



# The Kommandeur

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## From the President

**A**nd Now For Something Completely Different.

And I'm not just talking about The Next Big Thing which our Loyal Treasurer, Brian Stretcher, will be outlining—a trial year of Free Dues. Yes, you heard right. You need to read The Treasurer's Report very carefully in this issue. A number of things about AHIKS are evolving, and a trial year of Free Dues is only the beginning.

The Officers have been busy in The Smoke-Filled Halls Of Power Behind the Scenes while the rest of you have slept, blissfully unaware that anything has been afoot. Well... not *busy*, busy...but chatting it up about exactly what AHIKS is, what it was, and what it will become. In the past few years we have taken some monumental steps. Eliminating Regional Directors. Rewriting the By-Laws. Launching the Iron Man Competition at the WBC. Launching the electronic *Kommandeur*. Firming up the website.

In the not-too-distant-future, the Officers have discussed other options which are still being explored. Expanding the website significantly to allow for the possibility (among other things) of: an online die roller; a trade/for-sale listing area; an expanded Match-Up service; the possibility of extending matches with members to non-members; and other fare just as interesting.

But before you get too excited about all of that, elections are coming up. How would you like to be at the Helm of the Good Ship AHIKS? The opportunity is more real than you think. This announcement will come as a surprise to everyone—I will *not* be running for re-election next year. I am stepping down and someone else is going to have to step up. To quote LBJ: “If nominated, I will not run. if elected, I will not serve.”

It's time. I've been doing this for a very long time and the moment couldn't be better for me to step down. 2008 will be my last year. After the elections, the torch will be passed. AHIKS is in transition. We used to be a necessary entity in this hobby. Over the past few years we have become dangerously close to becoming an anachronism. But we still have a reputation that means something. With our commitment to the Iron Man tourney and the establishment of a website, we have a very real opportunity to create an ongoing presence and legacy that can continue for a very long time. Our primary function since day one has always been to facilitate game play between opponents. Especially those who don't have access to ftf partners. I believe our website can return us to that preminent niche in the hobby, but the effort and direction at the helm needs to be from someone new.

Are you that person? There's more to it than just filling my shoes. Randy Heller is only serving as VP because I asked him to. He has made it abundantly clear on many occasions that if I step down, so does he (fair enough—that was a condition of his accepting the post, and I agreed to his terms), so you will need to convince someone to run with you, or be prepared to appoint someone if no one runs.

The next President should be someone who is able to regularly attend the WBC and is ready to help AHIKS transition into the next phase of our service to the hobby. If all of this sounds pretty daunting, it is not. You don't have to be a genius or extremely charismatic (after all, I've been in the chair for a long time, haven't I?). You just have to have a passion for the hobby. If your heart races the first time you roll a die when playing a wargame, then you have what it takes. All the rest will come naturally. I'm challenging you all to look in the mirror and take a chance. If you're reading this, you care about AHIKS and you love this hobby. That's about all that's required. Throw your hat in the ring. Write an article and send it to Omar right now. It's never too early to start campaigning once the process has been announced.

AHIKS needs *you!*

El Prez

**RENEWAL FORM FOR 2008  
IS ON PAGE 12.**

## 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: 24 November 2007

Alan Poulter

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

### NEW BOARD WARGAMES

#### Avalanche Press

**Edelweiss Expanded Edition** is a revised edition of the original **Edelweiss**. All the scenarios have been revised and new ones added covering German regular army and Waffen SS mountain troops. This game is not playable by itself, but requires ownership of **Eastern Front** to play most of the scenarios and **Road to Berlin**, **Battle of the Bulge**, **Desert Rats**, and **Afrika Korps** to play all of them. <http://www.avalanchepress.com/index.php>

#### Columbia Games

**Athens & Sparta** is a strategic level game of the Peloponnesian War, using the renowned block system. <http://www.columbiagames.com>

#### Critical Hit

**Parkers Crossroad** is a new expansion for the **Advanced Tobruk System** game on the Battle of the Bulge, **Darkest December**. It contains new scenarios, new counters, and a new map. <http://www.criticalhit.com/>

#### Dan Verssen Games

**Marine Air** is an expansion set for **Hornet Leader II** adding Marine AV-8 Harriers, new pilots, and new "Ace" campaigns for highly experienced pilots. It is available in both PDF and Vassal format. <http://www.dvg.com>

