

# The *Kommandeur*

Volume 42 Number 4

A Publication of AHIKS

August 2007

## From the President

**A**nd How Was Your Week?

Let's see...

Busiest month of the year at work...

County decides to move entire operation into new building during busiest month of year using up the busiest week during the busiest month...

Kids from North Carolina (oldest daughter and her beau who serves in the 82nd Airborne just home from Iraq) are here visiting in the house this week...

Youngest daughter and her intended are making their presence known but are at least helping by fixing the leak to the pipe in the front yard and putting grass down in the back (after fixing the roof on the shed—thanks kids!).

Daughter-in-law having severe personal problems needs hand-holding and counseling (middle son with Support Battalion just left for Iraq—sort of the revolving door thing).

Computer glitch with *stupid password* issues. It has to be rebooted.

Negotiations with railroad companies for new train game results in 2 of 4 getting on board. Pun intended.

Oh, did I mention I was sick Tuesday?

Got a note from Randy. He doesn't like the current Iron Man rules. I can't wait to see his article this issue—that'll be Excedrin Headache #54. He's *sooooo* lucky I like him.

Other than that...

I got my very own "website" page after all these years: <http://www.batgraphics.co.uk/>

Of course, somebody who knew what he was doing had to do it for me. Thanks, Colin!

Got our first Iron Man entry in the mail yesterday!

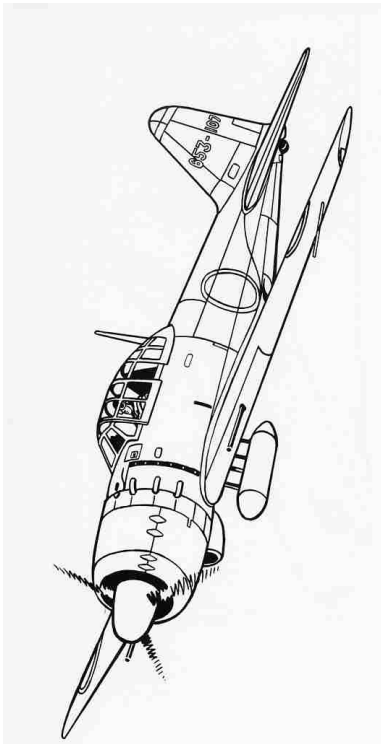
I guess what I'm trying to say is: life goes on no matter what. Are any of

you doing what I'm doing and letting it pace you? I just want to remind you all that elections are coming up next year. Before you know it, it'll be time to toss your hat in the ring. Political fever will be at an all time high next year with our General Election. Why not join in the fun and run for a *real* office?

Seriously—please give it some thought. Now is the time to start talking to your friends. We *really* need a *recruiter* to represent us at the WBC and other events. Are you retired? This would be an excellent second career.

But don't wait till the deadline passes like some people you know.

*El Prez* Not Quite on Vacation



## Editor's Corner

This issue ends the long-running **Pea Ridge** replay. Thanks to Tom Hanover for sending it in. Next issue we will include another replay. That is from Andy Johnson on a **Flattop** multi-player game. You should enjoy that, too.

Recently I finished "Warriors" by Max Hastings. It was published by Harper Perennial in 2005, contains photos and maps, and runs 369 pages. He has picked 14 men and one woman who depict his idea of "warrior" and written a short piece on each. Since he writes well, I enjoy reading him. Some of his entries you will never have heard of, but you will recognize Audie Murphy, Eddie Rickenbacker, and Joshua Chamberlain. I enjoyed the book.

Of lesser interest was "The Sikh Wars, The British Army in the Punjab 1845-1849" by Hugh Cook, published in 1975 by Leo Cooper. The British army, made up of European units and local units, fought two wars against the Sikhs, never losing a battle, but gaining respect for their Sikh rivals.

The password for the last issue, Saturn, was the codename for a proposed introduction of an Allied force into Turkey in 1944. Zipper was the codename for an invasion of Malaya in 1945.

We are always looking for submissions to *The Kommandeur*. If you read something interesting in the newsletter and you have had similar experiences, such as attending a convention or just reminiscing on the past, write it up and send it to me. Is there something you want to buy or sell? Send me a notice. If you have a gaming question, send it in, and I will see if anyone has an answer. The more I have to print, the fewer of these old drawings you'll have to look at and the more you'll interest your fellow members.

## 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: 4 August 2007

Alan Poulter

([grognard@grognard.com](mailto:grognard@grognard.com))

### 2006 Charles S. Roberts Awards

Nominations for the 2006 CSR awards. Winners are in **bold**.

#### Best Post-WWII, Modern Era Boardgame

Algeria (Fiery Dragon)

Cold War Battles: Budapest and Angola (*S&T* #235)

La vallée de la mort/Na San (*ATO* #16)

Tonkin 1950-54 (*Vae Victis* #70)

**Winged Horse: Campaigns in Vietnam, 1965-66** (*S&T* #239)

#### Best WWII Boardgame

Afrika, 2nd Edition (Multi-Man Publishing)

**A Victory Lost (Multi-Man Publishing)**

The Burning Blue (GMT Games)

Combat Commander: Europe (GMT Games)

Shifting Sands (Multi-Man Publishing)

#### Best Pre-WWII Boardgame

Commands & Colors: Ancients (GMT Games)

Gustav: Adolf the Great (GMT Games)

**Here I Stand** (GMT Games)

Onward Christian Soldier (GMT Games)

Pax Romana (GMT Games)

#### Best DTP-Produced Wargame

A Master Stroke (Paul Rohrbach)

Battle for Galicia, 1914 (Oregon Consim Games)

**Battle of the Little Bighorn (Khyber Pass Games)**

Bitter Victory (BSO Games)

Quelques Arpents de Neige (Grenier Games)

Rommel at Gazala (Jim Werbaneth)

#### Best Wargame Graphics

**A Victory Lost (Multi-Man Publishing)**

The Burning Blue (GMT Games)

Combat Commander: Europe (GMT Games)

Here I Stand (GMT Games)

Napoleon at the Crossroads

(Operational Studies Group)

#### Strategy & Tactics Press website

Decision Games has launched a new Strategy & Tactics Press website which will support both their existing magazine, *Strategy & Tactics*, but also an upcoming companion magazine *World at War*. *World at War* magazine will focus on World War Two and include articles and games from the Western and Mediterranean Theatre, the East Front, the Pacific Theatre, and a category for all other campaigns. Games will rotate through these four categories. <http://www.strategyandtacticspress.com/index.php>

### NEW BOARD WARGAMES

#### Avalanche Press

Designer Brian L. Knipple's **Alamein** is an extremely detailed monster game on the pivotal World War Two battle. It has four oversized maps: some scenarios use only one or two maps. The game system is the same as in **Island of Death**, **Red Steel**, and **Red Parachutes**. Also new is **Zeppelins**, in the **Great War at Sea** series, which features extensive airship special rules, new scenarios and Zeppelin counters.

