

The *Kommandeur*

Volume 42 Number 2

A Publication of AHIKS

April 2007

From the President

Volunteer needed.

The Society wants you!

Do you attend the Official Convention of AHIKS, the World Boardgaming Championships, every year? If so, we are looking for you! We need an Officer, but we need someone who can be where the action is every year. If that's you, please consider if you think you can handle the following:

Conduct the Iron Man Tournament.

Wear an AHIKS recognizable T-shirt (which we'll provide).

Look for ways to promote AHIKS within the hobby.

First off, conducting the Iron Man Tournament won't be that hard. You will set up a small table in the Registration Room with the Trophy, and set out Results Sheets and a small box to collect them in. Take all the stuff home with you at the end of the Con, let the Exec know the results, and have a nice Wood created for the winner and send it to him. While at the WBC you will be our Goodwill Ambassador and hopefully talk up AHIKS and point possible members to our website.

Wearing the T-shirts won't be that hard. The hard part will be changing into a fresh one every day—well, hopefully not too hard.

As to the last, you'll be getting lots of advice from the Executive Committee and hopefully you will bring new and fresh ideas of your own to the table. We'll expect to hear from you in the pages of *The K* and possibly see you send occasional Guest Editorials to Hobby Magazines.

There might be other perks, but we're not going to announce any of those until we have our volunteer.

Résumés can be sent to Your Loyal President For Life.

The winner of the 2006 Iron Man Tournament has now been determined. It is J.R. Jarvinen. Mr. Jarvinen, we salute you on your victory. And I personally extend my own thanks for your superb demonstration of stamina and will—your bedrock victory lights the way for every future Iron Man, the path of honor that AHIKS is proud to acknowledge.

Your Buddy, *Chester*

Acceptance

First, I would like to thank Chester, Randy, and Roger for making this event possible. Without their selfless work, many of our old favorite wargames would have long been abandoned to the dustbin. I would also like to thank all of those entrants who didn't turn in their paperwork which only reinforces my old maxim "You'll win by knowing strategy; I'll win by knowing rules." I suspect this may be the first time in WBC history where Wood has been won by a player with a losing record.

But it is a great (if not grueling) event, and it gives us a chance to revisit old classics and relive old memories ("What? You can soak off at less than 1-6?"). I still have more fun playing with these quirky rule sets than I do with many of the new modern games.

And while I will do my best to return to defend my title, other obligations may preclude this, giving some other brave and industrious gamer an opportunity to claim the Iron Man crown!

J.R. Jarvinen

Editor's Corner

This issue is a bit late because the Editor was on a trip. Sue and I went to Spain to hike in the southern mountains for two weeks and enjoyed ourselves. We took a break on one day and visited Gibraltar, which didn't turn out to be such a great idea. Gibraltar has turned into a shopping center, duty free. "Duty free," of course, means you may save a bit on an item, but the entrepreneur takes a bigger profit. The place was so busy that visiting the siege caves was too daunting.

There will be errors in the renewal process, and I apologize ahead of time for my errors. Just let me know.

I have the new version of Microsoft Publisher—2007. I did not charge the Society for this. It may take me an issue or two to figure out all of the changes and nonchanges.

Chris

Pea Ridge Post-Battle Report by Tom Hanover

In the last issue, we covered up to Turn Union Turn 13.

Union Turn 13 (3:00 pm)

Curtis orders Schaefer's "brigade" of 400 men and four guns diverted from Leetown over to Telegraph Road in support of Carr's Division at Pratt's Store.

The brigades of White, Vandever, and Dodge, backed by 14 guns, form a tight semi-circle centered on Telegraph Rd, 500 yds northeast of Pratt's Store.

**This deployment leaves Curtis' left "hanging" however and liable to being flanked by McIntosh's oncoming brigade. There are no Union troops posted in the heavy woods northwest of Pratt's Store.*

(Continued on page 4)

Game News

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>).

The material was correct at time of writing: 5th April 2006.

Alan Poulter

(grognard@grognard.com)

NEW MAGAZINES WITH GAMES

Battle-Market is a new military history magazine with games on historical topics. The first (Spring 2007) issue is just out and includes the following three games: **Hanba'al** on the Battle of Trebbia in 218 BC, **Chinggis Khan**, a solitaire game on campaigns of the Mongols in 1220/1, and **Zeppelin** on airship raids against Britain in World War One. It is A5 in size and a DTP production. Games can be purchased separately from the magazine itself. <http://www.battle-market.com/>

New from Riachuelo Games, *Strategos* is a bi-monthly magazine covering wargames and simulations. Its first game is **Iwo Jima**. The magazine and games are in Portuguese. Each issue is available in PDF format as a free download.

<http://www.riachuelogames.com.br/english/strategos2.htm>

NEW BOARD WARGAMES

ATO

ATO have released as a stand-alone game **Wintergewitter**, which covers Operation "Winter Storm," the final relief effort for German forces trapped in Stalingrad. Designer is Mark Stille.

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

Avalanche Press

Two new games from designer William Sariego are **They Shall Not Pass** on the battle of Verdun, using a game system based on that used in **Defiant Russia** and **Tiger of Malaya**, on the campaign in Singapore in 1941-42. It uses the same game system as **Blood on the Snow** and

MacArthur's Return. Also new in the **Second World War at Sea** series is **East of Suez** which adds the British Pacific Fleet and the Royal Netherlands Navy to **Eastern Fleet**, **Strike South**, and **Leyte Gulf**. Also in this series, **Eastern Fleet** has been reprinted. <http://www.avalanchepress.com/index.php>

Columbia Games

Wizard Kings re-appears in a second edition which includes four new maps which are compatible with maps from the first edition.

