

The Kommandeur

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From the President

How about that **Iron Man**?

For 2007, the new **Iron Man** is officially Bert Schoose with 20 points. Three 1st Place finishes (in **Afrika Korps**, **Panzerblitz**, and **The Russian Campaign**), plus rounds entered in five other events easily guaranteed Bert the Wood for 2007. Congratulations, sir! You may alert your spiders—they will soon be moving their webs in anticipation of The Wood.

I have received only a couple of reports on this year's competition. Both reiterate an awareness of Bert's accomplishment—to the point where others were intimidated to even bother to turn in entry forms. This highlights a problem with our event for which I have a solution. The problem is that as soon as word starts circulating of an undefeatable front-runner, interest in participation wanes quickly. To my mind, the only viable response is to include a random prize of some sort to all those, except the Wood winner of course, who still take the time to participate and turn in Reporting Forms. What shape this prize might take will be a hot topic of discussion among the Exec over the next few months and suggestions are welcome.

I received an interesting letter regarding my last article. Short version was, why the "This Is What I Did Last Summer" style article? Shouldn't we expect something with a bit more earth-shaking in it?

Perhaps. But then, AHIKS isn't out to shake the Earth. As the hobby becomes more specialized/compartamentalized, the Net has become both a blessing and a curse. Where before, wargamers were isolated, I believe that there were actually more of us and recruitment was easier because alternatives for intellectual entertainment were much more limited. Nowa-

days I believe that there are fewer of us, but due to the Net, we are much more connected and able to give and receive support, create and participate in the community as opposed to being so isolated as we were in the past.

As I said, it is both a blessing and a curse. And AHIKS is somewhere floating in the river. Where we used to provide a service that was very valuable, at present, the Net threatens to make us irrelevant. Our primary function was to provide a core of community amongst those isolated. Now that isolationism is no longer an issue, our "community" is one more of specialization among many. Which was the other point of the letter from my friend...

He noted that his track record of "disappearing opponents" was better *outside* of AHIKS than *inside* it. That is, half the folks he started matches with in AHIKS disappeared without a word, while those casual matches he arranged amongst non-members were almost exclusively resolved with satisfaction to both parties.

This was the part that really disturbed me. Gentlemen, the community that is AHIKS needs to recarve its niche. Our charter has always needed to emphasize the integrity and reliability of our opponent base. If you allow a fellow member to violate that trust without reporting it, you are part of the problem and are contributing to the eroding of the integrity of AHIKS. I can't say it any plainer than that.

Help us to maintain that which sets us apart, gentlemen. Integrity is what this society started out to promote and stand for. Without it, what have we got? AHIKS is worth it—or you wouldn't still be reading this. Help us to maintain it.

El Prez

At the WBC

by Roger Eastep

Another great WBC experience for me. After a pleasant two-hour drive from Gaithersburg, Maryland, I arrived at the Lancaster Host Resort about noon on Monday, the earliest I've ever come to the convention. First thing I did after registering for the convention and chatting a bit with Don Greenwood, was put the **Iron Man** contest stuff, including the trophy, in the registration room and place it prominently on one of the tables. Then I put up about a dozen posters for the contest at key points throughout the building.

My AHIKS chores complete for the moment, I moseyed around and chatted with some of the other early arrivers that I knew. A bit later, I went across the street and checked in to the Red Roof Inn, a very nice alternative to the Lancaster Host. One thing I really like about the Red Roof, which is a bit cheaper than the Lancaster Host, is that they have a free continental breakfast each morning.

About four o'clock, I started unloading the 100 games out of the back of my Jeep that I had brought to sell in the auction store (not the auction itself). I managed to sell about three games to Randy Heller out of the back of my car before I brought the rest in. It took me about 20 trips, but I finally got them delivered to the auction area. This was my latest attempt to think out the herd games I have, mainly to reduce the clutter in my gaming room.

Since this was my first time trying to sell anything through the auction store, I wasn't sure how I would do. I had some concern that I might end up hauling fifty or more games back out to the car after the auction was over. I returned after the whole thing was over (I was determined not to go into the room during the sales for fear of buying yet more games at the auction store) and was very pleased to find that

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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: 30 September 2007

Alan Poulter
(grognard@grognard.com)

2006 Charles S. Roberts Award Winners not listed in the last issue

Best Magazine-Published Boardgame
Golden Horde: Kulikovo 1380
(*Against the Odds* #18)

Best Professional Wargame Magazine
Against the Odds

Best Amateur Wargame Magazine
Line of Departure (Jim Werbaneth)

James F. Dunnigan Award, to a Game Designer, Developer, Graphic Artist, or Game for outstanding achievement: Tetsuya Nakamura and Adam Starkweather, **A Victory Lost** (Multi-Man Publishing)

Recipient of the 2007 International Gamers Awards

The International Gamers Awards committee is extremely proud to announce the recipient for the 2007 IGA in the Historical Simulations category. The award goes to **A Victory Lost** by designer Tetsuya Nakamura and publisher Multi-Man Publishing. The press quote states:

“**A Victory Lost** is a simple, elegant game that is easy enough for the first-time wargamer, but has enough substance to delight the old veteran. AVL is a divisional level simulation of the 1943 Soviet offensive past Stalingrad and the German riposte led by General Manstein that retook Kharkov and blunted the Soviet effort.”

