



Editor's Corner

Our fearless leader, Chester, has no special message for us this issue. He says to keep on gaming, and he'll be back next issue.

The live hyperlink feature in the web version of *The Kommandeur* apparently was not a valuable feature. I heard from only three members, so I will no longer actively put hyperlinks in *The K*. They may still come through on some of the articles, since I will not delete any possible links. If, in the future, the membership would like the feature returned, I will be willing to reinstate it.

For those of you 55 and over, I have included some Elderhostel programs on page 7 dealing with the Civil War. Sue and I will be attending the service program at Antietam in September.

I will be at the Comsimworld convention on June 10. If you will be there, look me up.

The next issue will be delayed, as usual, so we can include news from the WBC. If you attend, please send me your thoughts and experiences by August 13.

The answers to the word-play puzzles in the last issue were: #1 on page 11 was "paratroops," and the one on page 9 was "undersea warfare." The challenge continues on page 1; the answers are on page 7.

If you are even slightly interested in codes and ciphers, I strongly recommend "The Code Book" by Simon Singh, originally published by Doubleday. Singh writes very well.

Some thoughts on resolving combat.

The ICRK holds certain mystical fascination. The die has already been rolled and the result is determined. The trick is to find the "good" rolls. I have used the divining powers of a book: with eyes closed, I would open the book and point to the printed page with a sharp object (this gives the

letter). If it is a letter that also appears on the ICRK as a double letter (AA, BB, etc.), then I would roll a die and a 1, 2, or 3 is A, the other rolls being AA. The starting number was the middle digit of the page number (I used a large book). I have never gone beyond these mystical steps, although one could do this for every combat (and wage psychological warfare on your opponent). At the present time, I still like to remove myself from any responsibility of picking a poor die roll, and I use a set of Scrabble tiles to pick the letter and always start with 0 unless the tile has a letter of a partially-used column.

Historically, the ICRK was a very important tool for PBM because it gave immediate resolution, stock results being a distant second. With the availability of on-line dice-rolling services, the value of the ICRK is waning. Roger, our esteemed MC, introduced me to a dice-rolling service, irony.com, for our game of **Ma-rengo**. We are also using CyberBoard, but that is another topic. The particular value of immediate die resolution is that one does not have to write reams of "If this, then that. *However*, if that, then this and this." With irony.com, one types-in a combat, tells irony where to send the results, and clicks on "Roll them bones." (I confess I use a special "English" on the mouse/cursor when I do that.) You know the results in three or four seconds, and the results are also sent to the e-mail addresses of both you and your opponent. After advances and retreats are made, the next attack can then be resolved. With this service, the results of a "die cast" are not pre-ordained, as with the ICRK. Of course, one always talks to the die, but this is in expectation of future favors, not a look into the past.

Keeping track of articles on board games by Jeff Miller

I discovered as I grew older and collected more gaming magazines that it would take forever to lay my hands on the one I wanted. You may remember that you read how to defeat your opponent's setup, but trying to find where you read it could take longer than playing the game itself!

Someone, many years ago, had set up a spreadsheet that contained a listing of all the *Generals* he had in his possession and was kind enough to e-mail it to me. After a little tweaking, it fit my needs, and I've used it ever since. It works like a charm when I need to find something quickly [minus the one time my ex deleted it off the PC and my backup copy was a bit out of date! :-)].

The spreadsheet has just 5 columns

Game

Subject: tactics/strategy/perfect plan/ etc.

Title of the article

Issue it was published in

Page number

The spreadsheet covers simply what I have in my collection so anyone who uses it would have to adjust it to what he actually has. It is a great time saver in the long run, though.

Currently it's at 3,458 lines.

★★

1. What military word or phrase is depicted?

HORN HORN

Game News from Alan Poulter

(<mailto:grognard@grognard.com>)

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>). Material correct at time of writing: 29 May 2006.

NEW BOARD WARGAMES

Alphabit

Alphabit is a German publisher and only recently have English language versions of their games appeared. **History of War** is a card game on strategic and operational level combat in World War Two. A Western Front version is available as separate card decks, but a Pacific Theatre version has just been released in a box.

<http://home.historyofwar.de/?newlang=eng>

Avalanche Press

Panzer Grenadier: Airborne is an entry game into the **Panzer Grenadier** series. It covers battles between American paratroopers and the Wehrmacht after D-Day. It includes the 3rd edition of the series rules.

<http://www.avalanchepress.com/index.php>

GMT

New from GMT Games are two Richard Berg designs. **Pax Romana** covers the Mediterranean region from 300 BC through the end of the 1st century BC and uses a new game system with cards and markers and a point-to-point map. It has lots of scenarios for 2 to 4 players. **Mamluk** is a module for **The Devil's Horsemen**, in the **Great Battles of History** series. Designer Ben Hull has produced the fourth game in the **Musket & Pike Battles** series, **Gustav Adolf the Great**, on the battles of that famous Swedish commander.

<http://www.gmtgames.com/>

Histogame

Friedrich has gone into a second edition which contains upgraded components from the original edition.

http://www.histogame.de/e_index.html

L2

New from L2 is **Blood & Steel** on the Battle of Prokhorovka on the Eastern Front on World War Two. It is the first in a series of small games in folio format. Designer is Paul Rohrbaugh.

<http://www.l2designgroup.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #236 features **They Died With Their Boots On #1** containing two Joseph Miranda designs, **Custer's Last Stand** and **Quebec 1775**.

<http://www.decisiongames.com>

Against the Odds #16 features **La vallée de la mort**, on the Battle of Dien Bien Phu, and a mini-game on the battle of **Na San**.