<http://www.columbiagames.com>

Critical Hit

Lots of new product is out from Critical Hit. In the ATS series are **Warfighting Guide #1**, **Hot Stove Pack**, **CSIR Nikitovka** (the Italian Army on the Eastern Front), **Arnhem Master Set** (2nd edition of **Arnhem-Defiant Stand** and **Oosterbeek Perimeter**), and **Facing the Blitz** (maps/scenarios). There are also two ASL-compatible modules: **Witches Cauldron** (which requires **Beyond Valor** and **West of Alamein** or **For King & Country** to play) and **Sudden Full Contact - Battle of the Bulge 1944**. Finally there is **Action at Carentan**, a **Squads & Leaders** scenario. <http://www.criticalhit.com/>

Dan Verssen Games

New is **Down in Flames: World War I Bombers** which is a **Down In Flames** expansion and playable online via Vassal. <http://www.dvg.com>

GMT

Sword of Rome Expansion adds Carthage as the fifth player power along with new strategy cards; it requires ownership of **Sword of Rome**. <http://www.gmtgames.com/>

Grenier Games

Operation Weserübung covers all aspects of the invasion of Norway in World War Two. <http://www.greniergames.com/>

Guild of Blades

The War To End All Wars, a strategic level World War One game, is now in its 3rd edition, with redes-

igned map and counters, while **Battle of Thermopylae** is now in its 2nd Edition with new components, bidding rules, and online play options. <http://www.guildofblades.com/>

Hasbro

Axis & Allies War at Sea Starter is the first of a collectible series of packs taking the venerable **Axis and Allies** game system to the seas of World War Two.

<http://www.hasbro.com>

Hexasim

Hexasim is a new company based in Germany. Their first game, **Marne 1918: Friedensturm**, on the last German offensives of the First World War, has recently appeared in an English-language edition. <http://www.hexasim.com>

Lock 'n Load Publishing

Lock 'n Load Publishing has introduced a new line of downloadable games all originally published in the *Armchair General* magazine: **Valley of Tears** on the Syrian attack on the Golan Heights in October 1973, **Omaha Beach** on the fighting there during Operation Overlord, and **Brothers by my Side** on the Air Cavalry's campaigns in Vietnam. <http://www.locknloadgame.com/>

Lost Battalion Games

An unusual offering is **The Kaiser's Pirates**, a card game on commerce raiding during World War One. <http://www.lostbattalion.com/>

MMP

The latest addition to the **Tactical Combat** series is **Bloody Ridge**, on the Guadalcanal campaign in 1942. <http://www.multimanpublishing.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #242 contains **They Died With Their Boots On 2: Pershing and Mad Anthony**, covering two campaigns of the U.S. Army from the late 18th and early 20th centuries. <http://www.decisiongames.com>

Vae Victis #73 contains three games, **Magenta 1859**, **Reichshoffen 1870**,

and **St. Nazaire 1942** (a solitaire game). <http://www.vaevictis.com/>

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

NEW DTP WARGAMES

Blue Guidon Games

The SS Abyss, an operational simulation of the last two major German offensives of World War Two, designed by Perry Moore, is back in print. <http://www.blueguidongames.com/>

Canons en Carton

Schleiz, Saalfeld, and Auerstaedt 1806 are battles 16 through 18 in the **Jours de Gloire** game series. They complete the **1806 Franco-Prussian Battles** pack begun with **Jena 1806**. http://perso.cluib-internet.fr/fredbey/CeC_US.htm

Firefight Games

New from Firefight Games are **Crazy Horse, Black Shield, White Cloud** on the prelude campaign to Little Big Horn, **Meatgrinder** on the Battle of Xuan Loc in 1975, and **One Bullet, One German** on the Warsaw Uprising in 1944. <http://firefight-games.com/>

Khyber Pass Games

Rosebud: Prelude to Little Bighorn is designed by Michael Taylor, who designed the earlier **Battle of the Little Bighorn**. <http://www.khyberpassgamesonline.com/>

Schutze Games

Two new World War Two Pacific Theatre games designed by Bruce Costello are **Sands of Iwo Jima** and **Aleutian Campaign**. http://www.geocities.com/schutze_games/

NEW WEB RESOURCES

Free Games

Blue Max/Canvas Eagles <http://www.eaglesmax.com/>
Brothers By My Side (Armchair General) <http://www.armchairgeneral.com/>

articles.php?cat=65&p=2422&page=1

Congo (Luiz Silva) <http://grogard.com/info1/congo.pdf>

Imperial Ambitions (Kelly Everit) <http://www.thewargamer.com/grogard/impambv23.pdf>

Lee at Gettysburg (Armchair General) <http://www.armchairgeneral.com/articles.php?cat=65&p=2424&page=1>

Malaya <http://www.wargamedownloads.com/item.php?item=500>

Operation Iraqi Freedom (Armchair General) <http://www.armchairgeneral.com/articles.php?cat=65&p=2425&page=1>

Strike Force Hunter (Bayonet Games) <http://www.thewargamer.com/grogard/sfhunter.pdf>

Unternehmung 25 (@games online/Riachuelo) <http://www.portaldoswargames.com.br/wargames/VM2card.pdf>

Official Rules

Cockpit of Europe (Red Sash) <http://redsashgames.com/Downloads/Print%20Files%20COE3.0%2020copy/COE3.0%20Ex%20Rules.pdf>

Empire of the Sun (GMT) <http://members.tripod.com/~MarkHerman/eotsrulesv2.0.pdf>

Fall of France (Schutze Games) <http://talk.consimworld.com/WebX?233@551.3dYdcp9DPU5.372@.ee6fbf0/161!enclosure=.1dd257c9>

They Died with Their Boots on 2: Mad Anthony and Pershing, S&T 243 (DG) <http://grogard.com/info1/diedboots2.doc>

Twilight of the Ottomans, S&T #241 (DG) <http://grogard.com/info1/twilotto.doc>

Errata

1066, S&T #240 (DG) <http://grogard.com/errata1/st/st240.txt>

Crazy Horse: Prelude to Little Bighorn, 1866 (Firefight) <http://grogard.com/errata1/crazyhorse.txt>

Rules Translations

Congo (Luiz Silva) <http://grogard.com/info1/congoen.pdf>

Tempête sur l'Europe, 1939-1945, Vae Victus #66 (HC) <http://grogard.com/info1/tempesta4.pdf>

Tonkin, Vae Victis #70 (HC) <http://grogard.com/info1/tonkinrules.pdf>

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The web version of this issue (in color) is available at our website (www.AHIKS.com).
 User name = "AHIKS"
 Password = "Rankin" (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 Rankin.)