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

#### Clash of Arms

**Monsoon Seas** is the third game in the **Close Action** Napoleonic series and contains special rules and scenarios covering the campaigns of French Admiral Pierre-Andre de Suffren in the South Atlantic and Indian Oceans. <http://www.clashofarms.com>

#### Critical Hit

**The Western Front 1944** and **Battle For the High Ground** are new scenario packs for the **Advanced Tobruk** series. **Arnhem Third Bridge** (2nd Edition), **Busting the**

**Bocage** (3rd Edition), and **Roman Glory** are all new supplements for **Advanced Squad Leader**.

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

#### Decision Games

There are four new games from Decision. **Storm of Steel** is a three-map game covering all of World War One at the grand tactical level, intertwining military, economic, and political elements and events. **Land Without End** is a strategic-level simulation of the German attempt to conquer the Soviet Union in 1941. **Luftwaffe** is an update of the classic Avalon Hill game covering the U.S. strategic bombing campaign over Europe in World War Two. Finally, **Nine Navies War**, using a game system derived from the classic Avalon Hill game **War at Sea**, covers an alternate World War One in which an early German victory over France causes sea battles across the world. <http://www.decisiongames.com>

#### Fiery Dragon

**Barnard's Star**, a science fiction game, is a reprint, while **Byzantium Reborn** is a new edition of a previous game covering the 1920-1922 Greek-Turkish War using the game system from **Death in the Trenches**. <http://www.fierydragon.com/>

#### GMT

**Ran** covers samurai warfare in the Age of Warring States in Japan and is the twelfth game in the **Great Battles of History** series. Also new in this series is **Gergovia**, a module for **Caesar: Conquest of Gaul** (ownership of this game is required). **Monmouth** is the fifth game in Mark Miklos' **American Revolutionary War** series. <http://www.gmtgames.com/>

#### Guild of Blades

**Beyond Hadrian's Wall**, covering Rome's attempts to conquer the Caledonian tribes of Scotland, is in a new edition. <http://www.guildofblades.com/>

#### Lock 'n Load Publishing

**Lock 'n Load: Swift and Bold** contains twelve scenarios covering actions involving British paratroopers in World War Two while **Lock 'n Load: Not One Step Back** covers actions on the Eastern Front. Both games are compati-

ble with **Lock 'n Load: Band of Heroes**.

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

### MMP

**Talavera** is the fourth game in the Napoleonic Brigade series and is accompanied by a mini-game **Vimeiro**. Both games use the Napoleonic Brigade series 3<sup>rd</sup> edition rules.  
<http://www.multimanpublishing.com>

### Riachuelo Games

**Monte Castelo and Gothic Line** is a strategic-level game on the Italian Campaign in 1944.  
<http://www.riachuelogames.com.br>

### Worthington Games

**Cowboys: The Way of the Gun** is a quick-playing game featuring gun battles in the Old West for 2-10 players.  
<http://www.worthingtongames.com/>

## NEW MAGAZINE WARGAMES

*Strategy & Tactics* #244 contains **Drive on Moscow**, a two-map mini-monster game, co-design by Joseph Miranda and Ty Bomba, on Operation Typhoon in 1941.  
<http://www.decisiongames.com>

*Against the Odds* #19 contains **Not War But Murder** on the Cold Harbor campaign in 1864. Designer is Michael Rinella.

*Against the Odds* #20 contains **A Fatal Attraction**, on the Gallipoli campaign in 1915. Designer is Paul Rohrbaugh.  
<http://www.atomagazine.com/>

*Vae Victis* #75 contains **Orel 1919**, set in the Russian Civil War, along with a mini-game, **Incredible Armada**. <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>

*Battle-Market* (Summer 2007) includes three games: **Ma'alinti Rangers: Black Hawks Down**, **Tannenberg**, and **Grunwald 1410: Downfall of the Teutonic Order**.  
<http://www.battle-market.com/>

## NEW DTP WARGAMES

### Cool Stuff Unlimited

New is a limited edition reprint of John Hill's classic game **Jerusalem** on the 1948 War.  
E-mail: [coolstuff@advantas.net](mailto:coolstuff@advantas.net).

### Firefight Games

**Kakhovka** covers the last White offensive of the Russian Civil War.  
<http://firefight-games.com/>

### TCS

**Prussia Rising** is a strategic game on the Franco Prussian War of 1870-71, based on a system similar to GDW's **A House Divided**. Reprints are available of **I Obey**, on Garibaldi's 1866 campaign, **Innocence Lost**, on the Battle of Bull Run, and **Montebello** a battle in the Austro-Sardinian War.  
<http://wargamedownloads.com>

## NEW WEB RESOURCES

### Free games

**Charge at the Alamo** (Richard Trevino) <http://www.dsmithworld.net/Alamo.html>

**Edgehill** (Roberto Chiavini) <http://wargamedownloads.com/item.php?item=552&pics=>

**Moscow Defended!** (Lou Coatney) <http://lcoat.tripod.com/MoscDef.htm>

**Spanish Fury: Voyage!** (Perfect Captain) <http://perfectcaptain.50megs.com/sfvoyage.html>

### Official Rules

**Cards of War** (Schutze Games) <http://grognard.com/info1/cowrules.doc>

### Campaigns of Napoleon series

(Operational Studies Group) <http://www.napoleongames.com/soa.html#rules>

**Sealords: The Vietnam War in the Mekong Delta**, S&T #243 (DG) <http://grognard.com/info1/sealords.doc>

**Shifting Sands** (MMP) <http://talk.consimworld.com/WebX?233@994.RawrcHSi2kT.5@.ee6fed6!enclosure=.1dd26495>

### Errata

**Cowboys** (Worthington) <http://grognard.com/errata1/cowboys.txt>

**Epic of the Peloponnesian War** (Clash of Arms) [http://www.warhorsesim.com/epw\\_errata.rtf](http://www.warhorsesim.com/epw_errata.rtf)