<http://www.atomagazine.com/>

Vae Victis #68 features **La Fleur au Fusil**, on the early battles in Belgium in 1914 and a mini-game **Caméron** on a French Foreign Legion campaign.

<http://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 #15 contains four games: **Mortain 1944** is on a German offensive in France 1944, **Raid on Schweinfurt** is a solitaire game on the USAAF bombing raids in 1944, **Hippodrome** is a multi-player card game of Roman chariot racing, and **North Sea Campaign** is a two-player strategic level game on the World War One naval campaign.

http://www.homestead.com/minden_games/

Command & Strategy #5 features **Wings over Arras**, a card game on

the World War One air battle over Arras during the British offensive of April 1917. This issue also contains a rule book for the **Empires of Apocalypse** series.

<http://www.ugg.de/cs/cs1.shtml>

The Armchair General May 2006 issue contains **The Valley of Tears: 7th Brigade Stands Defiant** on the Syrian attack on the Golan Heights during October of 1973. Designer is Mark H. Walker. This is a bonus download with purchase of the magazine.

<http://www.armchairgeneral.com/>

NEW DTP WARGAMES

New from BayonetGames is **Warfighter 101: The Guards** on the hypothetical actions of a British infantry battalion in sub-Saharan Africa. It includes geomorphic maps, die-cut counters, and second-edition **Warfighter 101** system rules.

<http://www.bayonetgames.com>

New from Blue Guidon Games is **The SS Abyss**, a re-issue of an operational-level game on the last major German offensives of World War II conducted in Hungary, 1945. Designed by Perry Moore.

<http://www.blueguidongames.com/>

Mersa Matruh, from CHS and designed by Chris Harding, is a two-player operational-level game on the battles around Mersa Matruh in late June 1942. For ordering and payment information, contact Chris Harding. E-mail: topkat@chariot.net.au

Firefight Games have released two new games:

Breakout from the Crimea covers General Wrangel's campaigns in the summer of 1920 at the height of the Russian Civil War.

Heavy Panzers at Kursk covers the battle at Snovo, part of the Kursk campaign, in which German heavy tanks attacked the Russian defensive positions.

<http://firefight-games.com/>

NEW WEB RESOURCES

Official Rules

A House Divided (GDW/Phalanx)
http://www.alanemrich.com/Games_Archive_pages/AHD_pages/ahd3.htm
PanzerGrenadier series
 (Avalanche)
<http://www.avalancheexpress.com/pdf/PG3rdEditionRules.pdf>

Errata

1914: Opening Moves, Panzerschreck#7 (Minden Games)
<http://grogard.com/errata/1914open.txt>
Alesia (GMT)
<http://grogard.com/errata/alesia.doc>
Autumn Mist (Fiery Dragon)
http://www.boardgamegeek.com/file/9778/Autumn_Mist_Historical_Scenario.doc
Blitzkrieg 1940, *Vae Victis* #63 (HC)
<http://grogard.com/errata/blitzkrieg1940.txt>
Forged in Fire (Worthington)
<http://grogard.com/errata/forged.txt>
Mersa Matruh (Chris Harding)
<http://grogard.com/errata/mersamatruh.doc>
Pax Romana (GMT)
<http://grogard.com/errata/paxrom.txt>
Seven Years World War, *S&T* #221 (DG)
<http://grogard.com/errata/st221a.txt>
Solferino 1859, *Vae Victis* #55 (HC)
<http://grogard.com/errata/solferino1.txt>
Togoland (Kyber Pass Games)
<http://grogard.com/errata/togoland2.txt>
Von Manstein's Backhand Blow (GMT)
<http://grogard.com/errata/vonmanstein.txt>
Warplan Dropshot II and III (Schutze Games)
<http://grogard.com/errata/dropshoter.doc>

★★

2. What military word or phrase is depicted?

do RAID

Corps-level **Antietam** by Albert Bowie

Antietam, one of the old SPI Blue & Gray Quad games, is a simulation of the battle that occurred along Antietam Creek, near Sharpsburg, Maryland, in September 1862. The Union forces, despite their losses at Bull Run less than a month before, had been brought up to strength thanks to the organizational ability of General McClellan. The Confederate forces had not, and they were suffering moreover from much straggling. General Lee positioned his forces behind Antietam Creek and fought a day-long defensive battle successfully against the numerically superior Union army. His success, however, owed much to the uncoordinated, piecemeal attacks of his opponents, which permitted him to shift his forces to meet threats as they occurred. McClellan, after giving orders for the attack, assumed the role of a spectator, leaving the execution of those orders entirely up to his corps commanders. Some, like General Hooker, attacked promptly; others, like General Burnside, took an unconscionably long time to get moving. (On day two, McClellan issued no orders, and Lee finally retired unopposed on day three.)

The game **Antietam** uses the simple mechanics of the other games in the Quad series. But the designers faced a serious problem because of the disparity of strength between the two forces; not only are there more units in the Union army, but most of them have a strength of 5 or 6, whereas most Confederate units have a strength of 2 or 3. Clearly, allowing the Union player unlimited control of his forces would lead to a Yankee victory every time. To prevent this, the designers limited the Union player by allowing him to move only 10 units per turn (15 on the first turn), drawn from any corps in the army.

This produces a strange feel to the game. The Union commander is bypassing two levels of command (division and corps) to command individual brigades. He is able to move units anywhere and everywhere along the long arc of his army's position, but not many at any one time. And because it makes sense to use

only the stronger units, the weak ones tend to sit it out.