<http://www.internationalgamersawards.net/viewarticle.php?action=section§ionid=1&titlesort=0>

The Kommandeur

NEW BOARD WARGAMES

Avalanche Press

There are two new supplements for the Panzer Grenadier system. **Iron Curtain** takes the Panzer Grenadier system post-World War Two with tanks, units, and equipment, while **Fronte Russo** adds elite Italian units to the Eastern Front. <http://www.avalanchepress.com/index.php>

Critical Hit

Critical Hit are offering the latest edition of the **Advanced Tobruk System** (ATS) rulebook free to members of the CH official message board in Adobe PDF format by owners of any ATS title that provides a complete rules set. Sign up free for the message board at: <http://www.CriticalHit.com/Invision>.

Now in a new third edition is **Advanced Tobruk**, the game that started the series.

There are two new ASL-compatible games: **Grossdeutschland at Stonne 1940** is set during the battle of France, 1940. **Busting the Bocage** is now in its third edition and covers the battles during the Normandy landings. <http://www.criticalhit.com/>

GMT

Glory III is the latest in the **Glory** series covering brigade-level American Civil War battles. **Glory III** features **Antietam** and **Cedar Creek**. <http://www.gmtgames.com/>

MMP

Advanced Squad Leader (ASL) Action Pack #3: **Few Returned**, contains boards and scenarios featuring the Italians in World War Two. <http://www.multimanpublishing.com>

Simmons Games

Napoleon's Triumph is the follow up to **Bonaparte at Marengo**. It uses rules based on those in the previous game and is much bigger, with two map boards taking up a large table. <http://www.simmonsgames.com/>

NEW MAGAZINE WARGAMES

Vae Victis #76 contains a card-driven game, **Les deux Bretagne (1341-1364)** on the covering the Breton War of Succession. <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>

NEW DTP WARGAMES

Bayonet Games

The latest in the **Warfighter 101** series on contemporary tactical land combat is **Maneuver Warrior**. Its counters are die cut, almost taking it out of the DTP category. <http://www.bayonetgames.com>

Firefight Games

Remagen 1945 covers the World War Two battle using an innovative point-to-point movement system. <http://firefight-games.com/>

Minden Games

Battleship Captain: Tactical Naval Combat, 1890-1945, is a comprehensive game covering surface combat in the battleship era. It contains more than 1,000 individually rated warship counters (light cruiser size and above) from over twenty national navies. http://minden_games.homestead.com/

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(Continued from page 1)

all but one game had sold. I ended up making enough money from the sale of the games to pay for the entire trip, with quite a bit left over, even after buying a few games from the dealers.

The first tournament I was in was Randy's **Deluxe Bitter Woods**. Bob Ryan, spotting an easy mark, grabbed me for the mulligan round. He managed to dispatch me quickly, if not quite painlessly. In the next round, I was defeated by John Harsay in a game that had to be adjudicated before completion by Randy because I wanted to play in another tournament. I played a non-tourney game with Gary Christiansen, who completed the three-game **DBW** sweep by defeating me handily.

This year, I was determined to play in eurogame tournaments. I have been buying more and more of those types of games, mainly because they look cool, but I don't have as much opportunity to play them at home. I found that attending the demo sessions for these types of games was really enough to be able to play competently in the tournaments even if I'd never played them before, for two reasons. First, the games aren't overly complex. Second, many of the other players in the game (most are multiplayer games) haven't ever played the game before either.

The first eurogame tournament I entered was **Pillars of the Earth**, with a medieval cathedral-building theme. This game has very attractive components. It's also a bit complicated, but only because it has a lot of different things going on at the same time. As usual with these kinds of games and multiplayer tournaments, there was one person who had played it a lot and acted as a sort of unofficial game master. Although he moved things along faster than I would have preferred, I was still able to stay in the game and be competitive. It was a fun game, and a pleasant group to play with. Because I wanted to play in as many different eurogame tournaments as I could, my plan was to just play the first round and not continue in the tournament even if I could have advanced.

Next, I played **Coliseum**. There were three guys and one young woman that played at our table. **Coliseum**, like **Pillars of the Earth**, has appealing components. The object is to attract the

most spectators to your coliseum events. Trading acts with the other players is an important part of the game, which for me was unfortunate because I'm not very good at it. The game is very short, only six turns, so it was completed in just over an hour, with the young woman winning.

Next, I played **The End of the Triumvirate**, which is a unique game in that it was designed specifically for three players. It's a war game of sorts but much more abstract than the kind I usually play. It "simulates" the battle between Anthony and the other two Roman leaders vying for power after Caesar's death. Again, a very short game, and one that was won at our table by a guy who leaped out of what had been a close pack of three to win it.

One danger (or advantage, depending on your point of view) of just walking around the tables looking at games being played is that you're constantly being invited to join in. I really don't like playing a game cold (i.e., not having read the rules), so I generally decline the offers. But one evening, I was walking past an open game of **Age of Empires III** that was just starting up, and the players all but begged me to sit down to make a fifth player. Reluctantly, I sat down. Fortunately, it turned out to be the most fun I had during the convention. **Age of Empires III** is based on the computer game and, from all the reviews I've seen, is one of the best age of exploration games ever published. The four guys I played with were all from upstate New York, and a better, friendlier bunch of opponents would be hard to find. I quickly learned the mechanics of play, and we jumped right in. Still being a wargamer at heart, my strategy was to send as many soldiers to the new world as possible, and then start picking off the other defenseless colonists. That worked for a while, until the others started sending their own soldiers to the new world. Mine wasn't necessarily the best strategy to win the game, but, for me, it was the most fun. I think I ended up coming in second in the game.