#### GMT

**The Great War in Europe** contains two of Ted Raicer's most successful games for *Command* magazine, **The Great War in Europe** and **The Great War in the Near East**, in revised editions. **1914**, **Twilight in the East** covers the battles that took place in Prussia, Poland, and Galicia during the first year of World War One. Designer is

Michael Resch. The latest in the **Down in Flames** series of World War Two air combat card games is **Squadron Pack 2: Bombers**, which adds light bombers and formation aircraft. <http://www.gmtgames.com/>

#### Hasbro

**Axis & Allies: Guadalcanal** is the latest version of the classic game system. It is the Pacific counterpart to the recently issued **Axis and Allies: Battle of the Bulge**. <http://www.hasbro.com>

#### Khyber Pass Games

**Prairie Aflame**, **The Northwest Rebellion, 1885** covers Canada's Northwest Rebellion of 1885 at the operational level. It is the first game from this company with professional die-cut counters. Previous KPG games were DTP published with cut-out counters. <http://www.khyberpassgamesonline.com/>

#### L2

**War at Sea** is the 3rd edition of an Avalon Hill classic and is the first game in L2's **Victory at Sea** series. This new version has only slight modifications from the original. **Waterloo: Fate of France** is an area movement game on the classic battle featuring a tactical board for combat and tactical cards. Designer is Robert Beyma. <http://www.L2designgroup.com/>

#### MMP

**Red Star Rising, The War In Russia, 1941-1944** uses a variant of the **Victory in the West** game system to cover the entire Eastern Front of World War Two. Designer is Masashi Yamazaki. <http://www.multipublishing.com>

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #245 contains **The Triple Alliance War**, a strategic-level game on the second-largest war ever fought in the New World. Designer is Javier Romero.

*Strategy & Tactics* #246 contains **Manila '45: Stalingrad of the Pacific**, a battalion/company-level game on the battle for the capital of the

Philippines in February 1945. Designer is Joe Miranda.

<http://www.decisiongames.com>

*Vae Victis* #77 contains **Eylau 1807**, which is the nineteenth game in the **Jours de Gloire** series. <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>

*Alea Magazine* #32 contains **Dios Patria y Rey** which covers eight battles of the 1st Carlist War. [http://www.simtacadopress.net/ingles/Alea\\_magazine\\_ing.htm](http://www.simtacadopress.net/ingles/Alea_magazine_ing.htm)

### NEW DTP WARGAMES

#### BSO and Canons en Carton

**Swords and Crown** is the third game in the **Au fil de l'Épée** series and covers four battles: Varey 1325, Baugé 1421, Verneuil 1424, and Monthléry 1465. It is available in English or French. [http://perso.club-internet.fr/fredbey/CeC\\_US.htm](http://perso.club-internet.fr/fredbey/CeC_US.htm)

#### Firefight Games

**Operation Westindien** is a point to point game covering at a strategic level the U-boat campaign in the Caribbean and South America to destroy Allied oil fields and oil refineries in World War Two. **Blow by Blow: Pakistan Invades India, September 1965**, covers the attack launched by Pakistani 1st Armor Division to cut off the Indian 11th Corps. <http://firefight-games.com/>

#### Red Sash Games

**Türkenkrieg: The Russo-Austro-Turkish War, Balkan Theatre 1737-39**, is the fifth game in the **Lace Wars** series and covers the war between the Russians and Austro-Habsburg led Imperials against the Ottoman Empire. <http://redsashgames.com/>

#### Wargamedownloads.com

**Gliders from the Sky: the Fall of Eben Emael**, is a solitaire game on the German paratrooper assault on the Belgian fortress, 10 May 1940. It is based on the **Storm over Arnhem** game system. Designer is Roberto Chiavini. By the same designer, **Prussia Rising** is a strategic treatment of the Franco-Prussian War with a point-to-point map.

**First Newbury** and **Dunbar**, two games also designed by Roberto Chiavini, are the third and fourth games in the TCS series of games on the English Civil War. **Brown Water Submarines** is a solitaire game on submarine warfare during the American Civil War. Designer is Roger Campbell. **ACW Solitaire** is a solitaire game in which the player plays the Union forces in the American Civil War. Designer is Dave Kershaw. <http://wargamedownloads.com>

### NEW WEB RESOURCES

#### Free games

**Hohenfriedeberg** <http://littlepageofgames.lima-city.de/hohenfriedeberg.htm>

**Unbreakable** <http://interformic.com/un.html>

#### Official Rules

**A Las Barricadas!** (War Storm Series) [http://www.warstormseries.es/updates/ALB\\_manual-v2.pdf](http://www.warstormseries.es/updates/ALB_manual-v2.pdf)