Yankee units are identified by corps, division, and brigade numbers. So an alternate method of determining which Union forces are active is possible. At the beginning of the Union turn, roll a die for each Union corps; a successful die roll means that all the divisions and brigades of that corps are available for battle on that turn. This results in the game, like the actual battle, becoming a corps-level effort. Sometimes the Union player will control more than 10 units, sometimes less. The feel is much more realistic, yet the system is simple to implement. (For pbm, the Confederate selects the ICRKs for his opponent's next-turn activations.) The die rolls used are as follows:

	if last Turn	
corps	active	inactive
I	1-2-3	1-2
II	1-2-3	1-2
V	1-2	1
VI + IV	1-2	1
IX	1-2	1
XII + cav	1-2-3	1-2

I corps begins the game "active," as do all reinforcements on their turn of arrival.

Omar DeWitt and I played a match using these rules. I enjoyed it very much. We both had extraordinary luck with Union activation, and, consequently, the Union won handily in both games. But it was obvious that if the activations had been more in line with statistical norms, the games would have turned out quite differently. This system will produce a greater variety of outcomes than the standard rules, for, with the latter, players will tend to select the same units each time.

Notes from O.D.: This variation offers a new slant for the Confederates. In the original rules, the Confederate has to be able to defend all points at all times because any Union unit could be active at the owner's whim. With Al's variation, the Confederate can gamble that the Union will not advance against this bridge or that ford, much as Lee actually did.

★★

The VP's Corner

I think it is time to pause and reflect on the AHIKS Iron Man WBC Trophy. I confess to having little to do with its inception and development, primarily because I have been pursuing other agendas. My perception is that this was an idea formulated and proposed by our president, Chester. He located the trophy, a fine one indeed, approached the voting officers, gained their approval, and arranged for its acceptance by the BPA for inclusion in the annual WBC convention. The evolution was no doubt time consuming and required some foresight. Kudos to Chester. May I be the first to stand up and initiate a well deserved applause. Mr. President, you may take a bow.

While I am on the topic of congratulating our president, I think it noteworthy to point out the fine job he did promoting our organization at last summer's WBC. Not without some personal sacrifice did he make the long trip out from California. I know, because he was one of my roommates at the convention. Chester held two AHIKS meetings and moved throughout the gaming arena talking up AHIKS. Personally, I would have no objection to establishing a travel fund to assist the AHIKS president with the financial cost in attending the WBC, perhaps on an every 3, 4, or 5 year rotation.

This past weekend I drove down to The Citadel Game Store, in Groton, CT, to visit an old gaming buddy, Pat Flory. He is the store owner. It was here that we held an AHIKS Regional Meeting back in the early 90s. Fellow AHIKS member, Eric Seadale, accompanied me. Pat was in a good mood in spite of the fact that the retail wargame store market seems to have taken a bit of a nosedive. Pat had to let go of his store clerk, and I noticed that his floor stock was somewhat depleted. However, Pat assured me he would soon be ordering more games, to include some of the L2 Design Group offerings.

I was saddened to hear that past **Russian Campaign** Avaloncon winner, Alan Frappier, recently died. I well recall Alan was an enthusiastic

board wargamer who had a keen passion for **TRC** and **ASL**. He was one of the regulars who spent weekend evenings in the basement of The Citadel rolling those "buckets o' dice" so well associated with **ASL** play. I took it upon myself to post a brief note on the Consimworld **TRC** folder announcing his passing. Much to my surprise and disappointment, there was only one acknowledgement, that from Tom Gregorio, who kindly reflected on his past gaming experience with Alan. This brings to mind an aspect of AHIKS membership that to some extent is lacking in the outside gaming world—camaraderie. On those sad occasions when we lose one from our ranks, there are AHIKS members who rise to the occasion, reflect on their past gaming experiences, and drop the editor of *The K* a line or two of comment so that we can pay our respects. For me, that is in large part what AHIKS is all about—camaraderie.

Randy Heller

TOURNEY NEWS

The **Afrika Korps** tourney completed the first round. One game ended very quickly; the other game went down to the very wire. The second round is now underway.

The **Diplomacy** 5 man—5 game tourney is just underway with initial moves due shortly. Things began slowly as we sorted out players and found that some participants were tied up a good part of May and June. But we have begun. It is intriguing on several points. Learning how to play the game with no player controlling the units in Germany and Italy. Plus the obvious problems of the East vs. West decisions that will need to be made. I suspect all the participants are wondering just how everyone else will play this first turn. Lastly, how will the actions in this first match affect opinions and play in the subsequent matches?

Bob Johnson

Pea Ridge Post-Battle Report by Tom Hanover

Game: *Pea Ridge* (SPI), regimental-level ACW

Time: March 7-8, 1862
Location: Elkhorn Tavern, Arkansas

PBM features: multi-player / refereeed / hidden movement / messengers

Completed: 2½ yrs (May 2003 to October 2005)

The Battle of Pea Ridge was the culmination of an ambitious but ill-fated attempt by Confederate General Earl Van Dorn to destroy Union General Samuel Curtis' Army of the Southwest and eventually reoccupy the border state of Missouri. Prior to the battle, Van Dorn boldly split his army and made a risky night march in order to place his men squarely behind Curtis' fortified defensive lines along Little Sugar Creek. The plan's great potential was squandered, however, due to breakdowns in command, an unexpectedly vigorous Union response and Van Dorn's uncharacteristic passivity during the battle (possibly due to illness), resulting in a disastrous Confederate defeat.

The game begins with two widely separated Confederate columns just entering the map while Union reinforcements trickle in off-board from Little Sugar Creek. The Confederates have three scattered geographical objectives to secure: Elkhorn Tavern, Pratt's Store, and Leetown. At some point they must decide whether to try and reunite their columns (as Van Dorn originally intended) or use them independently to capture the objectives.

The Union player's task is a delicate balancing act of where best to send his outnumbered, smaller, and more fragile brigades. He must try to correctly deduce Confederate intentions and react accordingly, yet also watch for opportunities to make local counterattacks to keep the enemy off balance and ultimately frustrate those intentions.