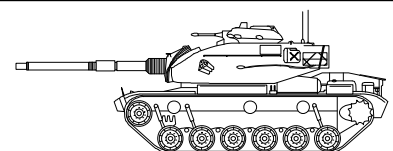
If you are not successful with the above address, try:
www.angelfire.com/ny4/gmtom/ahiks.htm

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

12.4 REINFORCEMENTS

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

1574 Brian Steffes, Coraopolis, PA



The VP's Corner

Just as many of you do, I regularly peruse gaming websites such as ConsimWorld and Boardgamegeek. Not long ago, I came across an individual who expressed an interest in establishing an errata bank for board wargames. The response on the forum was a bit tepid, so I retained the gentleman's name and e-mail address. Hmm...an errata bank. That got me thinking. Is this something we could use within the ranks of AHIKS? I think so. How often does one acquire an older game without the follow-up game errata? The result is a sometimes unproductive and time consuming search through old gaming journals and/or a hunt on a website for something posted. I would like to approach this fellow and ask if he would be interested in spearheading an AHIKS errata bank. I know he certainly could not do it alone. Some of us would have to come forward and be willing to share with him the available errata in our own libraries. I can think of at least a dozen games I own where I have access to complete errata. I don't think it necessary to copy it, but rather let it be known I am the source. This is information the errata coordinator will need to collate. So, where do we go from here? I recommend that we move forward and approach this individual with a proposal. I suspect we would need to offer him something in return, at least for the initial effort. How does a one-year free membership in AHIKS sound? I think that is a reasonable enough commitment to see how far he runs with the project. What do you think?

Another conversation I came across concerned AHIKS membership ratings. Here's a direct quote, "The AHIKS ratings really mean little since people only see them about once every five years, and no one seems to be particularly concerned about AHIKS matches effects on AREA ratings." I will have to second that comment. I know I regularly play other AHIKS members, both face-to-face at The World Boardgaming Championships (WBC) and via e-mail. I can't recall the last time my opponent and I bothered to report the game win to AHIKS. On the other

hand, AREA ratings continue to exist and are popular in some circles. In fact, many WBC events mandate the reporting of results to AREA. So, in that light, do we really need to continue to spend administrative time in maintaining our own separate ratings? My personal preference would be to dispense with our rating system and either leave it to the members to report the results to AREA or have the results forwarded by AHIKS to AREA. For those who might have forgotten, AREA stands for Avalon Hill Reliability, Experience, and Ability Scoring System. It currently maintains 2,296 active members and 4,136 inactive members. I believe it was established and maintained by The Avalon Hill Game Company sometime back in the '70s. It is now independently maintained by a small, dedicated group, and allows for rankings in individual games other than just Avalon Hill titles. So, what do you, the members, think? Leave it to AREA and spend our precious administrative time on something more productive and more appreciated would be my vote.

I'll stop at this point, hopefully having left the members with something to chew on. Till next time.

Randy Heller

(Continued from page 1)

Along Leetown Rd, the hapless 6 Tex C of McIntosh's brigade is again pounded by rapid-firing Union guns, losing another 115 men killed and wounded and routing back towards Foster's farm.

** If McIntosh loses another strength point now, his brigade will be wrecked, just when Van Dorn needs it most to secure Pratt's Store.*

Greusel and Pattison continue having minor problems coordinating their defense of Leetown. Greusel orders Hoffman's battery limbered and moved forward into Oberson's cornfield. But Pattison's 8 Ind, assigned as infantry support, fails to advance and cover the guns, thus leaving the rebels with a chance to seize the battery before it can properly deploy.

Lastly, Curtis orders 3 Iowa Cav of Bussey's brigade on an "end run" around Van Dorn's army. Curtis is

(Continued on page 9)

Game Review

Sun Of York

\$20

Relative Range

PO 1732

Burlington, NJ 08016

(609) 239-6890

A Card Game About the Wars of the Roses

reviewed by Albert Bowie

The Wars of the Roses were a series of civil wars that occurred in 15th century England in the aftermath of the Hundred Years War. In contrast to continental wars, there were many battles but few sieges. Although the sites of the battles, the leaders who participated, and the types of troops that were generally available and their relative quantities, are fairly well known, the compositions and numbers of the armies in these battles are very poorly known. This situation lends itself to the randomness of a card game.

There are two general types of cards: 1) Combat Unit cards and 2) Orders cards. Each player has a deck of 100 cards; Combat Units comprise about 70%. The most common troop type is by far the longbow men; there are several men-at-arms (dismounted cavalry) and levies, and a few of various other types. There are three kinds of Orders cards; 1) Leaders, 2) Terrain, and 3) Special. When not used for some other purpose, orders cards provide a player with "orders" which are used to bring on reinforcements and to move units which have no leader with them.

There is no map. Instead, on the playing surface (table, desk, floor, whatever), the players must visualize 5 zones, extending from player to player. The outer two zones are divided in two and the three inner zones into 3 parts each, so that there are 9 central squares, flanked on each side by two rectangles. This layout is imaginary, though one could use tape or chalk or something to mark out the boundaries if one wishes. The peripheral rectangles are used only for movement, and function as possible avenues for flank attacks; the nine central squares are the battlefield proper. Basically, the battle is won by capturing the opponent's rear squares.

Combat Units have three factors: Cohesion, Ability, and Movement. Ex-

cept for the cavalry, all units' movement factor is 1, and there are only 3 cavalry units in each deck; it seems to me that it would have been simpler to mention the movement capabilities in the rules rather than print them on the cards. The Cohesion factor determines 1) how many dice are rolled for that unit in combat, 2) how many hits it can sustain, and 3) what is its morale factor. The Ability factor is the number [#] which must be rolled on each die to cause a hit. E.g., a unit with a Cohesion of 3 and an Ability of 2 can roll 3 dice, but only causes hits if the dice turn up "1" or "2."