**Europe Engulfed** (GMT) <http://grognard.com/errata1/europeengulfed.txt>

**Fire in the Sky** (MMP) <http://grognard.com/errata1/fits1.txt>

**Jerusalem** (SDC/Cool Stuff) <http://grognard.com/errata1/jerusalem1.txt>

**Marne 1918—Friedensturm** (Hexasim) <http://grognard.com/errata1/marne1918.txt>

**Nine Navies War** (DG) <http://grognard.com/errata1/nnw.txt>

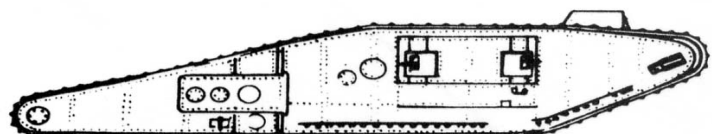
**Not War But Murder**, ATO #19 (ATO) <http://grognard.com/errata1/nwbm.rtf>

**Verdun** (Conflict/GDW/Cool Stuff) <http://grognard.com/errata1/jerusalem.txt>

### Rules Translations

**Korsun 1944**, *Vae Victis* #72 (HC) <http://grognard.com/info1/korsun44.pdf>

★ ★



## The VP's Corner

Recognition of game design in our hobby can be a strong motivator for designers and a feather in the cap of any game company marketing an award winning game. I recall years past when game companies would create a sticker to place on the outside wrap of a new game to acknowledge such recognition from the gaming community. I'm sure that, at one time, these awards were viewed with significant legitimacy. I am not so sure that is the case today.

The more prestigious awards seem to fall under the category of "The Charles S. Roberts Awards" and "The Annual Origins Awards." The latter are overseen, if that is the appropriate word, by The Academy of Adventure Gaming Arts and Design. Categories include, but are not limited to: Game of the Year, Board Game of the Year, and Historical Board Game of the Year. I confess that I do not know the details of determining the winners, but I sometimes wonder what motivates someone to vote for a game. For example, a few years ago I attended the awards presentations at an Origins Convention. The winner of the Historical Board Game of the Year turned out to be a game depicting a hypothetical conflict set at sea. I had the pleasure of informally conveying this announcement to the game's designer, who was occupied in another area of the convention at the time of the awards ceremony. His response was that of laughter to the effect of saying, "The game isn't a historical battle at all."

Wouldn't it be exciting for AHIKS to acknowledge game design truly worthy of recognition? I am not suggesting this need be an annual event, but it could be depending on the enthusiasm of the membership. Nor do I particularly like the idea of throwing games out on a list that were published within the last year simply to vote upon. My suggestion is to open the AHIKS awards for best game design pending submissions by the membership that would have to be accompanied by a brief, say at least 100 word, description of why you think the game qualifies. These

nominations would then be posted in *The K* with a follow-up vote. If no nominations were submitted for the year, so be it. The award would remain open for subsequent years, pending appropriate nominations.

I'll close this column, with that suggestion in mind, by providing the membership with my review of the game nominated for the Charles S. Roberts Award for Best WWII Board Game for 2005, another reason for AHIKS to consider its own awards presentation:

Not long ago, I devoted nearly two days of play to a relatively new France '44 game, entitled, **The Mighty Endeavor**. It begins with the Allied cross-channel attack and continues through to the Rhine River Crossing. My opponent and I were able to complete well over half of the game-turns. This was my third experience with a Gamers Standard Combat Series game design, the previous two were **Afrika** and **Crusader**. I confess that I did not find the rules to the game to be clearly written. In particular, the Port Capacities, Shipping, and Supply rules did not "work themselves out" until my opponent and I started play. In theory, this game system is supposed to be relatively easy to learn and to get into. I did not find that to be the case.

The design has a number of suppositions, which struck me as being unhistorical:

Armor can move just as fast as infantry in the bocage.

The Germans are better on the attack than the defense, therefore they reduce any losses called for on the CRT.

There is a lack of weather—the Allies get airpower every game-turn.

The Allies may invade on any turn, back-to-back, should they wish.

The game clearly reveals the intent to guarantee the Allies coming ashore. In this design, it is virtually impossible to defeat a Normandy invasion, regardless of what is thrown up against it. Cherbourg will fall by turn 3. I was able to reinforce the fortification; it didn't matter. Allied airpower and the CRT ensure its easy capitulation. In addition, the Allies will break out of the Normandy peninsula no later than game-turn 7, probably earlier. I had some success-

ful counter-attacks in the bocage, but quickly realized the futility of making any attacks as the German player and simply attempted to defend for the rest of the game.

Once the Allies pour out of the Normandy peninsula, it is futile to try and stop them, i.e., make a stand behind the Seine or any other river in the French interior. By this time in our game, there were two other easily successful invasions to contend with. There was no middle game. The Germans must race to the West Wall fortifications to try and make a stand. The key is to get enough infantry into the fortifications to help absorb the very attrition-heavy CRT. A wise Allied player will save his one and only one carpet bomb attack to blow through Arnhem and cross the Rhine. From there it's curtains because the German player cannot play any type of attrition game against the Allies.

**The Mighty Endeavor** is the most contrived and forcibly orchestrated wargame I have played in a long time. The options are virtually none. I felt like a surfer riding a wave without any control over the flow of the game. The inevitable was going to happen—a wave of Allied units would simply blow their way across the map up to and across the Rhine, and there was nothing that could be done to stop them. The design just simply forces history upon the players. Avalon Hill's **Fortress Europa** has this one beat by a mile. As a matter of fact, I would rather play the old **D-Day '65** than revisit **The Mighty Endeavor**.

Randy Heller

### Back issues available on CD

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

## An AHIKS Reminisce by Bob Johnson

As I approach my 66<sup>th</sup> birthday, I realize that it was 40 years ago when I first joined AHIKS. It was a different world in 1967. I was just married and had moved back to New Jersey. The Vietnam War was raging and so was the country raging pro and con for the war's continuance. AHIKS was a small play-by-mail gaming club founded by four men who were tired of opponents who would disappear when they were losing or would only play one side or were adolescents who acted as adolescents were wont to do.