The Confederates field a total of 14,600 men (5,200 under Van Dorn and 9,400 under McCulloch). The Union has an army of 8,800 men.

The Commanders:

Confederate

Maj. General Van Dorn:

Mike Whittle, USA, WI

Pat McCormick*, USA, IL

Brig. General McCulloch:

Mike Norris, England, Surrey

*Replaced Mike Whittle starting on Game Turn 15

Union

Brig. General Curtis: Bruce McRae, Canada, Vancouver, BC

Van Dorn's Plan

Van Dorn planned on sending Little's and Price's brigades straight down Telegraph Road towards Elkhorn Tavern. Slack's brigade would execute a left hook via Huntsville Road to either outflank the Federals defending the tavern or march southwest along Clemen's Lane, which runs parallel to Telegraph Road.

Van Dorn ordered McCulloch to send his largest brigade (McIntosh's) eastward along Ford Rd, towards Elkhorn Tavern. Nearing the tavern, the brigade would then veer south, advance through Cox's Cornfield, capture Curtis' headquarters at Pratt's Store and then await the arrival of Van Dorn's men. However, if there appeared to be "significant fighting" near Elkhorn Tavern, McIntosh could instead (at his discretion) attempt to flank the Federals and cut off their retreat route.

McCulloch's other two brigades,

under Hebert and Pike, were to establish a credible diversion by threatening Leetown and, if successful, siphon off Union reserves.

Confederate Deployment

McCulloch's three brigades enter the map on Turn 1 via Ford Rd. McCulloch placed McIntosh first, followed by Pike and Hebert.

Van Dorn's three brigades begin entering on Turn 3 via Telegraph Rd. Van Dorn placed Little first, followed by Slack. Price's men and the bulk of the rebel artillery arrive on Turn 4.

Union Deployment

Only one Union combat unit starts on the map: 24 Mo, adjacent to Elkhorn Tavern. General Curtis starts the game at his headquarters, Pratt's Store. The Union player cannot move on Turn 1.

Confederate Turns 1-3 (9—10 am)

Van Dorn Little's brigade advances in column along Telegraph Rd, up out of Cross Timber Hollow and onto Narrow Ridge, to within a half mile of Elkhorn Tavern. Slack's brigade, following behind, veers left onto a road that crosses Broad Ridge, in a wide flanking maneuver designed to turn the Union right via Huntsville Rd.

McCulloch Leads his column through the woods down Ford Rd. As the head of the column emerges from the trees near Foster's farm, it sees 200 mounted Union cavalry observing from the western foot of Round Top, a half mile away.

Union Turns 1-2 (9:00 - 9:30 am)

Curtis Two of Bussey's cavalry regiments and a section of Elbert's horse artillery take up positions along the southern fence line of Oberson's Cornfield, near Leetown. 3 Iowa Cav rides on ahead to reconnoiter Ford Road at the foot of Round Top.

Curtis sends Bussey's fourth regiment, 1 Mo Cav, northeast towards G.W. Ford's farm, presumably to block or delay any elements of McCulloch's column attempting to reach Elkhorn Tavern via Ford Rd.

24 Mo, posted near Elkhorn Tavern, forms column, advances 500 yds up Telegraph Rd, then deploys into line again to block Van Dorn's approaching column.

** Curtis might have done better to push 24 Mo as far forward in column as possible in order to prevent Little's men from occupying the northern base of Narrow Ridge. The regiment could then have formed line and gotten, in effect, a "free" enfilade shot at Cearnal's regiment (still in column), possibly routing it back into Cross Timber Hollow and greatly delaying Van Dorn's deployment. The Union needs to buy as much time as possible until the rest of the army comes up.*

Union Turn 3 (10:00 am)

Curtis Dodge's brigade arrives in column at Pratt's Store. 3 Ill Cav is sent on ahead towards Elkhorn Tavern. 3 Iowa Cav, posted near Round Top, sees the head of McCulloch's column emerge from the woods along Ford Rd. Meantime 24 Mo advances in line another 100 yds up Telegraph Road but does not yet see Little's brigade in column just 400 yds away.

Confederate Turn 4 (10:30 am)

Van Dorn Cearnal's regiment continues marching in column down Telegraph Road, but, upon seeing Union infantry deployed just ahead, the regiment immediately forms line and advances to engage the enemy. Colonel Little rides forward to see what the commotion is about. Sighting Federal troops through the trees, he orders the rest of his brigade to form line as well and attack the enemy.

In the ensuing fight, 2 Mo is routed into Cross Timber Hollow, but Cearnal's regiment succeeds in rout-



ing 24 Mo back down Telegraph Road towards Elkhorn Tavern.

Price's brigade comes up in support while Slack's brigade continues its flanking march to Huntsville Rd.

McCulloch Ignoring the mounted Federal cavalry at the base of Round Top, McIntosh's brigade turns east and marches along Ford Road towards Elkhorn Tavern. The lead regiment is now just 350 yds from Bussey's 2 Iowa Cav.

Union Turn 4 (10:30 am)

Curtis The 400 troopers of 3 Ill Cav from Dodge's brigade turn east down Huntsville Road to try and block or delay Slack's flanking column. The rest of Dodge's brigade reaches Ruddick's Field while Dodge himself rides on ahead and rallies 24 Mo near Elkhorn Tavern.

On the other side of the field, two of Bussey's cavalry regiments take up positions along the woods opposite Foster's farm while a third, 1 Mo, blocks Ford Road at the base of Round Top. Greusel's brigade arrives at Leetown.