Eighteen scenarios are provided in the game, and players are free to create their own (actually, the game could be used to recreate some of the Hundred Years War battles, too). At the beginning, Leader, Terrain, and Special cards are extracted from the deck and placed where specified by the scenario. The rest of the cards are shuffled and each player deals himself a hand of 16 cards. Four are deployed in each of the rear squares (4 is the maximum number of Combat Units that can be in any given area), leaving 4 in his hand. Then play commences. At the beginning of each game-turn, the players roll a die to determine who will have the 1st player-turn for that game-turn. Each player-turn has the following 4 phases: 1) morale checks for units that have "hits;" 2) combat, both hand-to-hand (with enemy units in the same square) and missile (shooting at enemy units in an adjacent square); 3) movement (note: combat normally precedes movement, but in special cases—cavalry charge and attacks from the flank—units move and *then* attack); 4) reinforcement.

Reinforcements are taken from the cards held in the player's hand. To bring reinforcements to the battlefield, Orders are required, so a player needs to have at least one Orders card for this. After reinforcing, a player has the option to discard any of the remaining cards in his hand, then deal himself more cards from the deck to bring the total in his hand back up to 4. Players will probably find themselves discarding a lot of cards, both to get better quality Combat Unit cards, and to obtain the rarer Orders cards.

Movement requires Orders, or the presence of a Leader in the same area. Because leaders may not be placed

outside the battlefield proper, Orders are necessary for any movement in/from the peripheral areas. And because leaders may not change zones, and because there are usually fewer than 3 leaders. Orders are usually necessary for movement on the battlefield as well. Indeed, a player may find himself in a situation in which he has a powerful array of troops, but lack of Orders cards renders him unable to use them!

Combat is about rolling dice and inflicting hits on enemy units. When the number of hits exceeds a unit's Cohesion factor, that unit is destroyed. But destroying enemy units is not as easy as you might think. For one thing, hits must be evenly distributed among all the enemy units in a given area (which quickly teaches the wisdom of the saying "safety in numbers"). For another, the owning player has an opportunity to remove hits during the Morale phase. Oddly enough, this is accomplished by a unit *failing* its morale check, otherwise, the hits are subtracted from the unit's Cohesion factor; if the latter is reduced to zero or less, the unit is destroyed. You are no doubt thinking "*failing* should be a bad thing, not a good thing." In this game, failing the morale check can be good, in that it completely negates whatever hits the unit currently has, but it has a downside too: the unit must retreat. If it retreats from a rear area—off the battlefield—it is eliminated; if it retreats into another area, although *its* hits are removed, all other units in the area must make morale checks, and those that fail have their Cohesion factors reduced by one. Thus, by its retreat, a less valuable unit may cause damage, indirectly, to as many as 3 other, possibly more valuable, units (if 4 units—the maximum—are already in the area, the retreating unit is eliminated).

One of the things that I like about this game—and those whose old eyes have difficulty reading ½-inch cardboard counters will appreciate—is that it's easy to read the cards! The rules are 7 pages in length, plus 4 pages of scenarios. There is a quick-reference page of examples, and another of rules summaries. The rules are fairly clear and easy to understand, although there are some gray

areas, e.g. the Queen card can be used to "reactivate" units, but "reactivation" is not explained. The game can be played solitaire as well as by two; unfortunately, it does not lend itself to play-by-mail.

Sun of York is a desktop published game designed by Mike Nagel and produced by the Relative Range company. The title is taken from a line in Shakespeare's play "Richard III."

★★



UCP News

Hi All,

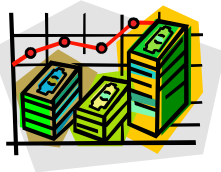
Well, unfortunately there's not much to report on the UCP front this time around other than a few minor notes. For a deletion, the **Squad Leader** rules are no longer available, and for additions, there are now counters for Avalon Hill's **Bitter Woods** (1st edition, no utility) and the map for Avalon Hill's **1776** is available. The latter donation is thanks to our VP Randy Heller.

Speaking of Randy, I had the pleasure of making a road trip to NH in early March to visit him for a long weekend. Though probably more of a social visit than strictly a gaming one, we still managed to roll the dice a bit and dug into a campaign game of **Bulge '81**. However, time got the better of us, and we were forced to call the game before its final completion with Randy offering to declare it a draw. Needless to say, I readily accepted. Personally, anytime I can battle Randy to a draw in any game on the Bulge, I consider it a success. Overall, it was a great time and as always the "Heller Hospitality" was second to none.

Well, that's all for now. Once again I'd like to remind everyone that the UCP is there to help and is always accepting donations of counters and other game parts. Please feel free to contact me anytime with any UCP questions or to receive the most recent UCP list.

Happy Gaming, [Brian](#)

Treasury Notes



How to avoid and properly handle rules disputes

Invariably, there comes a time when you and one of your opponents will not agree on how to interpret a particular rule. Although such disagreements may occur during relatively uneventful points in the game, Murphy's Law dictates that they are unfortunately more likely to crop up at decisive junctures. The party who prevails in the ensuing argument may then have an advantage for the rest of the game. Rarely, such disputes can get heated and lead to hard feelings and lost opponents.

Most rules disputes can and should be avoided. The simplest means to avoid a dispute is to make sure you are thoroughly familiar with the rules. Even for the simple games, make sure you read through the rules before you begin play, especially if it has been awhile since you last played the game or game system. Make sure as well that you have the same rules set as your opponent. For example, the **Blue and Grey** system has gone through at least three incarnations, from the original SPI edition, TSR, to perhaps a couple of different ones from Decision Games. Differences between these rules sets is often subtle and buried within the body of the rules. One difference between the original SPI and Decision versions is the rule covering retreats into hexes occupied by friendly units. In the original edition, units must retreat into an unoccupied hex before retreating into and displacing friendly units. In the Decision edition, units may freely retreat into occupied hexes and displace friendly units. It's a little thing, but can be quite important in a game.

Of course, more complex games require greater study to gain proficiency. I couldn't begin to describe the number of questions that come up in the play of **Third Reich**. Unusual things happen in almost every game. To make matters worse, playing of such games with a long history of

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post-publication development leads to a problem with access to all of the rules. For fourth edition **Third Reich**, to be up to date you must have access to the *Gamer's Guide* and a number of old copies of *The General* for official rules changes and interpretations. It can be difficult and frustrating at times to learn of a rule you have simply never seen before. But, if you want to play the game, you do have an obligation to try and get all of the rules, errata, and other supporting documentation. It's much easier for a game like **Anzio**, where there has continued to be activity to keep the game and system current.