A feature that was new for the WBC was having several seminars during the convention. I went to a couple at the beginning on running

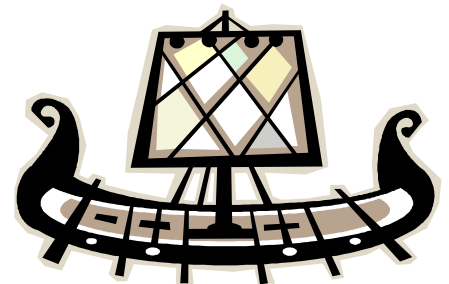
tournaments that were poorly attended but interesting nevertheless. There were others that I wanted to go to, such as the one on the Essen game show, but unfortunately they conflicted with my gaming. Hopefully, these seminars will continue in future WBCs.

On Friday, as usual, the dealers opened for business, and of course I did my part in helping support them by making several purchases. I bought the new Decision Games: **Luftwaffe**, **Land Without End**, and **Nine Navies War**. I also bought some discounted games from GMT, including **Alesia** and a nifty looking golf game they were selling for someone else. Mayfair was selling an unusual, "3D" game of air combat over Europe in WWII that I couldn't resist. And there was a vendor selling all sorts of dice and game accessories. I'm a dice collector of sorts, so I picked up several items from him.

Probably the thing I enjoy most about the WBCs I attend is chatting and catching up on happenings with friends, including several fellow AHKS members such as Tom Thorsen and Randy Heller. Fortunately, there's a lot of opportunity to do so between tourneys, and I certainly did so. As usual, I got to make some new friends, whom I look forward to seeing at future WBCs. I also got to see a couple of friends that I hadn't seen for several years, including Jack Morrell, who played in the Avaloncon tournaments that I game mastered many years ago.

As always, the toughest thing for me about attending the WBC is that when I'm driving home, I realize it's another whole year until the next one. Hopefully I'll be able to ease the pain somewhat by finding other local cons that I can attend in the interim.

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The VP's Corner

This past August I attended The 2007 World Boardgaming Championships (WBC) in Lancaster, PA. At one time this was referred to as Avaloncon but has since expanded to include many boardgames other than those of The Avalon Hill Game Company. Most consider it the premier gaming convention for competitive, tournament play. It consistently attracts gamers from all corners of the globe. AHIKS has chosen to identify this one convention as the one it will support and to which it will give recognition. For those AHIKS members who have not had the opportunity to attend this annual convention, I thought it worthwhile to provide my impressions of this year's gathering.

August in Lancaster County, PA, can be very warm. Plan accordingly. In other words, air conditioning is a must. The Lancaster Host Resort Hotel is the site of the convention. It offers plenty of space, but accommodations can sometimes be a bit problematic. Consider yourself fortunate should your room provide a relatively quiet air conditioning unit and a shower head with reasonable water pressure. This year, the gaming rooms were plagued with inconsistent ambient temperatures. It often was either too warm or too cool. Apparently, the hotel staff would choose to leave the air conditioning off until it generated complaints and then briefly blast us with cold air, then off again—a rather annoying cycle. The hotel regularly offered buffet food lines on both the first deck and the lower deck. The food seemed to be all right and was reasonably priced. An alternative was to leave the hotel to weather the outside heat and either drive or hike to one of the local restaurants.

The convention appeared to be well attended. Consimworld announcements revealed that pre-registration had exceeded previous years' numbers. One of the major attractions of The WBC is the opportunity to see old friends and to network among the gaming community. I saw and spoke with most of the following: Mark Herman, John Butterfield, Ted Racier, Kevin

Zucker, and Vance von Borries. Vance challenged me to a game of **Afrika Korps** on the spot, something I strongly regret not taking advantage of, but other commitments prevented me from grabbing the opportunity. Mark twice made it clear his intent to buy a copy of my game design being sold at the L2 table in the dealers' room. I considered that a definite compliment. The big thrill for me was to meet and speak at length with John Butterfield. He is one of the original staff members of SPI and the developer for Danny Parker's game, **Battles for the Ardennes Quad**. I think John is one of the nicest fellows in the hobby, easily approachable and willing to share his knowledge and gaming experiences.

The dealers' room seems to continue to grow every year. Just about every major company was present, save for Avalanche Press. New releases were plentiful. Decision Games was offering up their new version of **Luftwaffe** and a **Russian Front** game entitled, **Land Without End**. The box art for the former struck me as particularly attractive and a nice compliment to the original Avalon Hill version of the game. Art Lupinacci displayed uncut versions of the new L2 **War at Sea** and **Waterloo** games. The art work was simply stunning and certainly lived up to the reputation and standard he has set for the hobby. My one game purchase in the dealers' room was MMP's **ASL Starter Kit #3**. I have always fancied the idea of delving into this arena of tactical board wargaming, so I figured having this one on the shelf was a good idea. Of course, true to form, MMP was good enough to offer convention discounts on all of their products. As an aside, they were offering a "grab bag" of unit counter sheets and game maps for current and out-of-print games. They were only a dollar per item; it would have been terrific to have the authority to purchase a bundle for the AHIKS Unit Counter Pool. Perhaps next year this would be possible. The eclectic and sometime controversial Belle and Blade was present in full force. New offerings this year included Vargas-like pin up girls in SS and Communist uniforms donning t-shirts and button down shirts. I took a few minutes to watch

part of a Russian-made Kursk film they were showing and was most impressed with the quality of the tank mock-ups used in the film.