**Advanced Third Reich** (AH/Avalanche) [http://www.avalanchepress.com/pdf/SWW\\_Rules\\_3rd\\_Edition.pdf](http://www.avalanchepress.com/pdf/SWW_Rules_3rd_Edition.pdf)

**Athens and Sparta** (CG) <http://www.columbiagames.com/resources/3061/3061-rules.pdf>

**Battle for Baghdad** (MCS) <http://grognard.com/info1/baghdad.pdf>

**Asia Engulfed** (GMT) [http://www.gmtgames.com/living\\_rules/asia\\_engulfed\\_rules.pdf](http://www.gmtgames.com/living_rules/asia_engulfed_rules.pdf)

**Cowboys** (Worthington) <http://www.worthingtongames.com/images/newsite/images/Advancedrules.pdf>

**Crusade and Revolution: the Spanish Civil War 1936-1939** (MMP) <http://www.thewargamer.com/grognard/crusade.zip>

**Prussia Rising** (Roberto Chiavini) <http://grognard.com/info1/prussiarising.doc>

#### Errata

**Bitter End** (Compass Games) <http://grognard.com/errata1/bitterend.txt>

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

**Dios, Patria y Rey**, *Alea* #32 (Ludopress) NB revised map for Ostia scenario <http://talk.consimworld.com/WebX?233@551.ELUIDcetrIt.400@.ee6b341/1100!enclosure=.1dd299e6>

**Dunbar** (Roberto Chiavini) <http://grognard.com/errata1/dunbar.txt>

**Falaise Pocket** (Minden) <http://grognard.com/errata1/falaise.txt>

**Gliders from the Sky** (Roberto Chiavini) <http://grognard.com/errata1/gliders.txt>

**Orel**, *Vae Victis* #75 (HC) <http://grognard.com/errata1/orel.txt>

**PanzerArmee Afrika** (AH) <http://grognard.com/errata1/paaah.pdf>

**Prussia Rising** (Roberto Chiavini) <http://grognard.com/errata1/prussiarising.txt>

**Red Star Rising: The War in Russia, 1941-1944** (MMP) <http://grognard.com/errata1/redstarrising.txt>

**Thirty Years War** (GMT) <http://grognard.com/errata1/thwgmt.doc>

**Warfighter 101: Maneuver Warrior** (Bayonet Games) <http://www.bayonetgames.com/images/WarfighterSeries-MWErrata.pdf>

#### Rules Translations

**Dios, Patria y Rey**, *Alea* #32 (Ludopress) <http://talk.consimworld.com/WebX?233@@.ee6b341/1137!enclosure=.1dd2b15e>

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

★ ★

### AHIKS TOP 40 Active Players

With a Rating Qualifier "C" or greater in all categories. Players with the same Rating are then ranked by Qualifier (number of Games Played; number of Different Opponents; number of Different Titles). All Match Completions received as of Sept. 30, 2007.

	#		Name	Rating
1	496	K	McCarthy	1885
2	885	B	Stretcher	1855
3	1007	R	Heller	1770
4	377	D	Grant	1645
5	1101	H	Lowood	1635
6	470	T	Thorsen	1625
7	746	D	Tierney	1625
8	444	F	Kraus	1625
9	305	W	Klitzke	1585
10	1263	C	Xanthos	1585
11	1427	T	Walsh	1575
12	243	Ptr	Martin	1565
13	914	R	Shurdut	1565
14	341	L	Deck Sr	1560
15	1264	J	Unnerstall	1560
16	988	B	Lindow	1550
17	364	T	Holtz	1535
18	299	A	Bowie	1520
19	951	N	Markevich	1520
20	1013	R	Cottrell	1515
21	1455	S	Andriakos	1515
22	1051	P	Heiser	1490
23	916	G	Dandy	1475
24	1217	J	Harkins	1470
25	36	M	Yarwood	1465
26	711	C	Leonard	1455
27	1243	E	O'Connor	1450
28	854	D	Bergmann	1450
29	1345	T	Scarborough	1420
30	1075	A	Morley	1385
31	451	J	Mueller	1375
32	225	R	Segarra	1375
33	1210	M	Fassio	1345
34	1398	K	Rutkowski	1325
35	1001	D	Boyes	1290
36	12	S	Jolly	1285
37	1116	C	Johns	1270
38	747	C	Rebesco	1255
39	552	R	Best Jr	1240
40	1252	R	Brooker	1175