Some simple rules sets, however, may also raise a number of questions. This is especially true of a lot of the games published in the early '70s, when rules writing was not particularly tight. **Soldiers**, a great old SPI game on WWI tactical combat, has important rules buried in the combat results and terrain-effects charts on the map. **Raphia**, a Series 120 game published by GDW, has only a few pages of rules, but they are not particularly well organized, and a thorough reading will leave the reader with several questions. So, both you and your opponent should read through *all* of the rules, and make sure that you address any questions either of you may have before you start play. You can't catch them all, but most is better than none.

Despite your best efforts to avoid such problems, there will still probably be a time when you and your opponent simply can't agree on how to interpret a rule. How you handle such a dispute is important. Arguing from the standpoint of "I've always done it that way," or, "I just read a book on camel warfare and so I believe my camel units should always be in supply in the desert," is not an effective means of persuasion. First, you should cite to the rule in question and any other rule or errata you use to support your argument. If your opponent has no idea where your argument is coming from, it will be very difficult to persuade him you are right. Second, you should try to avoid reading meaning into a rule that isn't really there. While you may think that cavalry should be able to retreat before combat when artillery lumbers

up and blasts away from two hexes out in the **Napoleon at War** system, especially when it can retreat from direct infantry attack, regardless of the logic, the rule makes it clear that such retreats can only occur when in the ZOC of an enemy unit. Logic is just about the last argument you can resort to, because a *lot* of individual rules truly fail in the logic department. But, remember that old school of "design for effect," before you go making a bunch of "logical" changes to your games.

If your attempt to persuade your opponent still leaves you with locked horns, you have a couple of choices. One, you can resort to the old, "resolve any disputes you may have with a friendly roll of the die." Sounds rather quaint, but it can still work for the game you are playing, even if it doesn't solve the problem for the long term. Second, you can refer your issue to the AHIKS judge. The judge exists to assist you in just these sorts of situations. For many games, the judge has access to prior AHIKS rulings on common issues. There is, I believe, also still a network of game specialists that the judge can refer you to in the event of a difficult question. I no longer recall who might specialize in what game, or even if those persons are still AHIKS members, but there are most likely plenty of members who can help with a specific game issue. The ahiksol e-mail group is one place you can access a large pool of members, and there is also the consimworld forum. Both would be a good place to ask a question.

Finally, it is extremely poor sportsmanship to quit over a rules disagreement. If you lose the argument, just suck it up and play. It's always more fun to play than to sit around and sulk. Playing is what we're here for.

War at Sea PBEM tournament news

I received a recent report from the last remaining Round 1 match. In the Red Bracket, Jeff Miller's Axis has triumphed over Joe Harkins's Allies in a complete 8 turn game, with a winning margin of 4 POC.

This completes Round 1 in both

brackets, relatively on schedule. One player withdrew from the tournament, so his remaining two matches have been forfeited. Stan Forbes is currently facing both of his remaining opponents simultaneously in both Rounds 2 and 3 in Blue, but these games will be permitted to proceed while Rounds 2 and 3 proceed as scheduled in Red. Here are the standings after Round 1:

Blue:

Stan Forbes, 3 points
Ed O'Connor, 3 points
Doug Turnbull, 0 points
Gene Millard, withdrawn

Red:

Chuck Kaye, 3 points
Jeff Miller, 3 points
Joe Harkins, 0 points
Lee Massey, 0 points

Interesting statistics: Although only Round One, wins and losses were split evenly with two wins each for the Axis and Allies. Game lengths ran the gamut for those played, with the shortest ending after two turns, the longest going the distance for the full eight. The one player who withdrew from the tournament simply could not get around life's demands, as we all must face from time to time.

Round 2:

As mentioned, game assignments and play have already commenced in the Blue Bracket. Here are the assignments for Red:

Chuck Kaye (Axis) vs. Joe Harkins (Allies)
Jeff Miller (Allies) vs. Lee Massey (Axis)

Everyone gets to play everyone else one time, with sides in each match determined randomly. Looks like the leaders in this bracket have to switch to the other side, while their opponents get to use the lessons and experience learned from Round 1. Estimated round end date is June 22.

Anyone can check for updated results in this tournament at any time at ahiks.com.

Third Reich battle report

The game is back on. Actually, one game has been completed and another begun since last issue. The

game code named *Sinclair* was short and sweet. The Axis tried an early entry by Italy in Fall, 1939, with a sweep through the French Alps. Poland was essentially ignored. The Allies seized the initiative, however, and my British ended up in Berlin after a double move. Interesting highlights of the game was the sight of Polish aircraft over Berlin, and puny infantry surrounding large unsupported German infantry formations in Poland to keep them away from Berlin.

The current game, named *Ranger*, is in progress. A chance for me to be the Axis this game. So, here we go, blow by blow.

Fall, 1939. The Germans adopt a standard approach and commit the bulk of their forces east against Poland. Although the initial attacks go well, two Panzerkorps and several factors of air are lost in a full exchange against Warsaw. Poland falls, but at a significant cost. Italy, meanwhile, simply builds its forces. The Soviets occupy East Europe, and the French and British content themselves with a low level attrition in the West, expanding their forces as well.

Winter, 1939. Italy declares war on the Allies. Because of the excessive casualties in Poland, Germany abandons its plans against Denmark, opting to concentrate its offensive against Holland and Belgium. Both fall with minimal Axis casualties. Some German units enter Italy to threaten the French Alps. Small Italian forces enter Egypt and Tunisia, but substantial additional forces are sent to Libya at the end of the turn, including the DAK. The Allies respond with another attrition in the West, but take an offensive option in the Mediterranean. French and British forces successfully clear the Italians out of Tunisia, and British armor advances to the gates of Tripoli. A French infantry corps also makes a successful amphibious invasion at the southernmost Libyan beach, effectively leaving only Cyrenaica (Benghazi to the Egyptian border) in Axis hands. Large British formations enter France to assist in its defense. The Soviets build the rest of their army, where they will be content to sit until Barbarossa. The Soviets do occupy Persia, however.