I took the time to visit the auction flea market tables to see if I could locate any collectible gems. I was a little disappointed to see some sellers taping their used games shut, which prevented viewing the contents. Others who advertised their games as "unplayed" had punched unit-counter sheets and apparently well-handled game components. Although the convention rules prevented sales of merchandise other than in the official locations, it did not stop the imaginative entrepreneur from setting up a table in the parking lot. As I was heading out to the parking lot one morning to retrieve some items from my car, I came across a fellow in the process of setting up a table. I was able to snag some Avalon Hill NOS shrink-wrapped games I did not have in my collection. Prices turned out to average about \$22 per game. I was very pleased. The net result was: **Up Front**, **Banzai (Up Front expansion kit)**, **War & Peace**, **London's Burning**, and **Raid on St. Nazaire**. It looks as if I will be buying another book shelf for storage in the game room.

In summary, The WBC was a great time. I encourage all AHIKS members to consider attending. Perhaps we can once again coordinate an AHIKS gathering at this convention.

Randy

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.

Unit Counter Pool News from Brian Laskey

Well, it looks like another summer season has come and gone, and I very much hope you all had a chance to escape for a while from the daily grind. Perhaps you were even lucky enough to attend the WBC or another gaming convention somewhere along the line. Unfortunately for me, there were no Cons in the picture again this year despite my promise to try and break that slump. However, I did manage to accomplish that long-delayed project of finally getting to “that box of used games and assorted parts” I’ve had sitting around for far longer than I care to admit. And believe me when I say it was a long delayed project, too, one that has been a regular item on the “to do list” ever since acquiring the games many moons ago. Now, I’m finally glad to say that the project is officially off the books, the folding table is again available for use, my wife is happy the games are out of sight, and what was there has been donated to the UCP (please see attached list).

Speaking of donations, and hopefully leading a little by example, I’m going to call the membership to arms here and see what comes of it. Over the past year the UCP has had a grand total of only four people donate to the cause: Chris Geggus (AHIKS Europe), VP Randy Heller, Eric Seadale, and yours truly. C’mon guys, we can do better than that! In my opinion, AHIKS likely has the greatest collection of veteran war gamers a club could ever have under one roof—designers, play testers, collectors, E-bayers, game dealers, publishers, and grognards of every possible historical persuasion. I’m also willing to bet that some of you have been pushing the cardboard ever since the birth of the hobby itself. Surely someone out there has to have something sitting around that they could donate? Perhaps an extra set of counters, an incomplete game, a spare set of rules, some assorted parts or maybe even that shrink wrapped **Wacht am Rhein** that you’ll never get around to playing. Yes, I’m just kidding on the war suggestion but you get the point. What may seem trivial to you may be just what some other member desperately needs to make their game complete. And while I’m not sure about you, it drives me a bit nuts to have to use a homemade counter, photocopied

charts, or the like. I can only do so much as your UCP Officer and could use your help in making the UCP grow to its full potential. All it would take on your part is a little time and effort and perhaps a few donated bucks to mail the item, or items, along. Chances are you’ll feel pretty good about donating. The UCP and AHIKS will certainly appreciate it, and you’ll get to see your name mentioned in *The K*. Don’t forget, the Unit Counter Pool is there for *your* benefit, and the more it has to offer, the more members, including yourselves, it could possibly help. Thank you for your consideration on this.

That said there are a few other UCP notes:

1) I’ve had a request for an AH **Bulge ‘65** counter that I am unable to help on. It is the American 4 CCR Armor unit. If someone out there has an extra one that they can spare for a fellow member in need please let me know.

2) Does anyone know exactly what the differences are between the AH **Blitzkrieg ‘65** and ‘75 versions? If so, please let me know, and I’ll pass the info along.

3) Again, a reminder to please include your AHIKS number when requesting something from the Unit Counter Pool. I’ve already had a very legitimate sounding request for counters only to find out just prior to mailing that the gentleman was not an AHIKS member. So, for the integrity of the UCP, if you are not willing to provide your AHIKS number, I will not honor the request. I trust you can understand this precaution, and I thank you in advance for your cooperation.

4) Please note the UCP list printed in this issue of *The K* is for new additions only. The complete and updated lists for both counters and parts are always available directly from me or can be viewed on the AHIKS website.

Happy Gaming!

Duncan Rice tells us if the UCP can’t help, there is a source of counter-sheet scans for folks who have lost a counter or two.
<http://www.isimulacrum.com/Scans.php>.