## The VP's Corner

I thought of a title for this column, and "What's Wrong with the Iron Man?" came to mind. This is probably the most difficult communication I have written over the past year. From its conception, I have tried to distance myself from The Iron Man Award. In principle, I support it. In execution, I am in disagreement. Its purpose has been to acknowledge a winner of an AHIKS sponsored event at The World Boardgaming Championships (WBC). Last year we received few entries. I believe this year, the second year, we received even fewer. As I see it, the problem lies with the administrative hoops that must be jumped through for anyone to participate. There are just too many forms to fill out and signatures to obtain. In general, gamers don't like regimentation; nor do they want to be distracted from gaming by running down required paperwork. A better, much more simplistic approach would have been to discover the winners of the selected game events after the fact. This could be done by asking Don Greenwood or the appropriate Boardgame Players Association representative for the tournament results. Collate them, discover the winner by points, and approach him for his permission to declare him the winner of The AHIKS Iron Man Tournament.

That philosophical presentation aside, I need to get down to the crux of the matter. It is a situation that is indeed very serious with regard to AHIKS and how people perceive AHIKS within the gaming community. Rumors about AHIKS and the Iron Man were abundant at this year's convention. As an AHIKS Officer, I was approached about a perceived injustice. As it appears, that injustice falls right into the lap of AHIKS and how we managed or mismanaged last year's event (2006). I am sharing with you those words I recall from my memory. I did not take notes. However, the concern and the words are well recorded in my mind, so I am fairly confident in conveying those words.

A WBC regular claimed he was a participant in last year's Iron Man.

He turned in his final paperwork to none other than Don Greenwood, himself. He even posted the results on our AHIKS Consimworld folder. That message was acknowledged in the folder by the very gentleman who won the 2006 Iron Man Award. Coincidentally, the winner was thought to be a member of AHIKS, while the claimant was not a member of AHIKS. A message was posted by the ultimate winner acknowledging that the other gamer had outperformed him. Then, strangely enough, our website disappeared from Consimworld for a short period of time. When the site reappeared, all the messages concerning The Iron Man were no longer present. It's as if they had been erased by someone. Now, imagine how this all looks to the unsuspecting. The justifiable feeling is that AHIKS made sure the recipient of the award went to an AHIKS member rather than a non-member. There is a sincere suspicion of injustice written all over this scenario, to the effect that AHIKS is now, more than ever, seen as a "good ol' boy" network.

How can we right this wrong? What can be done to reassure the grognards who attend WBC that this occurred inadvertently and not intentionally? Some very, very heavy duty damage control needs to be run on this matter. In my opinion, there is one person and one person alone who can successfully perform this task, a task which needs to be done in person, with eye contact. That person is none other than The President. I have seen Chester Hendrix work his magic before, and he is a master at setting things right. I know our treasury is currently doing very well. I ask the membership to rise up and request the officer corps motion to financially assist in sending The President to WBC next summer to address this issue. In addition, I am confident he can jump start the Iron Man event and assiduously work to make sure it gets the WBC recognition it deserves. For the short term and long term reputation of AHIKS, now is the time to stand up and make your voice count!

Randy Heller

## Unit Counter Pool News

Since there isn't much to report this time around I'll try and keep it short and sweet. First off, the UCP donation "call to arms" in the last issue of *The K* met with absolutely no success. Honestly, I'm both a little surprised and a bit disappointed in that result as I thought for sure at least something would have come of it. Really not much more I can say on that other than to ask that you please keep the thought of making a parts and/or counter donation in mind. Every bit helps.

I'd like to say a word of thanks to Glenn Petroski for stepping up and answering the **Blitzkrieg** question posted in the last issue of *The K*. Glenn not only answered the question but kindly offered his assistance above and beyond the call. Thanks again Glenn. Also, a word of thanks to Duncan Rice for his suggestion to try out the Simulacrum.com Wargame Database website when all else fails on replacing a missing counter. For those unfamiliar with the site, it currently provides counter manifest scans for nearly 800 wargames and basic publishing facts on a couple thousand. It is without a doubt a very useful source of information and well worth a look if you get the chance. I have used it myself in the past not only as a reference tool when checking games for completeness but to see exactly what is missing should the counter count turn up short.

As for the latest status on the UCP itself, there were no additions or deletions to either of the lists since the last posting. The most current and complete lists will be printed in a future issue and, barring any large donations or deletions in the meantime, won't likely be printed again in *The K* for several issues. They are of course, always available directly from me or can be viewed on the AHIKS website.