Spring, 1940. The exchange in Poland plus some poor BRP handling leaves Germany short a few BRPs to start the year, but in relatively good military shape. Finding a weakness behind the Maginot line, panzers and paratroopers breach the fortifications. Axis armor ends the turn just outside Paris, Lyon, and Marseilles. With a simultaneous advance into Flanders and the capture of Calais, most of the Allied forces in France find themselves out of supply. The Italians launch an offensive into Egypt, taking out a small infantry corps and isolating another. The DAK watches the French bridgehead. The end of the turn sees the Axis at maximum armor strength, with the Allies in a bit of a pickle in France. The Allies are offered the initiative, if they dare take it.

Because the Allied response is currently underway as of this writing, we'll pick up the campaign here next time, with the Allied Spring, 1940 move.

Treasurer's Report

Starting Checking Balance 1-31-07
\$ 4,922.97

Income:

Dues and contributions \$ 398.86

Expenses:

K Printing \$ 128.97

Transfer to Perpetual Fund \$ 280.94

Checking Balance as of 3-31-07:
\$ 4911.92

Perpetual Fund Balance, 1-1-07:

\$ 1930.99

Interest Income: \$ 87.92

Contributions transferred from checking: \$ 280.94

Additional contributions made:
\$ 0.00

Perpetual Fund Balance 3-31-07
\$ 2,299.85

Operating funds in CD, 1-1-07:
\$ 3,000.00

Interest Income: \$ 136.59

Operating funds in CD, 3-31-07:
\$ 3,136.59

Total balance in CD, 3-31-07:
\$ 5,436.44

Total Treasury, 3-31-07: \$10,348.36

(Continued on page 8)

(Continued from page 7)

With dues payments, Perpetual Fund Contributions, and interest, we hit a bit of a milestone this month, with total AHIKS funds exceeding \$10,000, for perhaps the first time. Compare this to our total one year ago, \$9168.98, and we have an annual increase of \$1179.38, for a 12.86% overall growth rate. The Perpetual Fund has grown by just over 19%, thanks in great part to your continued generous contributions. The rest of the year, of course, will be less eventful, with only modest amounts of income. Interest income will not be reported again until next year. However, because of a promotional rate, the term on the CD has been reduced to 11 months from a year, but with an annualized percentage yield of 4.35%, better than we had before.

Until next time, [Brian Stretcher](#)

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: May 30, 2007.**

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 \$3 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.

Game Review

I Want This Game—Now!!

by Bill Watkins

Go to Decision Games website (decisiongames.com). Click on the Pledge button. At the left of the page click on Pledge Orders. Number 31 is **Omaha Beach** by John Butterfield, a solitaire game on D-Day. Order it now, and demand they get it out! It's that good!

I've been playtesting this game for John. I am very, very impressed. I e-mailed John that I believe he's about a step away from an award winner. I've also told him I'm not giving my playtest copy back. I will be playing my playtest copy till it falls apart or the actual game comes out!

John has put a tremendous amount of thought and new concepts into this game. He has worked out a solitaire system that is entertaining and works!

The map is a long stretch of Omaha Beach, divided into two zones: the 1st Division and the 29th Division zones. Beach landing hexes are identified. You place units in those hexes according to when their boats actually approached the beaches. You draw from a deck of cards. There are different potential outcomes for units of different types. These range from outright elimination before landing, to a safe landing, to being blown off course, to an unintended landing somewhere down the beach.

On my first turn, I had eight tank platoons leading the way. Six were delayed for two turns, one was blown away, and one drifted four hexes away from where he was supposed to land! Not a good beginning, but accurate.

Once you get on the beach, the trouble really begins. Every hex on the map contains one or more colored dots or little circles. The colors tell you which German position has a field of fire covering that hex. Obviously, multiple German positions can have fields of fire covering a hex. The dots and circles tell you the intensity of fire that each German position can bring on that hex.

Note I keep saying "positions," not "units." German units are placed face down randomly on positions. You are

attacked by positions, not by units! The combat results can be bloody. The basic game is 16 turns, representing the first four hours of the assault. By turn three, I had one-third the losses needed for a catastrophic loss!

Luckily, there are limitations on how much damage a unit can take on a single turn. Each unit has a symbol. Only those bearing a symbol matching one on a drawn card can become casualties.

The American is also limited in how many units he can move each turn. After all, command control was pretty poor at the start. A couple of Generals do come ashore and you can develop Heroes. Rangers are pretty independent also, except mine got shot to pieces before they even started climbing the cliffs.

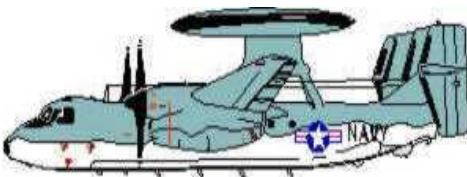
Moving is maddening. All the worst terrain is here, including plain old hedges and those miserable bocage. There are different beach lines, reflecting the different tides that occurred. Sea walls and anti-tank ditches are shown.

Attacking the Germans is also bloody. Not only do you have those face-down units with varying strengths to contend with, each position also has a randomly selected depth marker. These can increase the value of the position and can control the types of weapons the Americans need in order to attack the position.

That gets to be a concern as American companies (the basic unit) take casualties. They step down to platoon size. Although companies start with a full table of weapons, the surviving platoons don't. John has randomized the surviving weapons. Some platoons may have a radio, some may not. A German position may require a radio to be attacked, so you can call in artillery! If your attacking platoon doesn't have one... Other weapons include demolitions, bazookas, and machine guns.

There's a lot more to the game: engineers to clear beach obstacles, command posts, spotting, German reinforcements and off-board artillery, naval gunfire, and all sorts of other goodies. There is sufficient randomness so that no two games will play the same. And lots more stuff, including an extended game that covers the next eight hours after the basic game.

By the way, I don't like card-driven games. This isn't. They control land-



Upcoming Events

ing, combat, and event randomization. I found the results to be believable.