There were four founders. Fred Webster was the first president and he eventually dropped out. Chris Wagner was in Japan and was busy keeping his new magazine going—*S&T*. Once he returned from Japan, his income was not enough to keep *S&T* afloat, and he was looking for someone to take it over. Ken Norris was in Scotland; he and Chris were responsible for the “T” in AHIKS. Henry Bodenstedt was also one of the four.

There were few games to play. I began with **Afrika Korps**. I learned the game from a new co-worker (I was new) Pete Rosamilia. He and I were early birds in the office, and I noticed him unroll this long piece of paper and began to mark it up with pencils. It was a photocopy of **AK**, and he was playing the game on the copy. Pete also put me onto AHIKS. I soon bought **Waterloo**, **Stalingrad**, **D-Day**, **Blitzkrieg**, and **Battle of the Bulge**. I think the first new release that I bought was **Guadalcanal** or maybe it was **Midway**.

*The K* was an irregular event. One issue one year and two the next. In 1968 I volunteered to help out and found myself the new editor. I also took a new job with TWA that year. Richard Holcombe ascended to the presidency from being vice. The TWA job was great in that I could fly for free. I went out to Oakland maybe a half dozen times to spend a weekend with Dick. We'd play games out on his patio overlooking the bay. Almost exactly at 3PM the fog would roll through the Golden Gate into the bay, split in two parts with one part heading south and the other north. Dick would make us vodka tonics, and we would relax and watch the fog. A couple of times

other AHIKSers would come over to Dick's. I met his brother Ted and Jerry Pournelle, who later became one of my favorite SciFi writers. I do miss those weekends. I even got over to England a couple of times and met up with Don Turnbull, who revived the British region. There was one trip in particular that I would love to re-live. The flight to Heathrow was fully booked, so I paid \$12 to fly First Class to Geneva. I had perhaps the best roast beef dinner I ever had, with a lovely Bordeaux followed by a Grand Marnier after-dinner drink. The movie equipment in first class wasn't working, so they turned the lights down. I had both seats to myself and slept so well that I was disappointed when the plane was landing. A short wait got me a flight to Frankfurt am Main, and, after another short wait, I was on my way to London, landing about an hour later than if I had caught the London flight. I met Don at the hotel, and we played games most of Saturday. Now that was living.

Dick Holcombe was very active and innovative. The club grew from about three or four dozen to six dozen or so. Dick came up with the idea of Regional Directors to help set up new members. I cannot remember the name of the first East RD, but I recall he was a postman living in Brooklyn. We got together once or twice and tried to put together a regional get together, but that had to wait. I also drove down to see Henry Bodenstedt, a founder of AHIKS who lived near the Jersey shore. Henry's articles in the early *S&T* also put me on the road to miniature gaming.

The East Region did eventually manage a couple of get togethers, two or three at my home; but the classic was given by Bob McLaughlin at his aunt's place on the banks of the River Severn near Annapolis. Bob had a Hickory Farms store, and he had plenty of beef stick and other delights for us that weekend. I remember most one game of **Bulge** between Henry and Oktay Oztunali, where the die came up ones much more than any statistical average would suggest. I think towards the end they each had

between 10 and 15 counters left, but I forget who won. I remember those get togethers fondly. At the ones at my place, we always seemed to have had to play a **Le Mans** race game at least once with everyone that could taking a car. A note about Oktay—he killed the Gamescience game of **Battle for Britain** by coming up with a plan that just about guaranteed a German win. Good thing he didn't work for Der Dicke Herman. I wonder what happened to Oktay.

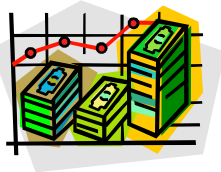
I also introduced **Diplomacy** by mail to AHIKS by publishing the *Diplodeur*. This was an add-on zine for me, as I already was publishing a Dipzine outside of AHIKS. We must have had a goodly number of players back then because I seem to remember running 3 to 4 games at a time in the *Diplodeur*. I eventually turned the zine over to Larry Fong who ran with it for a few more years.

Over the years I've held every office except President, Judge, and two of the 6 RDs. Dick found he had to bow out, so I was acting president for a while as well. I did manage to find people to take over most of the offices. It was not long after that that my life and interests changed, and I had dropped out of gaming for a few years. But those early days were a lot of fun, and I made a lot of friends. So many have passed on or passed away. I miss people like Pete Rosamilia with his fabulous sense of humor, Dick Holcombe, Oktay, Henry Bodenstedt, Bob McLaughlin, and many others including those whose names I can no longer remember.

★★

The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
 User name = “AHIKS”  
 Password = “Zipper” (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 Zipper.)  
 If you are not successful with the above address, try:  
[www.angelfire.com/ny4/gmtom/ahiks.htm](http://www.angelfire.com/ny4/gmtom/ahiks.htm)  
 If you still have trouble accessing the web version, contact Tom Thornsens at the address on page 11.

## Treasury Notes



### Time to make the donuts

Between my job, family, and gaming, I have been feeling of late that I am meeting myself both coming and going, much like the man in the old Dunkin' Donuts commercials. No sooner do I get one task done, and then complete the next, that I find myself having to do the first one over again. Unfortunately, much of that seems tied to my wargaming, as I no sooner complete a cycle of moves than I have to start the next. My favorite hobby has been becoming more of an obligation and less of a leisure activity, as I strive to keep up with my moves and get them back out the door in a reasonable amount of time. I have no time to relax.

I am suffering from burnout, I'm afraid. Too many games going on at once for me to keep up with, or, if I do keep up with them, not enough time to do anything else I like to do. I still enjoy building the occasional model, reading, and dabbling in computer games, activities which have been all but set aside over the past year or so. Instead of looking forward to receiving new moves in the mail, they seem like just one more obligation that I have to deal with when they arrive. I still enjoy playing them for sure, but finding the motivation to start working on a move has been getting harder and harder. I often simply have no mental energy left to work on them at the end of the day.

So there's the problem. Perhaps some of you have found yourself in a similar situation. What is a poor gamer to do? One thing *not* to do is consider resigning from AHIKS, although I know that some members have done exactly that when faced with a similar situation. Why would anyone find it necessary to completely withdraw, however, when for the mere cost of \$7 a year one can at least get the newsletter, stay in touch with the hobby, and drop back in to active play once peace is again restored to the empire? Even worse is to disappear; completely unthinkable. No, the easiest thing, and smartest thing, is to let your opponents know what is going on, and that you need to slow down a bit.