UCP Counters and Parts— New Additions 9-07

AVALON HILL/VICTORY GAMES
Advanced Civilization (map, rules, cards, counters)
Air Assault on Crete (rules-h, OOBs, counters)
Anzio (map, SRT, counters)
Breakout Normandy (map, charts, rules, OOBs, counters)
Bulge ‘81 (OOBs 2nd ed)
Caesar’s Legions (rules, counters)
Crescendo of Doom (scenario cards)
Cross of Iron (scenario cards)
Devil’s Den (map, rules-h, charts, ctrs)
1809 (map, org displays, counters)
Fortress Europa 1st ed (rules, charts, counters)
Gettysburg 77 (map, rules, charts, ctrs)
GI Anvil of Victory (scenario cards)
History of the World (misc.)
Hundred Days Battles (map, rules-h, ctrs)
Merchant of Venus (map, rules-h, misc., counters)
PanzerBlitz (scenario cards)
Panzerkreig (rules-h, study folder, CRT, counters)
Panzer Leader (rules)
1776 (map, charts, rules, counters)
Squad Leader (scenario cards—no 4/10 card)
Storm Over Arnhem (map, rules, ctrs)
Russian Campaign (map, rules 2nd ed, OOBs)

MISC
Alexandros *Command* #10 (mag, map, rules, counters)
Battle of Britain Gamescience (misc., counters)
Chickamauga West End (map, rules, union /confed chart, counters)
First Blood AHIKS (map, rules, ctrs)
Hundred Days Battles OSG (map, rules, counters)
Legend Begins Terran Games 3rd ed (map, rules, charts, counters)
Legend Begins Rhino 1st ed (map, charts, rules, counters)
Napoleon at Waterloo SPI 2nd ed (map, rules)
Reinforce the Right! SPI S&T 180 (map, rules, counters)
Soldiers SPI (map, rules-h, counters-off center)
Wilderness War GMT (map, chart, rules, playbook, clips, counters)

NOTE: The “-h” after rules denotes highlighting; ctrs denotes counters.

Flattop Eastern Solomons Scenario Match Replay

by GameMaster Andy Johnson

This multiplayer match was played via e-mail (and the occasional surface mail) between November 2005 and June 2007. The players live all around the U.S. and one in England. All are experienced players.

1) The Players

IMPERIAL JAPANESE NAVY

CINC: Scotty McPherson – All land-based air, submarines, and surface TFs
 COMMANDER TF 19 & 20: Tom Hanover – CV Akagi & Kaga
 COMMANDER TF 28: Nick Harmon – CV Ryujo, CAV Tone & Chikuma
 COMMANDER TF 24 & 26: Pat Dowd – CV Shokaku & Zuikaku
 UNITED STATES NAVY

CINC: Dave Bergmann – All land based air, submarines, and surface TFs
 COMMANDER TF 20 & 21: Gary Parks – CVs Wasp & Lexington
 COMMANDER TF 22: Steven Broom – CV Enterprise
 COMMANDER TF 23: Chris Geggus – CV Saratoga

2) The Scenario

The Eastern Solomons original scenario was modified to provide additional forces to both sides; the USN gained a CV and additional air and surface combat forces, the IJN two additional CVs and additional air and minor surface combat forces.

The victory conditions for both were altered to provide the opportunity for additional victory points if the USN could get a supply convoy to Port Moresby and the IJN could get a supply convoy to their forces in Northern New Guinea.

3) Intelligence Summary

Each side was provided a limited intelligence summary (appropriately propagandized) of what they might have to deal with. They were intentionally similar to see how each side would interpret, plan, and react when dealing with relatively common data.

USN

We expect the forces of Imperial Japan to strongly contest our position in the Solomon's and attempt to interdict the supply line to our allies.

Within the last 2 weeks, large con-

centrations of shipping have been sighted near Truk and Rabaul. These forces may be headed for Guadalcanal, New Guinea, or both.

Intercepts of IJN radio traffic indicate that our victory at Midway may not have been as complete as originally thought. It is now believed at least one Akagi-class carrier escaped and a second may have escaped, but with some damage.

Increased IJAAF radio traffic from Truk and Rabaul indicates additional squadrons of land-based aircraft are moving into the area.

IJN

We expect the United States forces to strongly contest our position in the Solomons and attempt to interdict our supply line to our forces on both Guadalcanal and New Guinea.

Within the last 2 weeks a large concentration of shipping has been sighted west of Espiritu Santo. These forces may be headed for Guadalcanal, New Guinea, or both.

Intercepts of radio traffic indicate that our victory at Midway may not have been as complete as originally thought. It is now believed at least one Lexington-class carrier escaped and a second may have escaped, but with some damage.

Increased USAAF radio traffic from Espiritu Santo indicates additional squadrons of land-based aircraft are moving into the area.

4) Initial Situation Overview

The Initial Situation Overview provided each side with a view of their objectives in the context of war situation at that time. This is a combination propaganda exercise and pep rally to get the troops psyched up.

USN

Our forces landed on Guadalcanal on August 9, 1942. This strategic initial step will turn the tide of war in the Pacific theater. Control of the Solomon Islands will provide a stepping stone in attacking the logistic underpinnings of the enemy while protecting our supply routes to Allied forces in the Southwest Pacific. While the landings were unopposed¹,

our ground forces are now encountering increased determined resistance.

Our ANZAC allies, already fighting to retake control of New Guinea from our positions in Port Moresby, need men and supplies to complete that mission and achieve victory. We have assembled a convoy of critical men and supplies to arrive in Port Moresby by August 26.

The carrier Lexington, CV-2, has been repaired from the damage it received at The Battle of the Coral Sea and its Carrier Battle Group has been assigned to your command. The carrier Hornet, CV-8, remains at Pearl in reserve and cannot reach you before August 29². Additional land-based aircraft have been assigned to support your operations.

