter Woods (AH/MMP/L2)	(0073)	Johnson E
Bitter Woods	(0036)	Yarwood
Blitzkrieg '75 (AH)	(1269)	Schneider E
Blitzkrieg (AH)	(1000)	McPherson
Blue & Gray II (SPI)	(0036)	Yarwood
Borodino	(0036)	Yarwood
Breakout Normandy (AH)	(1413)	Longest
Breitenfeld (SPI)	(0200)	Bowie M
Bull Run (AH)	(1252)	Brooker M
Bull Run (AH)	(1051)	Heiser M
Caesar's Legions	(1269)	Schneider E
Civilization (AH)	(1185)	Ringhoffer M
Defiant Russia (AP)	(0470)	Thornsen M
Diplomacy (AH)	(1210)	Fasio M
Diplomacy (AH)	(1252)	Brooker M
Drive on Paris	(0275)	Scanlon M/E
EastFront (Columbia)	(0044)	DeWitt E
Flattop (AH)	(1430)	Warnick E
Flattop (AH)	(1550)	Duffield
Fortress Europa (AH)	(1051)	Heiser M
Gettysburg '88 (AH)	(0711)	Leonard E
Gettysburg '88 (AH)	(1527)	Brooks M
Grant Takes Command (AH)	(1075)	Morley E
Guadalcanal (AH)	(1555)	Scott E/M

Guadalcanal (AH)	(1051)	Heiser M
Invasion Sicily (GMT)	(0225)	Segarra E
Kasserine (GMT)	(0225)	Segarra E
Luftwaffe (AH)	(1269)	Schneider E
Monty's Gamble (MMP)	(1382)	Massey E
Musket & Pike (SPI)	(0200)	Bowie M
Napoleon at War	(0036)	Yarwood M
On to Richmond (AH)	(1075)	Morley E
Panzer Armee Afrika (AH)	(1051)	Heiser M
Panzer Armee Afrika (AH)	(0200)	Bowie M
PanzerBlitz (AH)	(0711)	Leonard E
PanzerBlitz (AH)	(0826)	Ten Eyck
PanzerBlitz (AH)	(1269)	Schneider E
Panzer Leader (AH)	(0711)	Leonard E
Paths of Glory (GMT)	(0470)	Thornsen ACTS
Pre-Stags (SPI)	(0817)	Riley E
Raphia (GDW)	(0200)	Bowie M
Red Parachutes (AP)	(0012)	Jolly E
Red Star/White Star (SPI)	(0012)	Jolly E
Richthofen's War (AH)	(1554)	Trosky
Road to Gettysburg (AH)	(1075)	Morley E
Rocroi (SPI)	(0200)	Bowie M
Russian Campaign (AH)	(1051)	Heiser M
Russian Campaign (L2)	(1566)	Leonard E
Russian Campaign (L2)	(1566)	Gregory
Russian Campaign (AH or L2)	(1243)	O'Connor
Russian Campaign (AH)	(1252)	Brooker
Russian Front (AH)	(1086)	Mitchel E
Russian Front (AH)	(0036)	Yarwood M
Stalingrad Pocket II (Gamers)	(1553)	Evenson E
Submarine (AH)	(1468)	Thomas M
Submarine (AH)	(0012)	Jolly E
Terrible Swift Sword (SPI)	(0275)	Scanlon
USN (SPI)	(0275)	Scanlon
War and Peace (AH)	(1554)	Trosky
Waterloo (AH)	(1382)	Massey E

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

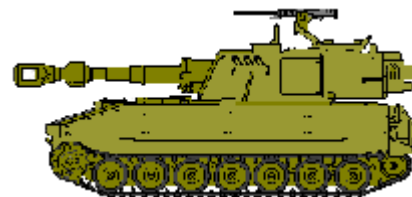
Members willing to volunteer as GM

Achtung! Spitfire—William Lindow 0988

History of World—Jeff Miller 1303

Napoléon (Columbia)—Omar DeWitt 0044

Red Parachutes, Red Star/White Star—Sid Jolly 0012



AHIKS MATCH REQUEST FORM

Complete this form (please print clearly) and send to the **AHIKS Match Coordinator via postal mail or e-mail.**

Name: _____ Member # _____ Date _____.

Address: _____.

Phone: _____ E-Mail _____ @ _____.

PLEASE USE **ALL APPLICABLE** CODES FOR EACH GAME LISTED

- | | |
|---|--|
| [AR] Will play AREA rated match, only | [FA] Will play FAST opponent, only |
| [G(#)] Will game-master this game with # of players | [M(#)] Desire multi-player match with this # of players |
| [NM] Will play new member | [NR] Request non-AHIKS rated match |
| [VE] Will play by e-mail only | [VB] Will play by either e-mail or postal mail |
| [VP] Will play by postal mail only | [OT] Will play opponents outside US/Canada |
| [IE] Send my match assignment/ICRK by e-mail | [AD] Desire e-mail match using ADC2 |
| [CY] Desire e-mail match using Cyberboard | [YP] Need preprinted OOB (if available) for postal play |
| [IC] Need continuation ICRK for this match number | [I(#)] ICRKs needed with this #-sided die rolls (6, 10, 12, or other) |
| [YE] Need Excel OOB (if available) for e-mail play or game title | |

Game titles (please list in order of preference, **and be sure to include publisher's name and any dates, e.g. Anzio '69 (AH)**)

#1 _____ Codes _____.

#2 _____ Codes _____.

#3 _____ Codes _____.

#4 _____ Codes _____.

Maximum number of these requested matches that you are willing to start at one time _____

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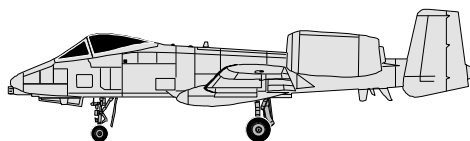
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Wargaming
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Milford, OH 45150-9418

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Address _____

E-mail _____ @ _____ ☎ _____

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

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