## The Kommandeur

I have done exactly that. My opponents have all been very accommodating. So far, I have whittled my nine ongoing games down to six, with the start of another delayed so that I can get closer to completing some of the others. Although it is my habit to offer my good opponents new matches when one is complete, for the moment I am going to allow most of these to attrit away (but not without some regret). I figure that by the end of the year or so, I'll be down to a much more manageable 4-5 games, including the time-eating (but dreadfully fun) **Third Reich** game described below. My sanity should be restored just in time to collect your annual dues.

### VP Commentary

In each of the last two issues, our beloved VP has made some interesting observations. I couldn't resist throwing in my own comments on these topics this issue.

**Ratings.** Randy questions the need for continuing to offer independent ratings/standings for AHIKS members, and instead offers leaving the ratings to the AREA rating system. Although I concede that many members probably do not fully avail themselves to the AHIKS rating service, I believe it provides a valuable service to our members at very little cost in administrative time. Incidentally, the Top 40 list, I am pretty sure, is printed at least once if not twice a year in *The K*. Your individual rating should be provided to you at the completion of each match. So the claim that members only see their ratings about once every five years is wrong, unless that member is not on the Top 40 list and not completing any games.

I have spoken in these pages on this issue before. First, unlike AREA, which provides ratings for specific games, AHIKS provides a rating for all of the different games you might play as a member, be it **Stalingrad** or **Imperium Romanum II**. As such, it provides a truer measure of an opponent's reliability in casual play. You can pretty much count on those players listed in the AHIKS Top 40, and who also play a wide variety of different titles (shown along with the rating itself), to give you a good game in just about any title you might

agree to play. You can count on them not to abandon you in the middle of a game that few other people have ever expressed any interest in playing. You can count on them to help you if you are struggling with a particular title, or trying to figure out a system to play your favorite game.

I just realized today that this year marks my 25<sup>th</sup> anniversary as a member of AHIKS. It took me some 20+ years to make it to the top of the list, and I *do* think that rating means something. Anyone on the Top 40 list, or who has ever been on the Top 40, should be proud of that accomplishment. It means that you've been around awhile, you're still here, and you're not likely to be going anywhere anytime soon. You're still playing games, and lots of different ones. You persevere. You are truly a member of the Old Guard, a survivor of many campaigns.

**Those who know not of what they speak.** Randy mentioned last issue coming across someone online who obviously carries a 30-year-old grudge against AHIKS. Anyone who continues to live in the '70s and think that AHIKS is the same organization now as it was then is, well, uninformed, to put it mildly. Although I have never been a knowing victim of cheating in AHIKS (that **Squad Leader** cheater was probably nursing his AREA rating, don'tcha think?), I have complained about non-responsive opponents in the past, and in one case a member was ejected for committing the crime of "disappearing." This was sometime in the '90s, and I can't speak about how the organization was run before I became a member, but the organization served me well long before I ever became an officer. I can't agree more with Randy's point about bringing such negative commentary to an AHIKS officer's attention if it is discovered. Feel free to offer your own insights as well. Those online postings float out there for a long time and should be properly addressed by people who live in the present and know what's going on, and actually have a clue.

### War at Sea PBEM tournament news

Some progress this time as Round 2 is in its final stages. In the Blue Bracket, Stan Forbes has picked up his second win, while Ed O'Connor also

*(Continued on page 8)*

## WBC 2007

by Tom Thorsen

The World Boardgaming Championships (WBC) for 2007 was held at the Lancaster Host Hotel in Lancaster, PA, from 31 July through 5 August 2007. The Boardgame Players Association (BPA) moved the convention from Maryland to this site in 2005 and has signed a ten-year agreement with the hotel. Don Greenwood is the BPA president and WBC Convention Director. Additional information on the BPA and WBC is available at

[www.boardgamers.org](http://www.boardgamers.org).

The Lancaster Host was also the site of Historicon 2007 ([www.historicon.org](http://www.historicon.org)), held from 26 July through 29 July, so these two conventions ran back-to-back at the same hotel. WBC sponsors a pre-con for some of the longer games that have a large following. This is a three-day event, which started on Sunday afternoon July 29 and ran through Tuesday, right up to the start of the main convention. The main events were **Victory in the Pacific** (TAHGC) and **Paths of Glory** (GMT Games). It included the initial rounds of Avalon Hill classics like **Afrika Korps**, **Anzio**, **Bulge '81**, **Panzerblitz**, **Panzergruppe Guderian**, **Waterloo**, and **Gettysburg**, which continued into the main WBC convention. More information is available at <http://www.boardgamers.org/wbc/grognard.htm>.

I drove down on Monday so I could meet some of the people attending the Pre-Con. Over the years you make a lot of contacts in this hobby and this was my opportunity to actually put a face to that e-mail address I communicated with over the years. I dropped in on the **Victory in the Pacific** tournament to see Ed Menzel, who also maintains the AREA rating information for two-player games.

Most of the day on Tuesday was allocated to the game store and auction. During the year there are 550 "lots" established for auction. Anyone with something they want to sell at the auction has to register the items in advance. The lots usually sell out over a month before the WBC convention. The auction starts around 10am and runs four or five sessions. The games up for auction are sorted by type. The first lot is the family games from 10am to 11:45, followed by the simulation

games from noon to about 1:45pm. A third session at 2pm offers games that defy classification. This is followed by the annual WBC meeting in the same hall at 3pm. The meeting usually lasts about one hour, then they auction off the collectibles. These are games and magazines that the auctioneers consider valuable and dealers bid upon. The main event, which consisted of the last lots sold, was copies of the Avalon Hill *General* from the editor's collection. Volume 1, #1 to Volume 32 #3, the final issue. They were sold in four lots. As I recall, they all went to the same collector for at least \$4,000 total.

In addition to the auction, there is an "auction store" where anyone can register games, magazines, or any other related item they want to sell for no more than \$30. You pay two bits (25¢) for each game you want to sell. You fill out a form for each game, listing the price you are asking at 9:30am, noon, and then 2pm. The store closes at 4:30pm, and you are expected to be there to pick up any unsold item. I had about 10 games I wanted to sell at the Market, along with another 10 games from a friend, so I arrived on Monday to register our games for the store. I sold all but two and picked up my proceeds (less a small commission) at noon on Thursday. A very useful way to clear out those games you won't play again to make space for the new ones you want to buy.