IJN

Land and naval forces of the United States attacked Guadalcanal on August 9, 1942. While we allowed the enemy forces to land unopposed, our ground forces have begun a series of enveloping attacks to eradicate the enemy presence. Our control of the Solomon Islands remains of strategic importance in protecting the perimeter of The Emperor's South East Asia Co-Prosperity Sphere. Additionally, expanding our air superiority in the Solomons will enable us to interdict the enemy's supply routes to the Southwest Pacific.

The troops of the Imperial Army are now fighting to take control of New Guinea. To complete their push across the peninsula and capture Port Moresby, additional men and supplies are required to achieve victory. We have assembled a convoy of critical men and supplies to arrive at Lae by August 26.

The carriers Kaga and Akagi have been refitted after our victory at Midway and their Carrier Battle Groups have been assigned to your command. Other air groups remain in the home waters to prepare for our further strategic initiatives and cannot be provided to your command before August 29³.

Additional land-based aircraft have been assigned to support you.

¹Historically accurate. Initial landings were unopposed. The initial Japanese assault came on August 14.

²Historically accurate. The Hornet did not

reach the area until August 29.

³Historically accurate. Air groups were known to be diverted to long-range patrols from the home islands after the scare of the Doolittle Raid. The IJN Army and Navy had heated arguments on this issue throughout 1942 and 43. The psychological impact of the Doolittle Raid may have been underestimated in USN planning.

5) The Map

The standard game map was used. The map below gives a view of the area of potential movement covering more than 1.5 million square miles. However, the tactical limitations imposed by the scenario set-up, logistic constraints, and flight range limitations of strike aircraft made the actual area in play significantly smaller as noted in the dotted outlines on the map below. USN historical carrier aircraft operations during the initial phases of the Guadalcanal Campaign were generally inside the outlined diagonal (red) box⁴.

Similarly, the IJN carrier aircraft operations fell within the upper left (green) box. Both sides were reluctant to place the scarce Southwest Pacific

carrier resources at great risk. While US industrial production would dramatically change this picture by mid 1943, it remained an issue in August 1942.

⁴ Noumea and Northern Australia were becoming major staging areas for equipment and personnel at this point in 1942, but also required some diversion of resources to provide protection from perceived IJN threats. Darwin was bombed over 200 times between 1942 and 1943. Most long-range attack aircraft (B-17 and B-24) were being sent to the European Theater of Operations (ETO) with the Pacific Theater getting on average 10 percent of the bomber production until the advent of the B-29.

6) GM Overview and Game Commentary

The GM comments are my thoughts, input from players, as well as some of their thoughts that I've selected from their moves. Overall this was the most unusual game I've GMed for a number of reasons: first time I've seen the USN deploy so far

north, first combat at day one daybreak, a successful BB bombardment of Guadalcanal on Day 1, and an IJN decision to move their AV's out of harm's way.

It proved to be a very exciting game, but the early loss of the Enterprise and the refueling requirements for the USN southern task force put the USN on the defensive very early. In retrospect I may change the refueling rule in future scenarios where the number of CVs is increased. The IJN CinC made excellent use of his small forward operating bases by constantly redeploying attack aircraft as far forward as possible.

Overall I give the IJN an advantage for better organization and coordination. The Ryujo was used as a mobile search platform and was a plus for the IJN as well.

August 24, 1942 0100-0300

GM Comment

I requested the players provide their set-up location and task force and aircraft moves for the first three hours.

Both CinCs spent the time readying search aircraft and starting their re-supply task forces, submarine, and other ship movements.

The IJN CinC took his Lae re-supply task force along a circuitous route north of New Britain to avoid being spotted, and the USN CinC did not send one search aircraft in that direction.

The USN CinC put a lot of his ground aircraft on bases that have a limited ready rate which may limit his ability to get long-range searches going.

The IJN TF commanders followed a generally historical set-up North and North-East of the Solomon Island chain. Search aircraft were readied and launched.

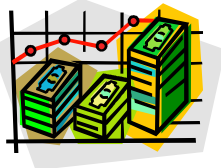
The USN TF 22 and 23 commanders decided to place their forces in the far North of the possible set-up area. This is a high risk position if they come in contact with the IJN. Both TFs quickly readied and launched search aircraft. They were rewarded with a lucky sighting in Sector III / IV.

Overall there was no significant advantage gained by either side from their set-up configuration. But the opposing Air Battle Groups were less than 600nm apart as dawn prepared to break.

(Continued on page 11)



Treasury Notes



Who are we, and why are we here?

Dovetailing with Chester's comments, I too read the commentary from a member the other day referring to AHIKS as "redundant." The writer claimed that he maintains 100 or so contacts by e-mail outside AHIKS, and that many of them have proven more reliable than his AHIKS contacts over the years. He also said he maintains his AHIKS membership mainly because of nostalgia. That got me to thinking about our club, its purpose, and its future.

As far as the current mainstream wargaming community goes, I can't say those comments don't have a ring of truth. For those gamers who still eagerly await each published new game, have ample face-to-face or e-mail contacts, make the trips to conventions and the WBC each year, and don't play the old classics anymore, I figure he is pretty much dead on. Gamers who want to do so can now easily maintain their own pool of opponents and contacts by e-mail and the web. They can read and participate in the forums on their favorite games, post and ponder rules interpretations, offer updated rules and revisions, and make their die rolls with a die roll server. They really don't need us, and I think it is perhaps time that we as a society recognize that fact.