Confederate Turn 5 (11:00 am)

Van Dorn Col. Little again aggressively closes with 24 Mo, capturing 100 Federals and driving the regiment back to Elkhorn Tavern. Meantime, the head of Slack's column turns SW towards Huntsville Rd.

McCulloch McIntosh splits his brigade, sending two regiments off to engage Federal cavalry blocking the approach to Leetown while the rest of the column continues east along Ford Rd. McCulloch's Division suffers its first casualties when 2 Ark C is fired upon by 1 Mo Cav, losing 100 men killed and wounded. Stunned by this violent reception, 2 Ark C fails to advance any further against the Federals.

Union Turn 5 (11:00 am)

Curtis 24 Mo falls back and joins Dodge's brigade deploying along a fence line 300 yds southwest of Elkhorn Tavern, the Federals having ceded the tavern to the advancing rebels. Vandever's brigade arrives on the field and begins rapidly marching up Telegraph Road in support of Dodge.

Greusel's brigade reaches Leetown and he immediately detaches 22 Ind and half of Welfley's battery, sending them northeast towards Ford Road to support 1 Mo Cav in blocking McCulloch's drive eastward.

Bussey's cavalry begins sniping at McCulloch's column stretched out along Ford Road and inflicts 100 casualties on Whitfield's Tex Cav, very nearly putting McCulloch himself hors d' combat as well! The regiment immediately forms line and turns to face the enemy.

Confederate Turn 6 (11:30 am)

Van Dorn Slack's column of 600 men reaches Huntsville Road and turns west towards Elkhorn Tavern. Upon seeing the 400 mounted troopers of 3 Ill Cav on the far side of Clemen's Field, however, Slack deploys his brigade into line and orders Landis' battery unlimbered, ready for a fight.

Little's brigade moves off through the woods west of Telegraph Road in an attempt to flank Dodge's brigade. Meantime, Price's men begin deploying into line of battle near Elkhorn Tavern and quickly come under Union artillery fire from across The Wood Lot. 5 MSG is routed away as well as Cearnal's regiment from Little's brigade.

Van Dorn himself rides forward to better observe this action and immediately orders Bledsoe's battery deployed astride Telegraph Road to support the Confederate advance.

McCulloch Thoroughly annoyed by the presence of Union cavalry blocking his column's advance, McCulloch orders McIntosh to redouble his efforts to open up both the Ford and Leetown roads. He also sends one of Hebert's regiments across Foster's farm to drive off a third enemy cavalry unit observing the column from afar. However, blistering fire from Union Colt Repeaters brings all three efforts to naught and the rebels remain pinned in place.

To be continued with Union Turn 6

3. What military word or phrase is depicted?

P-LI

Perpetual Fund Contributors

The following members have graciously contributed to the Perpetual Fund this year:

Dave Bergman	\$3.00
Joe Brooks	2.00
Robert Corbett	74.00
Mark Fassio	12.00
Chester Hendrix	3.00
Louis Jerkich	2.00
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Thomas Walsh	10.00
Cameron Watson	14.00
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Total: \$302.68

4. What military word or phrase is depicted?

battle



**ASK
SARGE**

Dear Sarge,

When I was moving my **D-Day** board recently, the Panzer Lehr counter fell off onto my **Waterloo** board. Since it was purely an accident, can Panzer Lehr join the Prussian army?

Jerry Blücher

Dear Jerry:

Never forget the old adage, well known amongst the panzer troops—"Lehr today, gone tomorrow."

Sarge

Upcoming Events

June 6-11, Tempe, AZ
CONSIMWORLD EXPO 2006, FEATURING MONSTERGAME.CON 6.0
kranz@consimworld.com or
<http://www.consimworld.com/expo>

June 9-11, Olympia, WA
 ENFILADE
 E-mail: timcncnutly@msn.com
<http://www.nhmgs.org>

June 28-July 2, Columbus, OH
 ORIGINS GAME EXPO
<http://www.originsgames.com/>

August 1-6, Lancaster, PA
WORLD BOARDGAMING CHAMPIONSHIPS
 Don Greenwood: doncon99@toad.net
 or <http://www.boardgamers.org>

August 10-13, Indianapolis, Indiana
 GENCON INDY 2006
 E-mail: [Jeanette Keblish](mailto:Jeanette.Keblish)
<http://www.gencon.com/>

September 1-4, Sioux City, IA
 MAGE CON SOUTH XXI
 Mage Con South
 PO Box 84
 Sioux City, IA 51102-0084

September 2-5, San Francisco, CA
 CONQUEST SF
 Avalon Conventions
 2510F Las Posas Rd.
 Camarillo, CA 93010

September 8-10, Springfield, IL
 I-Con 2006
 Paul Hassebrock
 125 S. Glenwood Ave.
 Springfield, IL 62704

September 15-17, Springfield, OH
 ADVANCE THE COLORS
 E-mail: [David K van Hoose](mailto:David.K.van.Hoose)
<http://www.hmgsgreatlakes.org>

September 22-24, Rolla, MO
 COGCON 14
 CogCon,
 P.O. Box 1939,
 Rolla, MO 65402

Sept 29-Oct 1, Illinois Wesleyan University
 FLAT CON
 E-mail: flatcon@flatcon.com
www.flatlands.org

October 7-8, Oshkosh, WI
 OSHCON 2006
 Adam Loper
 535A Jefferson St.
 Oshkosh, WI 54901

November 10-12, High Point, NC
 MACECON
 E-mail: jeff@justusproductions.com
<http://www.justusproductions.com/mace.aspx>

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

Elderhostel Programs

More information on the following programs can be found at www.elderhostel.org. You can also write: 11 Avenue de Lafayette, Boston, MA 02111-1746. One in the group signing up has to be at least 55.