I've got some arguments with John coming up. After all, this is a playtest. However, I took the map to our VFW meeting and showed it to some old vets who were on that beach. They were highly, and I mean highly, impressed. You will be too! This is a game that everyone is going to talk about, and it's going to be a must on your overloaded game shelf. So, do us all a favor, tell Decision you want it! And I'll be first to nominate Mr. Butterfield for a Charles Roberts award.

(Continued from page 4)

anxious to scout Price's dispositions in order to determine, as he tells a nearby subordinate, "...where I can expect the hammer to fall."

3 Iowa Cav makes a dash down Ford Road but their presence is observed by Van Dorn. The Union troopers quickly reach Telegraph Road and turn southwest, eventually running into the limbered batteries of Wade and Bledsoe in Ruddick's Field. The troopers fire their pistols into the startled mass of Confederate artillerymen and sow great confusion amongst their ranks.

Losses after Turn 13 (3:00 pm)

	Casu- alties	Cap	Guns Lost	Leader Lost
Conf	2400	100	1	2
Union	700	200	8	1

Confederate Turn 14 (3:30 pm)

Van Dorn sends a courier to McIntosh urging him to "Avoid wrecking your brigade at all costs..." and to "withdraw behind your artillery if necessary...to recover effectiveness this evening." But the message arrives too late as McIntosh has already fully committed his regiments to flanking the Federal left.

Van Dorn himself orders Little's brigade to fall back down Telegraph Rd, although several of Price's regiments continue applying pressure against the Union right along Clemens' Lane. Slack leads 8 MSG in a bayonet charge to overrun Hayden's battery but supporting Union troops in the form of 24 Mo and Bowen's dismounted cavalry keep the rebels locked in hand-to-hand fighting.

April 13-15, Hoffman Estates, IL
2007 ASL OPEN
frango1000@sbcglobal.net

Apr 13-15, South Burlington, VT
LORE CON 3
blinovitch@yahoo.com
http://www.lorecon.com

Apr 13-15, Columbia, SC
ROUNDCON 2007
alisha@roundcon.com

Apr 20-22, Troy, MI
PENGUICON 5.0
gaming@penguicon.org

**Just when McCulloch has nearly reached a decisive position to seize Curtis' headquarters, Van Dorn has chosen to ease up on the Union line, apparently in order to wait and renew the attack the next morning. Granted, McIntosh's brigade is just 1sp away from being wrecked (and escaped this by only a hairsbreadth this turn) but now would seem the time for an all-out effort to win the game before Union reinforcements (1,400 men under Sigel) arrive to further erode the initial Confederate advantage in manpower.*

To deal with the mounted Federal cavalry behind his army, Van Dorn diverts 600 men from 5 MSG and two artillery batteries against it. When the batteries begin deploying just 100 yds away, the Union cavalry quickly withdraws back up Telegraph Rd, a safe distance away.

McCulloch Hebert's and Pike's brigades plus two regiments from McIntosh continue demonstrating in Oberson's cornfield. Despite managing to finally get Provence's battery deployed along the tree line, the rebels remain stymied by Union forces blocking the way to Leetown.

**At this point the Union has 2,500 infantry and cavalry defending the approach to Leetown versus 4,900 attacking Confederates. More importantly, the Union has 17 artillery pieces deployed versus just four for*

(Continued on page 11)

Apr 22-26, Las Vegas, NV
GAMA TRADE SHOW
http://www.gama.org/gts

Apr 27-29, Albany, NY
BADCON
http://www.badcon.com

May 3-5, Mount Vernon, Iowa
JEN-CON
Chess and Games Club, C/O Cornell College,
Box #1049, 810 Commons Circle,
Mount Vernon, IA 52314,

May 5-6, Corvallis, Oregon
JUST A GAME CON 2007
http://home.centurytel.net/GOMC/JAGC.htm

May 25-27, Columbus, Ohio
MARCON
http://www.marcon.org/

Jun 1-3, Collinsville, IL
DIECON
http://www.diecon.com

Jun 14-17, Mesa, Arizona
PHOENIX CON GAMES
http://www.phxcongames.com

Jul 5-8, Columbus, OH
ORIGINS INTERNATIONAL GAME EXPO
http://www.originsgames.com

July 31-Aug 5, Lancaster, PA
WORLD BOARDGAMING CHAMPIONSHIPS
Don Greenwood: doncon99@toad.net
or http://www.boardgamers.org

Aug 16-19, Indianapolis, Indiana :
GENCON INDY
http://www.gencon.com

Sept. 14-16, Springfield, OH
Advance the Colors
http://www.hmsgreatlakes.org

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

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 <http://ahiks.com/>. Mail the request to me at the above or 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 <http://ahiks.com/>.

1776 (AH)	(1442) Herbst
1904-5 (Avalanche)	(0916) Dandy E
1914 (AH)	(1554) Trosky M
Adv. Squad Leader (AH)	(1382) Massey E
Afrika Korps (AH)	(0757) Qualtierei Cyber
Agincourt (GDW)	(0200) Bowie M
Anzio (AH)	(1269) Schneider E
Anzio (AH)	(0111) Oleson
Austerlitz (2nd Ed)	(0036) Yarwood
Battle of Bulge '65 (AH)	(1269) Schneider E
Bitter Woods	(0036) Yarwood
Blitzkrieg '75 (AH)	(1269) Schneider E
Blue & Gray II (SPI)	(0036) Yarwood
Breakout Normandy (AH)	(1413) Longest
Breitenfeld (SPI)	(0200) Bowie M
Bull Run (AH)	(1442) Herbst
Caesar's Legions	(1269) Schneider E
Civil War (VG)	(1315) Reid E
Cruiser Warfare (Avalanche)	(0916) Dandy E
Diplomacy (AH)	(1210) Fasio M
Diplomacy (AH)	(1252) Brooker M
Diplomacy (AH)	(1442) Herbst
EastFront (Columbia)	(0044) DeWitt E
Fifth Frontier War (GDW)	(1315) Reid
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
Jutland (AH)	(1554) Trosky
Luftwaffe (AH)	(1269) Schneider E
Midway: Turning Point (Aval)	(0036) Yarwood M
Monty's Gamble (MMP)	(1382) Massey E