Since this will be the last issue of *The K* for 2007, I'd like to wish everyone the Very Best for the Holidays and the coming New Year!

Happy Gaming, Brian



## Book Reviews, A Puzzling Foursome

by Bill Watkins

Sorry I missed you all at WBC. I was in the VA hospital, getting operations 7 and 8 on the legs (let's hear the sympathy). However, I had my own room, so I actually got to learn some of the ASL rules and catch up on reading.

As I've said before, I love alternate military history. If nothing else, it gives me something else to do with a lot of games I've played to death!

I loved Gingrich and Forstchen's Civil War series. In fact, there was some serious discussion on Consimworld of turning that series into a game. Love to see it!

Over the past couple of months, I've read a bunch of alternates that I'm just not sure about. Starting with Gingrich and Forstchen's new series: *The Pacific War*. The first entry is "Pearl Harbor," subtitled "December 8" (\$29.95 list, if you believe in paying list). That's because this book is written largely from the Japanese viewpoint and takes us back into the previous decade, to show us what brought the Japanese to the point of attack. Good points: the main point of view is Fuchida's and the main twist is Yamamoto is prevailed upon to take Nagumo's place. Therefore, the fabled third attack on Pearl Harbor goes in.

The description of the attack is one of the best I've ever read. Weakness: the authors use the gimmick so common to historical fiction and which I hated in "Winds Of War": one or two characters who show up at literally every historical event. Either way, it'll be interesting to see how they work out the next logical step.

Douglas Niles and Michael Dobson answer that question in a manner I can best describe as breathtaking. Their "MacArthur's War" (Science Fiction book club) really gets going with a catastrophic defeat of the US Navy at Midway. MacArthur uses the Navy's failure to get FDR to give him complete control of the Pacific War. As I said, breathtaking, but very credible.

The war moves very fast after that. That brings us to a very interesting and horrifying situation. The war moves so fast, the kamikazes don't appear until we attempt to invade the homeland. Picture the kamikazes hitting all those troop transports.

Although Niles and Dobson are very good writers and work out the alternate history in intricate and believable (for the most part) detail, I actually threw the book at the wall at the end. Their attitude towards MacArthur was so negative it warped too much of the book. Note we are invading Japan. Where's the atom bomb? Oh. There was an accident that blew up the entire research staff. OK, but they just had to blame it on MacArthur's chief of staff, Sutherland.

In fact, Sutherland is more of an enemy than the Japanese. And the authors end the book with a totally unnecessary attack on MacArthur. Granted, I am somewhat prejudiced, as Peg and I spent our wedding night in MacArthur's suite at the Waldorf (and no, you don't have to ask which part of my body was saluting!). However, I've long felt most of the attacks on MacArthur are overwrought. If you're at all fair minded, this one is going to strike you as hurting an otherwise enjoyable story.

After those, we get to a couple of latest additions to ongoing series. The first is the latest addition to Eric Flint's superb 1632 series. If you haven't read the series, go get the first one "1632." You will be hooked by this tale of a West Virginia coal mining town from our time that gets picked up and dropped into the middle of Gustavus Adolphus' campaigns in central Germany. It is one of the most brilliant series in the history of science fiction and particularly of military alternate science fiction. And, I've learned more about the history of the period than I did in all those credits in *European Economic History*.

The latest is "1634: The Baltic War." Flint's coauthor on this one is David Weber, so you know the military scenes will be believable! The action in this one is mostly naval. A riverine fleet that David Porter would have been comfortable with is off to bring Denmark into the fold. There's a commando raid on the Tower of London and the usual amount of diplomatic maneuvering. One hugely promising beginning of a thread for fans of land warfare is that a very

young and very brilliant Turenne has been loosed on the Americans.

All in all, another enjoyable read and a tremendous education for those of us with a love of the military events of the period.

And last, the one that really has me puzzled. This is Harry Turtledove's "In at the Death." It's the latest and maybe the final—or not—in his excellent series that took off from the Union Army getting wiped out at the Susquehanna, the battle that took place because Antietam didn't.

For those who have missed it, the series took us through the North losing a war in the 1880s to the Confederates and their British and French allies, caused by the Southern purchase of two northern Mexico states from the Mexican emperor. The North and their German allies come back in a World War One equivalent to grab off large parts of Canada and border areas like Kentucky and a large part of Texas.

The Southern loss causes them to undergo a postwar horror like post WWI's Germany in our world. Except that their world's Hitler arises in our South and it's blacks in his sights.