Gettysburg: Civil War Turning Point, the Civilians, and "For the Glory"
 program # 13661RJ
 Location: Gettysburg, Pennsylvania
 Dates: 6/18/, 7/30, and 8/20

Civil War: The Battles of South Mountain, Harpers Ferry, and Antietam
 program # 1509RJ
 Location: Shepherd's Spring, MD
 Dates: 9/17/2006

The Civil War Valley Campaigns, Civil War Cinema, and the Shenandoah Sea
 program # 11054RJ
 Location: Natural Bridge, Virginia
 Dates: 6/11/2006

Philadelphia - Gettysburg: Civil War: Place, People and Politics
 program # 11989RJ
 Location: Philadelphia, Pennsylvania
 Dates: 9/6/2006

Gettysburg: Civil War Turning Point, General Chamberlain, and the Civilians
 program # 12937RJ
 Location: Gettysburg, Pennsylvania
 Dates: 8/6/2006

Life Experiences: What's Next? The Common Soldier in the Civil War, and American Folk Song History
 program # 14086RJ
 Location: Montreat, North Carolina
 Dates: 9/10/2006

The Civil War in the Great Valley
 program # 6755RJ
 Location: Shepherd's Spring, MD
 Dates: 10/15/2006

Battle of Gettysburg: Turning Point, Exposing the Soul of the Civil War, and Lincoln
 program # 5482RJ
 Location: Gettysburg, Pennsylvania
 Dates: 11/5/2006

Your Hit Parade, Antiques and Collectibles, and the Civil War
 program # 6822RJ
 Location: Potosi, Missouri
 Dates: 6/18/2006 and 8/27

Preserving Antietam National Battlefield
 program # 11104RJ
 Program Type: Service
 Location: Shepherd's Spring, Maryland
 Dates: 9/24/2006

The Civil War: A Soldier's Story
 program # 13708RJ
 Location: Shepherd's Spring, Maryland
 Dates: 7/2/2006

American Civil War Battles, Classics of Modern Southern Writers, and Religion's Impact on History
 program # 14204RJ
 Location: Florida
 Dates: 10/29/2006

★★

Answers: 1. Little Bighorn, 2. The Doolittle Raid, 3. P-51 fighter, 4. Battle of the Bulge.

Treasury Notes



Summertime, and the livin' is easy...

Your kids' soccer or baseball season is finally over. School is done, it's too hot to do yard work, and there is less on TV worth watching than any other time of the year. There are no significant sporting events to keep track of (we won't count the never-ending NBA playoffs). So what better time of year to get caught up on your reading and try out some new experiences? Since you guys probably already know more about the most recent wargame releases than I do, it's time instead for my recommended summer reading list, plus a few computer (no, that is not a typo) games you might find worth a try.

So many books, so little time.

I have come across several interesting military history titles over the past year or so. For those of you who can't get enough of World War Two, I recommend "A Glorious Way to Die," by Russell Spur (1981). This isn't exactly a new title, but if you haven't read it, it provides a fascinating and very readable account of the final voyage of the battleship *Yamato* in April, 1945. Told from the perspectives of the participants, including a few survivors from the *Yamato* herself, the book reads almost like a novel. Even though you know how it will turn out, it is both suspenseful and sad. Also worth a read is a tale of a similarly doomed ship, the U.S.S. Indianapolis, in Richard Newcomb's "Abandon Ship!" This was originally published in 1958, but there is a 2001 edition with additional updating of the story provided by author Peter Maas. The book is simultaneously a war story, a tale of survival, and a legal drama. If you prefer WW II ground combat, then perhaps "A Dark and Bloody Ground," by Edward Miller (1995), will be more to your liking. This describes the action in the Hurtgen Forest and at the Roer River Dams in 1944 and 1945. Well written and full of first-person accounts, it's a good read, if lacking in maps. But, you can always pull out

your old copy of **Hurtgen Forest** and get a better picture of the flow of the campaign

Turning now to not so recent history, I recommend "Barbarians, Marauders, and Infidels," by Antonio Santosuosso (2004). This book covers medieval warfare from the fall of the Western Roman Empire to Constantinople in 1453. It is not, however, a comprehensive treatise that regurgitates all of the big battles and campaigns. Instead, it focuses on how medieval warfare was waged by different combatants by examples, from the Byzantines, to the emerging armies of Islam, and the western Europeans, including weapons and select personalities. The book was obviously written by someone for whom English is not his first language, and so at times the phrasing and language are a bit awkward, or even amusing. But, that doesn't detract much from the whole. I make an even heartier recommendation for "In the Name of Rome," by Adrian Goldsworthy (2003). This book covers a broad history of Rome from the early Republic to the aftermath of the fall of the Western Empire. It focuses on the individual commanders who led the legions to victory in forging what would become and then in maintaining the Empire, from Scipio Africanus to Caesar to Belisarius. Their campaigns are covered from the perspective of their leadership styles. It is well written and reads easily, although again the maps are a bit lacking. There are many issues that the Romans faced that our country faces now. Not the least of these was the problem of "immigration," usually by hostile barbarian tribes seeking better lands and taking up residence in a Roman province. The Roman solution, of course, was usually military confrontation, followed by invasion of the tribe's homeland, and typically slaughter of a good portion of the offending tribe to keep it from happening again.

"Would you like to play a game?"

I must confess that I sometimes enjoy the diversion offered by playing games on the computer. But as my PC is usually behind the technology curve, I rarely get to try the new-

est titles. Besides, relatively few really appeal to my tastes. But, there are a few that I thought I would share with you as being both fun and challenging, and possible to play without having to have the latest CPU or a \$400 graphics card. Summer is a good time to try these out, and, unlike cardboard wargames, since none are new, you can find them for \$20 or less.