While there are some demonstration games at 5pm, the convention officially opens at 6pm on Tuesday. Some people have a schedule for the next four days, listing the tournaments they want to get into, plus alternates in the event they are eliminated early from a tournament. In general, the GMs are quite stringent on the timing of the early round games so they can determine the contenders. While Semi-finals and Finals have official times in the schedules, most GMs are willing to allow finalists to play at any mutually agreeable time. There is always a deadline, as the GM usually has to report the results by some set time.

Tuesday evening I played in the **Across 5 Aprils** (VG) mulligan round. This scenario takes only about an hour to play. My confederates were unable to overrun the USA

forces, but the final result was a draw. If things did not go well on Wednesday I planned on playing in the official game on Wednesday evening. Since we were done by 7:30pm, I was able to play in the mulligan round of **Tigers in the Mist** (GMT) on Tuesday night as well. I did poorly, so I did not gain a bye into the second round. I had to return on Wednesday morning and work my way through the competition.

**Tigers in the Mist** (Battle of the Bulge) uses the 5 hour tournament scenario for WBC which covers the action of the 5<sup>th</sup> Panzer army. It uses a format where you can play in all four rounds regardless of wins or losses. I managed a very tough win in round 1 as the US, followed by a much easier win as the US in round 2. Having won the first two games, I decided to skip the **Across 5 Aprils** tournament for round 3, where I played the Germans. It was another very tough game, where I could not recover from a gaffe on the 17-2 impulse and lost to the eventual runner up. By then it was almost midnight, so my fourth round opponent would have to wait for Friday pm.

There were a lot of people playing **Wilderness War** (GMT) in the same area on Wednesday. I saw AHKS members Bruce Monnin and George Young in that event. Also in the area was the **Bitter Woods** tournament, which Randy Heller GMs. I can always find Roger Eastep in this area, as that is one game he likes to play. Going back to the auction, Roger told me he brought 100 games to sell either at auction or in the auction store. Of those 100 games, he sold 99.

Thursday was the **For the People** (GMT) tournament. This is another five to six hour game covering the entire American Civil War. My first game as the USA went to turn 9 before I managed to put down the rebellion. The second game I switched sides and played the Confederate. The USA quit the war during turn 6 as Confederate forces invaded the North and threatened to take Washington D.C. By now it was about 6pm, so I got something to eat and returned to find James Pei, who wins this event just about every year, standing there looking for an opponent. As both of us were 2-0, I offered to play him. The game lasted until 11pm, but it was over long before that as the USA took Richmond in the summer of

(Continued on page 11)

## Pea Ridge Post-Battle Report

by Tom Hanover

Losses after Turn 18 (5:30 pm)

	Killed & wounded	Captured	Totals	Brigades Wrecked	Guns lost	Leader Losses
Confed	4,100	300	4,400	1	2	1(k), 1(c)
Union	2,200	200	2,400	2	10	1(k)

As the Union has a greater than 3:2 ratio of VPs to the Confederates, the game ends in a *Union Victory*.

### FINAL COMMENTARY

#### THE FEDERALALS

**Curtis** Curtis can be rightfully commended for engineering a nearly flawless Union defense. He conducted a skillful fighting withdrawal in front of Van Dorn and managed to keep McCulloch almost continually off balance throughout the game with a minimum troop commitment.

Correctly surmising the rebels would make no serious effort against Leetown, Curtis devoted only those units necessary to keep them at bay, even staging aggressive advances that prevented Hebert's brigade from ever mounting a well-organized assault. This enabled him to funnel the rest of his reinforcements towards Pratt's Store, where they were needed most.

Curtis also made good use of his cavalry to harass and delay the Confederate columns, especially McCulloch's during the opening stages of the battle. His decision to chance making an "end-run" around Van Dorn with 3 Iowa Cav, later in the game, paid unintended dividends when that unit was able to recapture Elkhorn Tavern, thereby cementing a Union victory on the first day.

#### THE CONFEDERATES

**Van Dorn** Van Dorn's experience in this game supports the dictum that a good plan rarely survives contact with the enemy. His own column made rapid progress early on, quickly capturing Elkhorn Tavern and steadily pressing the Union back upon Pratt's Store. With better work from his subordinate, McCulloch, the Confederates might well have carried the day, or at least gained sufficient advantage to keep them in the battle for another day.

Van Dorn did err in pulling the reins in too hastily late in the afternoon, just when McIntosh's brigade had a good chance of seizing Pratt's Store. This should have been the time to press the attack ruthlessly, regardless of casualties, in order to secure that vital objective before nightfall. The points garnered by capturing Curtis' headquarters would offset any loss of brigade effectiveness and might well have wrecked several Union brigades in the process.

Van Dorn's other major omission was failing to reoccupy Elkhorn Tavern just before nightfall. Vigor rather than caution should have dictated an all-out attempt to regain control of this objective, regardless of what might lie beyond the trees and especially given the point value it represented for the Union.

**McCulloch** McCulloch committed a grave tactical error in the battle by failing to send McIntosh's entire brigade eastward along Ford Rd, as specified in Van Dorn's orders. By embroiling a portion of the brigade in the Leetown diversion, where it suffered needlessly excessive casualties in a series of piecemeal attacks, McCulloch insured the early wrecking of the brigade and severely compromised its ability to capture Pratt's Store, whether on its own or in concert with Van Dorn's column.

Hebert's and Pike's brigades together had sufficient strength to make a convincing demonstration in front of Leetown, though, as events transpired, half of Hebert's six regiments turned out to have below-average morale and two of Pike's three regiments already start the game with extremely low morale. Nevertheless, since they were not intended to make

a serious effort at capturing Leetown, there was no compelling need to reinforce them with units from McIntosh.

Both McCulloch and Van Dorn share equal blame for failing to block Ford Rd, thus allowing Federal cavalry to slip past and eventually reoccupy Elkhorn Tavern. Nor did Van Dorn think to leave the tavern garrisoned by a small regiment of infantry. It was seemingly minor oversights like these that greatly contributed to the Confederate's eventual defeat.

★★

(Continued from page 6)

has two wins going into the final round. Their game against each other will determine who gets to represent Blue in the championship round.