Should we then perhaps just divide up all of the money and all go our separate ways? Let's not be too hasty. Although we may no longer represent the cutting-edge of our hobby, I think AHIKS still has an important role to play within our hobby, and an important population of gamers to serve. Let me use myself as an example. I am in my mid-forties, happily married for 20 years, have two teenage children, a busy career, and a house and yard to take care of. As my column suggested last issue, I have little spare time to invest in anything other than the things I just listed, including my life-long hobby. I don't have time to spend hours on the web talking about games. I don't have time to redesign flawed games. I don't have time to go to the WBC. I

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don't have time to read wargame magazines anymore. I don't have time to wade through the now common 40-page rule books of a new game. I would love to be able to do all of those things, but it is simply not possible. I barely have time to sit down once every two months and put these columns together. I can't imagine how those same twelve or so guys who seem to write every post on Consimworld have any life outside of wargaming whatsoever.

I think this is now who we are, and what AHIKS has become. We are largely those wargamers who no longer really have time or the means to keep up with technology, be it true technology, or the state-of-the-art of game design, for whatever reasons. We don't have time to go out and look for our hobby any more; for the most part it has to come to us. If it doesn't come to us, then we are likely to simply drift away. There are lots of other things that we either have to do or want to do. So, we forget to pay our dues. We don't notice that we haven't gotten *The K* for a while. We forget what it used to be like. I suspect that there are a lot more people who have drifted away from the hobby than there are who are still at the forefront today.

So, AHIKS does exist mainly because of nostalgia. It's certainly a big reason why I stay a member—most of the games I play were originally published in the '70s. And I have no problem with that. We remember what games we used to play and old friends we used to play them with, in times before technology overwhelmed the hobby. That's why we stay members, because we can still find that feeling *here*. You don't have to be familiar with the latest games, or take out second mortgages to pay for them. You don't have to have an AREA rating to participate. You don't have to pay a monthly subscription fee to voice your opinion. AHIKS is like an old drug store with a soda fountain. For over forty years, AHIKS has existed for exactly those gamers who just want to play an occasional, casual game. There remains, then, an important and potentially significant group of gamers AHIKS could reach and serve.

AHIKS provides a means to stay

connected to the hobby at an extremely low cost in both time and money. And we will be here for a while yet, I think. You don't have to play to be a member, and that's fine. If you have a friend who once was a gamer, let them know about us. We'll be there for him, and perhaps encourage him to dust off that old copy of **Afrika Korps**, try a game or two, and relive some good times.

War at Sea PBEM tournament news

Little further progress this time as Round 2 is still in its final stages in the Red Bracket, although closer to completion. In the Blue Bracket, there remains only a couple of turns before the Bracket produces a winner. There should be more to report next issue.

Third Reich battle report

We left off at the conclusion of the Axis Spring 1941 turn last issue. Progress in the game has slowed even further, with one of the players traveling extensively over the summer. So, only two player turns to report this time, although the action is definitely heating up!

Allied Spring 1941. The Soviets do little in anticipation of Barbarossa, shifting only a few armor units to present a triple line within range of the German paratroopers. The Soviets also choose to ignore the Axis threat to the Caucasus. The British decide that discretion is the better part of valor and take attrition options everywhere. A potential armored invasion force sets up in Gibraltar, and significant forces move into the Libyan desert southeast of Tripoli. Two additional air wings are added to the defense of the Home Island, but otherwise British Activity is minimal. The Allies hold their breath for the coming Summer.

Axis Summer 1941. The hammer finally falls, and Germany declares war on the Soviet Union. Germany declares war on Turkey as well, which causes some consternation on the part of the Allies, who have to figure out how to defend a big country from threats from both Europe and the Middle East. With enough lent Italian units to assist, the Germans take offensives on both the Eastern and Mediterranean Fronts, while the Italians themselves save their BRPs with a pass option in the Med. All of the Axis Minor Allies, Finland, Hungary, Rumania, and Bulgaria, join the Axis cause on schedule. This is

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good, as there is a lot that needs to be done. As the main Soviet defensive line is essentially paratroop proof, the Axis focuses on minor breakthroughs along the main front, and pinning as many Soviets as possible with armor ZOC. In the north, the defense of Leningrad permits a 1-1 attack with an 83% chance of taking the city. In Turkey, the Axis has to settle for an 83% 1-1 exploitation attack against Ankara coming from the Middle East, with a closure of the Turkish straits as some insurance against British meddling in the event the attack on the capital fails. In a flurry of nothing but fives and sixes, all of the Axis attacks succeed without loss *except* the assault on Leningrad; it ends with an AE result. This is critical, because the Axis was counting on the 30 BRP swing with the capture of the city (+15 for the Germans and -15 for the Soviets), plus the opening of a third major front which the Soviets could ill afford to defend. The failed attack also makes it much less likely that East Europe will be wrested from the Soviets before winter sets in.

The conquest of Turkey is complete, and the Axis supply problems in the Middle East are ended. The main Soviet defensive line is disrupted, and Axis forces threaten to invade the Caucasus without supply constraints. Nevertheless, the loss at Leningrad provides the Allies an opportunity to seize the initiative, if they choose, and so Axis builds and redeployments take this possibility into consideration. Forces are positioned to protect Berlin, Rome, and other critical objectives from a double move. Perhaps the biggest reason for the Allies to forego that opportunity, however, is the knowledge that if they take it, the Axis will respond with one of their own no later than Winter/Spring. The Allies may recall what happened the last time they took that chance...