If you like empire building and have a fondness for "Star Trek," then **Birth of the Federation** (Microprose) might be for you. You can play any one of the five main races from the most recent "Star Trek" universe, expanding your empire across the galaxy. You have to manage your military (fleets which consist of various classes of ships), your economy, research, diplomacy, and espionage. It is an engaging game, although after your empire has grown there is a lot to manage, and the AI has limited military sense. Strategic play is turn based, but battles are fought between turns at a tactical level, with you in control of fleet tactics. There are lots of random events and entities to deal with, including a possible Borg invasion. I found this several years ago in a local mall for only \$15. It runs well in either Windows 98, 2000, or XP, is very user friendly and, for the most part, glitch free. It is also quite pleasing graphically, but no graphics card is needed. It might be a little hard to find these days, but it would certainly be worth the \$5 or so you might have to pay for a pre-played copy.

Another great game, and one that I am enjoying now, is **Medieval: Total War** (Activision). This is a turn-based, empire-building game on the strategic level, with real-time battles. You can command any of twelve historical factions in the game, from England to Egypt. So, you build your buildings and armies, send out your emissaries and spies, spread your religion, and manage your economy (and the royal family) during the yearly turns, but when armies clash, you have to fight the battles on 3D terrain while the clock runs in real time. In other words, the other army does not sit still while you stare at the map, decide what to do, and issue

commands. For those of us who are used to turn-based games, even simultaneous turns, this can be a bit unnerving at first. You may have up to 16 separate units to control, all doing different things at the same time, marching off in different directions, pursuing enemy units when you don't want them to, and of course fleeing the battle in panic. Units can consist of up to 1000 individual men each, so armies deployed for battle look rather impressive. Units range from peasants to heavy cavalry, archers, and various siege artillery. The AI is pretty good and should be respected. There are several historical battles you can choose to fight as well, or you may configure your own battles. At the strategic level, historical events will occur, such as the discovery of gunpowder and the Mongol invasions. Historical personalities abound, too. I have only scratched the surface of the game's depth with this description. There is so much to enjoy in the game without it becoming tedious. Unless you have a newer computer, you will need at least a rudimentary graphics card to play. This game, plus the expansion **Viking Invasion**, is a steal at \$20 or less, and can still be found in stores. A newer game using the same system, **Rome: Total War**, is also available, with improved graphics and a Roman Empire setting, but it's still relatively new and runs in the \$40 to \$50 price range. I've not played it, but my nephew thinks it's cool. I'll wait until it and its expansion hit the \$20 limit to pick it up!

If you'd like to try a real-time strategy (RTS) game but don't know where to begin or can't find one that will run on your older system, I suggest **Starcraft**, by Blizzard Entertainment. You can find a Battlechest, i.e. the original game, expansion disc, and a hefty manual full of strategy hints for under \$20. This is a science fiction game and has an underlying story. The game is played in a series of missions. During a mission, you will harvest resources, build forces, and attempt to accomplish your mission objectives. The computer is trying to accomplish the same thing at the same time, and attacks can come at anytime, from anywhere. It is

nerve-wracking. While fun and requiring the use of good strategy, the concept of building new units in real time is, of course, absurd, which is a detraction for me. But, sound military tactics can be put to good use (bounding overwatch, anyone?). Also for older systems, you can try the similar games in the **Command and Conquer** series, which have a more contemporary setting. Check the box to see if a graphics card is necessary. For newer systems, and those of you who like fantasy, there is of course the **Warcraft** series, now up to version III.

I would be remiss if I didn't mention one other set of games offering a bit of mindless fun. You can find **Diablo** and **Diablo II** plus its expansion in a Battlechest format, from Blizzard, for under \$20. These are fantasy/dungeon adventure games that are very fast playing and simple. You create a character of a certain warrior class and improve his or her abilities through the gaining of experience in combat, and through the discovery of weapons, armor, and artifacts. In **Diablo**, you fight your way through 16 different levels (randomly created in each game) to ultimately face Diablo himself. In **Diablo II**, the story and premise are continued, but it is a vastly larger world, especially with the expansion. Both games are a lot of fun, have high replay value, and will run on older systems without a graphics card.

No first-person shooters on my list, because they give me motion sickness (so do combat flight simulators, if I play them too long, even if **European Air War** is a great game). Be warned if you try any of these games, however. They can be addictive, and may occupy more time than you ever intended. That can get you in trouble! And, there remains no equal to that human opponent sitting across the table from you, even if that person is sitting half a world away.

Third Reich Battle Report

You may recall that following a declaration of war on the Soviet Union by Italy in Fall, 1940, the remainder of 1940 was uneventful except for a repulse of an Italian naval effort to

transport ground units into Lebanon-Syria in the Winter. The year 1941 starts with Strategic Warfare, and the Germans lose an airwing to successful British SAC attacks. Germany now controls Poland, the Low Countries, and France, and Rumania is an active ally. Italy controls only Tunisia. The British have no conquests, while the Soviets now control both East Europe and Finland. We return now to the action....

Axis Spring 1941. The Germans begin their offensive in the east, while the Italians declare another offensive in the Mediterranean. An effort begins to wrest East Europe from the Soviets, with a drive north towards Talinn, but the panzers cannot quite make it into the city. The Red Fleet is forced to evacuate to Leningrad. In the center, the panzers breach the infantry screen and reach the Dnepr River, taking Kiev and Minsk, while pocketing four Soviet Armies in the Pripyet. The Rumanians, with German support, clear Bessarabia. The real excitement comes in the Mediterranean, as the Italians again attempt to transport units, including three armor, into Lebanon-Syria. This time, the Royal Navy loses the battle, and the landing proceeds. Moving around British-occupied Palestine, the Italians take Amman and exploit, crossing the Suez canal and taking Suez City. Gaining a positive modifier for taking Suez, the Germans try to activate the Vichy French, but fail. Nevertheless, things don't look so good in either Russia or the Middle East for the Allies.