The Red Bracket is a little further behind, with one Round 2 game complete, the other in its late stages with Chuck Kaye's Axis holding a slim 1 POC lead. If Chuck can hold on for the win, he will face Jeff Miller in the final round for best in the bracket. If Joe Harkins emerges the winner, Round 3 could be interesting as 3 of 4 participants would have a chance of making the championship round.

### Third Reich battle report

Summertime has slowed progress a bit, what with vacations and other assorted trips by the players. At the conclusion of the Axis Winter turn, all British ground forces had been kicked out of the Middle East, and the Afrika Korps had seized Beirut. We pick up the action with the Allied Winter 1940 turn, as they contemplate a rescue attempt of the Allied air units now stranded in Lebanon-Syria and Iraq.

*Allied Winter 1940.* With no surprise to the Axis, the British elect to take an offensive in the Mediterranean, spending down to their last 5 BRPs. The British attempt to send significant additional naval resources to Gibraltar, moving the Gibraltar forces elsewhere. But while the Gibraltar forces can't be intercepted because there are no available Italian fleets to do so, the fleets coming from England are confronted by the Kriegsmarine in the English Channel. Although the Germans are successfully counter-intercepted, they win both naval battles, losing 2 factors to the British 5. Worse for the British, the transfer of two fleets to Gibraltar



fails, ending their plans for a return to Lebanon-Syria or Palestine. The British settle for shifting some ground units around by sea transport and sending in the last RAF air wing from England, to protect against the Fallsturmjagers sitting in Sicily. The Soviets, meanwhile, shift only an armor unit to the Persian border, cautiously waiting for Barbarossa to begin.

*Axis Spring 1941.* Following the Year Start Sequence in which Britain just about breaks even between BRP losses from U-Boats and the additions from the French Colonies, the Axis does not declare war on the Soviet Union, and both powers elect to take offensives in the Mediterranean instead. The Free French air in Malta is again attacked. This time when the French decline combat, however, there are 8 factors available to hit the Free French fleet sitting in Malta. After the French air is inverted, 4 fleet factors are destroyed with no loss to the attackers. The last RAF factor in Tripoli is also destroyed without loss. In addition, Axis forces overrun the last remaining Allied airbases in the Middle East, destroying the French air permanently, and sending another 4 RAF factors to the force pool. The British have only one functional RAF unit left, along with the French unit in Malta that dares not do anything or risk permanent destruction. There being no actual ground combat, panzers take Mosul and reach the Persian border, followed by their Italian allies. To complete their turn, the Germans shift major forces into Poland and the Balkans, and stiffen the garrisons on the beaches in the Middle East, making a successful British landing next turn all but impossible. The Kriegsmarine, their reputation bolstered by their victories, even get a new fleet. The turn ends with the Luftwaffe and Axis armor at full strength, although perhaps a little more spread out than in a "typical" game of *Third Reich*, if there is such a thing. The Soviets are clearly running out of time.

We'll pick up the action next time, as the British have to decide whether anything is to be gained by yet another Med offensive, or if it's time to think a little more about simply surviving 1941. Similarly, it should be clear to the Soviets that the Axis is knocking not only at the front door, but the back, and will soon insist on coming in. Stay

tuned, as the action should heat up considerably with the Axis Summer turn.

#### Treasurer's Report

##### Starting Checking Account

**Balance (6-15-07):** \$ 5,037.85

##### Income:

Dues and contributions \$ 67.38

##### Expenses:

K May/June Printing \$ 117.99

Transfer to Perpetual Fund \$ 0.00

##### Checking Account Balance

**(6-15-07):** \$ 4,987.24

##### Perpetual Fund Balance

**(3-31-07):** \$ 2,299.85

**Interest Income:** \$ 0.00 (reported)

##### Contributions transferred from

**checking:** \$ 0.00

##### Perpetual Fund Balance (6-15-07)

**\$ 2,299.85**

##### Operating funds in CD (3-31-07):

\$ 3,136.59

**Interest Income:** \$ 0.00 (reported)

##### Operating funds in CD (6-15-07):

**\$ 3,136.59**

##### Total balance in CD (6-15-07):

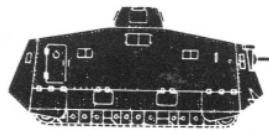
**\$ 5436.44**

##### Total Treasury (6-15-07):

**\$ 10,423.68**

Very little activity this time of year, with just a few straggling renewals. Interest income will not be reported again until next year, and so no interest is shown, even though it is accumulating.

Until next time, [Brian Stretcher](#)