Treasurer's Report

Starting Checking Balance (8-1-07):
\$ 4,987.24

Income:
Dues and contributions \$ 0.00

Expenses:
K August Printing \$ 128.10
Transfer to Perpetual Fund \$ 0.00
Checking Balance (10-1-07): \$ 4859.14

Perpetual Fund Balance, 8-1-07:
\$ 2,299.85

Perpetual Fund Balance 10-1-07:
\$ 2,299.85

Operating funds in CD, 10-1-07:
\$ 3,136.59

Total balance in CD, 10-1-07:
\$ 5,436.44

Total Treasury, 10-1-07: \$ 10,295.58

No activity this time other than K expenses. 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](#)

The web version of this issue (in color) is available at our website (www.AHIKS.com).
User name = "AHIKS"
Password = "Catapult" (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 Catapult.)
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 Thorsen at the address on page 11.

Editor's Corner

This month's net codename "Catapult" was for the British attack on the French fleet in North African ports in July 1940.

No doubt many of you are watching (have watched) the Ken Burn's series "War" on Public television. Although it is interesting, I find it a bit long, with too many reminiscences. As is usual with shows such as this, the same photos keep reappearing.

This issue starts Andy Johnson's replay of a **Flattop** scenario. The map will take up a lot of space, but I think it is helpful to include it. In the next issue, we will have "**Bull Run: Limited Intelligence Rule**" from Paul Heiser, and some book reviews from Bill Watkins.

Upcoming Events

Oct. 20-21, Charleston, WV
CHARCON
<http://www.charcon.org/cc/>

Oct. 20, Bristol, WI
NAVCON 2007
<http://home.centurytel.net/NAVCON/>

Oct 26-28, Hudson, OH
ANCON '07
<http://www.anothergamecon.com/>

Nov. 2-4, Fairlee, Vermont
CARNAGECON: WE'RE HANGIN' TEN
<http://www.carnagecon.com/>

Nov. 2-4 Edison, NJ
UBERCON IX
<http://www.ubercon.com/>

Nov. 2-4 Dunmore, PA
MEPAcon FALL 2007
<http://www.mepacon.com/>

Nov. 3-4 Pittsburgh, PA
GASPCON 8
<http://www.gaspgamer.com/>

Nov. 8-11, Akron, Ohio
CON ON THE COB
<http://www.cononthecob.com/>

Nov. 9-11 Ann Arbor, MI
U-CON
<http://www.ucon-gaming.org/>

Nov. 23-24, Chicago, IL
WOLFCON III
<http://www.wolfcon.org/>

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>

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. 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)	(1252) Brooker M
Agincourt (GDW)	(0200) Bowie M
Air Assault on Crete (AH)	(1496) Raphael E
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)	(0011) Betros Any
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
Fifth Frontier War (GDW)	(1315) Reid
Flattop (AH)	(1430) Warnick E
Fortress Europa (AH)	(1051) Heiser M
Frederick the Great (AH)	(0757) Qualtierei Cyb
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 America (SPI)	(1382) Massey Cyb
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)	(0711) Leonard 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)	(1496) Raphael E
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 7)

August 24, 1942 0400-0500.

GM Comment

Players continued the aircraft readying process as I asked for a two hour move to get us up to dawn (0600). The spread of clouds in Sector III may provide the IJN forces some cover.

The IJN CinC continued launching his long-range recon aircraft from Shortland to the east.

The USN CinC sent out search aircraft from Henderson, Port Moresby, and Gili-Gili.

USN TF 22 and 23 commanders lost contact but launched multiple strikes in hope of finding the enemy at first light.

The IJN task forces scattered to the north and northeast in hopes of avoiding searchers after launching strike forces in preparation for a sighting at first light. This was a double-edged sword; if they found a target, they were well positioned to attack immediately, but if they didn't, they would lose valuable air time for the strike aircraft. Interesting possibilities.

The USN sighted the enemy and opted to launch what aircraft were ready and available. Overall there still was no significant advantage to either side this turn.

August 24, 1942 0600.

GM Comment

First light! Both sides got a lot of spotting/contact information and the game's first combat occurred. USN TF 22 and 23 found IJN TF 19 and 20 and got a strike in on Kaga, scoring two hits but losing half their attacking force (4 of 8 Dauntlesses and 3 of 5 Wildcats), while the IJN lost only 3 Zeros in combat and 2 aircraft from on-deck explosions. A second USN strike was positioned to hit at 0700, which should be interesting. This was the earliest carrier combat action I'd seen in a game.

IJN search aircraft from TF 28 found USN TF 22 and 23 in III-Y-18.

The USN CinC search aircraft located 2 IJN task forces moving south in Sector III toward Guadalcanal. Now, could he get a strike force to the location? The USN CinC's communication to his TF commanders reported concentrations of Zeros in the north of sector III (W-8 area), but they didn't seem to realize this must indicate a carrier TF presence or at least have not reacted to it.

Overall advantage went to the USN this turn. This strike and the 0700 strike could have a psychological impact, if the USN can keep the pressure on.

To be continued in the next issue.

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: November 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.

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New phone number for Roger Eastep



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 _____