Allied Spring 1941. The British have little choice but to take an offensive in the Mediterranean to try and redress the situation. The Soviets, facing four consecutive Axis offensives, decide to conserve resources and select an attrition option. Axis forces are situated so that the Soviets end up with a 2/3 chance of placing the vaunted Fallsturmjager in armor ZOC, neutralizing them for Summer. In addition, those pocketed Soviet forces provide a useful service by leaving their hexes in Soviet control, and so five panzers are put out of

(Continued 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.

1904-5 (Avalanche)	(0916) Dandy E
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
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
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
Cruiser Warfare (Avalanche)	(0916) Dandy E
Defiant Russia (AP)	(0470) Thornsen M
Diplomacy (AH)	(1210) Fasio M
Diplomacy (AH)	(1252) Brooker M
EastFront (Columbia)	(0044) DeWitt E
Flattop (AH)	(1430) Warnick E
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
Great War at Sea (Avalanche)	(0916) Dandy E
Guadalcanal (AH)	(1555) Scott E/M
Guadalcanal (AH)	(1051) Heiser M
Invasion Sicily (GMT)	(0225) Segarra E
Kasserine (GMT)	(0225) Segarra E

Kasserine (GMT)	(1382) Massey 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
PanzerBlitz (AH)	(0826) Ten Eyck
PanzerBlitz (AH)	(1269) Schneider E
Panzer Leader (AH)	(1382) Massey E
Panzer Leader (AH)	(0711) Leonard E
Panzergruppe Guderian (SPI)	(0275) Scanlon M/E
Paths of Glory (GMT)	(0470) Thornsen ACTS
Pre-Stags (SPI)	(0817) Riley E
Raphia (GDW)	(0200) Bowie M
Richthofen's War (AH)	(1554) Trosky
Road to Gettysburg (AH)	(1075) Morley E
Rocroi (SPI)	(0200) Bowie M
Russian Campaign (L2)	(1566) Leonard E
Russian Campaign (L2)	(1466) Svensson
Russian Campaign (AH or L2)	(1243) O'Connor
Russian Campaign (AH)	(1252) Brooker
Russian Front (AH)	(0036) Yarwood M
Stalingrad Pocket II (Gamers)	(1553) Evenson E
Submarine (AH)	(1468) Thomas M
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

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: August 13, 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.

(Continued from page 9)

supply regardless of the die roll and will not be eligible to exploit in the next Axis turn. The British counterattack the Italians, hard. Two of three Italian armor are eliminated, with minimal British loss, and Suez is recaptured. On the Libyan border, British armor scores a breakthrough, isolating three Italian armies. The Soviet attrition fails to neutralize the paratroopers, but a triple line defense awaits the Axis in Russia from Leningrad to Bryansk, and there is only one panzer to exploit against the screen to the south. With the situation in the Med secure, the British make an attempt to deactivate the Vichy French, but fail. Still, overall not a bad Allied turn.

Axis Summer 1941. The Germans take another offensive in the east, but there is little the Axis can do in the Mediterranean, and so an attrition option is selected there. The Germans use their one available exploiter in the Ukraine to isolate the Soviet screen, while focusing their efforts in the northern Baltic States and Leningrad. Grinding forward, Army Group North manages to get a 2-1 against Leningrad, even though the city itself was out of Axis air range; the panzers also simultaneously attack a 1-3 to the south of the city, which is in air

range, effectively extending their range. The city falls. While my Soviets did bait the Germans to try for Leningrad instead of working into the center, the weakness presented by the nearby 1-3 made it too easy. The Germans get the city and 15 BRPs, the Soviets lose 15. With East Europe now solidly in German hands, the economic outlook for the Soviets is bleak, with two more Axis turns yet to go before the rich Americans arrive to prop up the Soviet war effort (the British expect to get hammered by U-Boats).

To be continued.

Treasurer's Report

Checking Balance (3-26): \$4237.99

Income:

Dues and contributions \$82.00

Expenses:

K Printing \$ 133.02

WBC Advertisement \$ 100.00

Checking Balance (5-30): \$4086.97

Perpetual Fund Balance: \$ 1930.99

Additional contributions : \$ 14.00

Perpetual Fund Balance (5-30)

\$1944.99

Total Balance in Perpetual Fund

CD 5-30: \$ 4930.99

It has been well over a month since I received a renewal. Currently,

the membership total stands at 146.

We have received one additional contribution to the Perpetual Fund since the CD was renewed, which has to be carried over in the checking account until the CD matures again in March, 2007. So, the amount in the Fund is not the same as the amount in the CD at this time. Similarly, although the Fund CD earns interest each month, we receive an interest statement only at the end of the year. Interest will be posted in the Jan. K.

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="Puma" (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 Puma.)

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 Thornsen at the address on this page.

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UK: www.ahiks.co.uk

WANTED

Afrika Korps first edition rules and charts.

Blitzkreig 1975 edition rules and charts.

AH *General* articles for both games.
Will pay copy fees and postage.

Jim Dapkus
W6575 Dakota Ave.
Westfield, WI 53964

**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

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space availability. Please do not submit an article for publication which has also been submitted elsewhere. The preferred format for submitted articles, in order of

preference, are: Microsoft's Word, WordPerfect, Wordpad, Notepad; any ASCII type file; typed articles that must be re-typed into the editor's computer; hand-written articles that also must be re-typed into the editor's computer. All submissions can be sent to the editor via either e-mail attachments or regular snail-mail.

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

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 _____