#### March 1-2, 2008 Kenosha, WI

MIDWEST OPEN 2008

Glenn E. L. Petroski

GELP@Core.com

#### Aug 5-10, 2008, Lancaster, PA

WBC 2008

<http://www.boardgamers.org/>

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

## Upcoming Events

#### Aug 16-19, Indianapolis, Indiana :

GENCON INDY

<http://www.gencon.com>

#### Aug 24-26, New Orleans, LA

HEAT OF BATTLE

<http://www.nationalww2museum.org/wargameconvention/>

#### Aug 24-26, Toronto, Ontario

CANADIAN NATIONAL GAMING EXPO

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

ComicConToronto2007/

CC\_Gaming\_Home.asp

#### Aug 31-Sept 3, Los Angeles, CA

GATEWAY 2007

<http://www.strategicon.net/>

#### Aug 31-Sept 3, Laurel, MD

TCEP 14: GAMERS OF CARRIBEAN

<http://barkingmad.org/>

#### Sept. 14-16, Springfield, OH

Advance the Colors

<http://www.hmgsgreatlakes.org>

#### Sept. 15, Memphis, Tennessee

GAMES DAY MEMPHIS

<http://thegamesnob.com/gdm>

#### Sept. 21-23, Rolla, MO

COGCON 15

<http://www.rollanet.org/~cogcon/>

#### Sept. 22-23, Oshkosh, Wisconsin

OSHCON 2007

<http://www.oshcon.org/>

#### Sept. 27-30, Columbus, Ohio

BUCKEYE GAME FEST VIII

<http://www.buckeyeboardgamers.org/>

#### Sept. 28-30, Arlington, TX

G-KON 2

<http://www.g-kon.com/>

#### Oct. 20-21, Charleston, WV

CHARCON

<http://www.programmercivcity.com/pc/>

#### Oct. 20, Bristol, WI

NAVCON 2007

<http://home.centurytel.net/NAVCON/>

#### Oct 26-28, Hudson, OH

ANCON '07

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

## 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 16456 Tomahawk Dr., Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at: [ahiks291@gmail.net](mailto:ahiks291@gmail.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 <b>E</b>
1914 (AH)	(1554) Trosky <b>M</b>
Adv. Squad Leader (AH)	(1382) Massey <b>E</b>
Afrika Korps (AH)	(1252) Brooker <b>M</b>
Agincourt (GDW)	(0200) Bowie <b>M</b>
Air Assault on Crete (AH)	(1496) Raphael <b>E</b>
Anzio (AH)	(1269) Schneider <b>E</b>
Anzio (AH)	(0111) Oleson
Austerlitz (2nd Ed)	(0036) Yarwood
Battle of Bulge '65 (AH)	(1269) Schneider <b>E</b>
Bitter Woods	(0036) Yarwood
Blitzkrieg '75 (AH)	(0011) Betros <b>Any</b>
Blue & Gray II (SPI)	(0036) Yarwood
Breakout Normandy (AH)	(1413) Longest
Breitenfeld (SPI)	(0200) Bowie <b>M</b>
Bull Run (AH)	(1442) Herbst
Caesar's Legions	(1269) Schneider <b>E</b>
Civil War (VG)	(1315) Reid <b>E</b>
Cruiser Warfare (Avalanche)	(0916) Dandy <b>E</b>
Diplomacy (AH)	(1210) Fasio <b>M</b>
Diplomacy (AH)	(1252) Brooker <b>M</b>
Diplomacy (AH)	(1442) Herbst
Fifth Frontier War (GDW)	(1315) Reid
Flattop (AH)	(1430) Warnick <b>E</b>
Fortress Europa (AH)	(1051) Heiser <b>M</b>
Frederick the Great (AH)	(0757) Qualtierei <b>Cyb</b>
Gettysburg '88 (AH)	(0711) Leonard <b>E</b>
Gettysburg '88 (AH)	(1527) Brooks <b>M</b>
Grant Takes Command (AH)	(1075) Morley <b>E</b>
Great War at Sea (Avalanche)	(0916) Dandy <b>E</b>
Guadalcanal (AH)	(1555) Scott <b>E/M</b>
Guadalcanal (AH)	(1051) Heiser <b>M</b>
Invasion America (SPI)	(1382) Massey <b>Cyb</b>
Invasion Sicily (GMT)	(0225) Segarra <b>E</b>
Jutland (AH)	(1554) Trosky
Luftwaffe (AH)	(1269) Schneider <b>E</b>
Midway: Turning Point (Aval)	(0036) Yarwood <b>M</b>
Monty's Gamble (MMP)	(1382) Massey <b>E</b>

Musket & Pike (SPI)	(0200) Bowie <b>M</b>
Napoleon at War	(0036) Yarwood <b>M</b>
NATO (VG)	(1315) Reid
On to Richmond (AH)	(1075) Morley <b>E</b>
Panzer Leader (AH)	(0711) Leonard <b>E</b>
Pre-Stags (SPI)	(0817) Riley <b>E</b>
Raphia (GDW)	(0200) Bowie <b>M</b>
Richthofen's War (AH)	(1554) Trosky
Road to Gettysburg (AH)	(1075) Morley <b>E</b>
Rocroi (SPI)	(0200) Bowie <b>M</b>
Russian Campaign (L2)	(1566) Leonard <b>E</b>
Russian Campaign (L2)	(1466) Svensson
Russian Campaign (AH or L2)	(1243) O'Connor
Russian Campaign (AH)	(1345) Scarborough <b>M</b>
Russian Campaign (AH)	(1496) Raphael <b>E</b>
Russian Front (AH)	(0036) Yarwood <b>M</b>
Stalingrad (AH)	(0011) Betros <b>EM</b>
Stalingrad Pocket II (Gamers)	(1553) Evenson <b>E</b>
Submarine (AH)	(1468) Thomas <b>M</b>
Thirty Years Quad (SPI)	(0044) DeWitt <b>E</b>
Twilight Struggle (GMT)	(1382) Massey <b>Cyberbrd</b>
Vietnam	(1315) Reid <b>E</b>
War and Peace (AH)	(1554) Trosky
War at Sea (AH)	(1382) Massey <b>E</b>
Waterloo (AH)	(1382) Massey <b>E</b>

**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 7)

1861 and the Confederates took Washington D.C. in the same turn. The exchange worked much better for the USA, as the CSA lost too many units in 1861 to mount an offensive in 1862. The game ended at the start of 1863 when the Confederates could not counter all the possible USA invasions.

Friday I set aside for open gaming. There are usually several rooms available for pick-up games, as well as the main convention hall. I had arranged ahead of time to play **Roads to Lenin-grad** (GMT) with a couple of folks I contacted on-line. The games designer was there with his oversized demonstration copy of the game, and we set it up in the open gaming area. I took the Soviet side and Rob played the German. This went on from about 10am to 11pm with a 5 hour break for my fourth round of **Tigers in the Mist** (which resulted in a draw) and a dinner break.

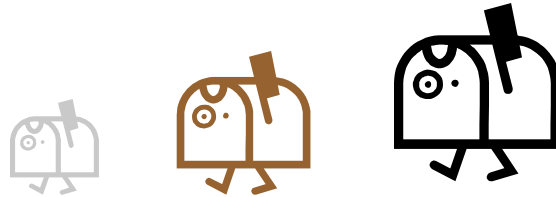
By Saturday morning all of the events I was interested in were over, and I was ready to leave. The weekend sees an increase in the number of "Euro" and family game tournaments, which I am usually too tired to get involved with. The home front calls by then, and I like to start my 4+ hour drive home in the morning. But, I certainly hope to return next year, work and family permitting.

★★



**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: September 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.



**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  
 338 Lexington St  
 York, PA 17403  
 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@gmail.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  
 Copthorne 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](http://www.AHIKS.com)      UK: [www.ahiks.co.uk](http://www.ahiks.co.uk)



International Wargaming Society

42/4

**RETURN ADDRESS:**

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

**FIRST CLASS MAIL**

**ADDRESS SERVICE REQUESTED**



**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

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