Musket & Pike (SPI)	(0200) Bowie M
Napoleon at War	(0036) Yarwood M
NATO (VG)	(1315) Reid
On to Richmond (AH)	(1075) Morley E
Panzer Leader (AH)	(0757) Qualtierei Cyber
Panzer Leader (AH)	(0711) Leonard E
Panzergruppe Guderian (SPI)	(0275) Scanlon M/E
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)	(1345) Scarborough M
Russian Campaign (AH)	(1252) Brooker
Russian Front (AH)	(0036) Yarwood M
Stalingrad (AH)	(0011) Betros EM
Stalingrad Pocket II (Gamers)	(1553) Evenson E
Submarine (AH)	(1468) Thomas M
Thirty Years Quad (SPI)	(0044) DeWitt E
Twilight Struggle (GMT)	(1382) Massey Cyberbrd
Vietnam	(1315) Reid E
War and Peace (AH)	(1554) Trosky
War at Sea (AH)	(1382) Massey E
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

Standby opponents for new members only

Ron Brooker	1252	Bull Run
Paul Heiser	1051	Afrika Korps, Gettysburg 88, Waterloo
Robert Johnson	0073	Russian Campaign, Stalingrad, Stalingrad (Holcombe variant), Bulge-65, -81
Rick Roksiewicz	1108	Victory in the Pacific
Thomas Oleson	0111	Anzio

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

(Continued from page 9)

the Confederates, giving it a considerable defensive advantage.

McIntosh sends 2 Ark C and 9 Tex C (about 1,000 men total) curling in against Curtis' open left flank. 9 Tex C is routed away by flanking fire from Klauss' battery, but 2 Ark C reaches the safety of the woods just 250 yds from Pratt's Store.

**Unbeknownst to both Confederate players, there are no Union troops positioned between 2 Ark C and Curtis' headquarters at Pratt's Store because nearly all of them are committed against Van Dorn's forces coming down Telegraph Rd. If ever there was a golden opportunity, this is it...*

Union Turn 14 (3:30 pm)

Curtis shifts some of Dodge's and White's men SW to help deflect McIntosh's flanking move. Jenks' mounted cavalry comes galloping over and outflanks 2 Ark C, routing it back towards the rebel lines and effectively removing the closest Confederate incursion yet towards Curtis' headquarters.

Meantime, Klauss' battery pounds the rest of McIntosh's brigade at close range and finally succeeds in wrecking it. This greatly alleviates the threat posed by this large formation on Curtis' left flank.

**And hands the Union 40 VPs! With none of the mapboard objective hexes in their possession, the Confederates can ill-afford such a loss at this time. McIntosh's brigade should have been withdrawn earlier or the attack to secure Pratt's Store should now be ruthlessly pressed, regardless of losses, in order to keep the rebels in the game.*

Schaefer's "brigade" of 400 men and a battery of four guns arrive on Telegraph Road and are immediately hastened on to Pratt's Store.

Col. Dodge renews the hard-fought melee along Clemens' Lane with 8 MSG of Price's brigade. The Confederates lose 100 men captured and are forced to retreat, thus temporarily ending the threat on that flank as well.

3 Iowa Cav of Bussey's brigade sweeps through Elkhorn Tavern, scattering a few rebel skulkers and re-establishing Union control of that landmark. The regiment continues southwest down Telegraph Rd, hoping to again harass Van Dorn's artillery, but instead it runs into 5 MSG of Price's brigade and is swiftly routed by several volleys.

Near Leetown, Col. Davis orders part of Greusel's brigade and Elbert's battery forward to try and outflank Hebert's line. Hebert himself and 14

Ark are pinned by enfilading fire from 22 Ind, perhaps once again frustrating Hebert's plans to attack the Union line.

Confederate Turn 15 (4:00 pm)

Van Dorn (at this point Pat McCormick took over command from Mike Whittle, ed.)

Van Dorn sends the following message to McIntosh: *"Given your increasing losses and the lateness of the day, do not press the attack on the western flank. Withdraw out of grapeshot range if it can be safely done."*

Brig. General Slack is sent back to his brigade in order to retake Elkhorn Tavern with support from 5 MSG of Price's brigade.

**The "raid" by 3 Iowa Cav thus draws 1,000 rebels away from the main fighting near Pratt's Store. No small feat for a mere 200 mounted troopers!*

The rest of Price's and Little's brigades remain deployed in the woods SW of Ruddick's Field in close proximity to the main Union line. Landis' battery attempts to unlimber astride Telegraph Road but is quickly pinned and loses half its crew to enemy rifle fire. Along Clemens' Lane, however, two rebel batteries pour a destructive fire upon Bowen's Cavalry, killing or wounding 200 men and eliminating the regiment.

To be continued in the next issue.

CENTRAL OFFICES

SUPPORT SERVICE OFFICERS

PRESIDENT

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

EDITOR/PUBLISHER

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

WEB SITE MANAGER

Tom Thornsen
113 Glensummer Rd
Holbrook, NY 11741-5007
(631) 472-3566
Bjorn2wok@aol.com

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
Magikchristian@sbcglobal.net

VICE PRESIDENT

Randy Heller
170 Tolend Rd.
Barrington, NH 03825
RGHeller50@aol.com

SECRETARY

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

MULTIPLAYER COORDINATOR

Robert Johnson
132 Cedar Village Dr
York, PA 17406
bobjinpa@comcast.net

CHIT HOLDING SERVICE

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

MATCH COORDINATOR

Roger Eastep
16456 Tomahawk Dr.
Gaithersburg, MD 20878
(301) 208-9354
ahiks291@verizon.net

JUDGE

Dave Bergmann
429 Countryside Cr
Santa Rosa, CA 95401-8011
(707) 528-0800
opusone1945@sonic.net

EUROPEAN EDITOR

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

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

TREASURER

Brian Stretcher
5282 Deer Path
Milford, OH 45150-9418
(513) 576-6466
doctorlaw@juno.com

MSO-RATINGS

Andy Johnson III
2951 Carlsbad Circle
Aurora, IL 60503-5612
(630) 820-3991
DADJ3@AOL.com

WEB SITE ADDRESSES

US: www.AHIKS.com

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International Wargaming Society

42/2

RETURN ADDRESS:

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