Patton leads the Southern forces on a romp through the midwest, the North sweeps south and the war ends. Sort of. The book ends with so much hatred and frustration built up I really have trouble believing the series is over.

All four books give the gamer plenty to think about. The military "What ifs" are handled pretty well in each. I have my arguments with a lot of the background. I always thought Turtledove's assumption that a socialist government would have any chance of experiencing the kind of capitalist industrial growth we had before and after WWI was nonsense. Obviously, I thought Niles and Dobson's presentation of MacArthur was little more than spite. However, any of these four will give you a good read and will give you something to think about the next time you reach up to your game shelf. Enjoy!

★★

## Flattop Eastern Solomons Scenario Match Replay

by GameMaster Andy Johnson

*Continued from the last issue.*

### Player Comments

Thoughts from Pat Dowd.

1st) My junior staff officer calculated my initial search patterns for my Val using the MF of the Kates (DOH). That exchange officer is being sent back to the Army, from which he came ;^)

2nd) My CinC mentions two locations with USN CV. So, is there a typo, or are there two USN CV locations. The thing is, only one IJN TF has been spotted for sure, so will that CO realize the typo and radio for confirmation? More Fog-O-War

Thoughts from Tom Hanover

Ouch! Not the kind of action I was hoping for this early in the game. The damage would surely be worse had the Zeros not reached altitude.

I have sent the following (coded) radio message to Admirals Harmon, McPherson, and Dowd:

From: TF 19/20 0700hrs

Kaga has taken two hits/attacked by 24 dive-bombers with fighter escort in S15 (III)/enemy approached from due south/no critical damage suffered/all fires under control and speed undiminished/have you had any surface contacts?/my search planes have reported nothing so far/please forward any sightings of American carriers immediately. It's going to be a bumpy ride from here on!

Thoughts from Steve Broom

WOW! Action starting early!

Thoughts from Dave Bergmann

Lots of sightings and possibly some encouraging events in the S column. Any turn I don't get my a-- pated is a good turn.

### August 24, 1942 0700.

#### GM Comment

The USN second strike hits Akagi, but once again takes heavy losses, losing another 5 Dauntlesses. The enemy fleets have now closed to within 160nm. I expected the USN to begin a run to the south or southeast to avoid a potential surface engagement, but they've continued to the west. I'm not sure what they intend by closing with the enemy fleet. The advantage remains with the USN.

Thoughts from Tom Hanover

This turn proved to be a very thorny one, but that's what makes the game so interesting and challenging. The damage to Kaga and the fact that most of the Zeros have already burned up two hours worth of gas in combat prevents me from sending aloft the massive well-balanced strike I had hoped to deliver. Oh well... two waves are better than none.

Thoughts from Pat Dowd

Getting Nick's message allowed me to focus on the spotted units in Y-18. If there is anything in T-18 I hope Tom can handle it.

Thoughts from Dave Bergmann

Things are heating up. Expected a big hit on Henderson but maybe those little yellow men are too busy with Steve and Chris. I think they (Japs) are heading big-time for Guadalcanal.

### August 24, 1942 0800.

#### GM Comment

The IJN strikes arrive in waves, very historical even if not the result of close coordination, and Enterprise is racked by multiple hits and sinks. The enemy fleets have now closed to within 140nm. I'm not sure what either side intend by closing with the enemy fleets. With the sinking of the Enterprise the advantage makes a dramatic shift to the IJN.

Thoughts from Pat Dowd

Because of the apparent 2nd USN TG to my south, I will hold my follow up VAL strike on deck. Tom's full TG strike and my two Kate strikes should be good enough for the USN TG in X-18. While we are "guessing" on this 2nd USN TG, my Vals are the only thing we have in reserve at the moment. Still a lot of suspense in this 1st day.

### August 24, 1942 0900.

#### GM Comment

The IJN has a hoc strike heading in to hit Saratoga that will arrive next turn. They scraped this together from whatever aircraft were left over from their Enterprise strike. Interesting and lucky, but the old maxim fits, that if you have a choice, always take luck first. The remains of the Enterprise TF is now turning south, and Saratoga is now heading southeast, but it

may be too late. I might have used it to head toward the IJN carriers and force them north away from Saratoga. The IJN BBs are heading in to hit Henderson. That can generate a lot of victory points but may expose them to air attack with little CAP. If you do the math, the risk-to-reward ratio is probably a draw.

Thoughts from Scotty McPherson

Next turn the battleships will bombard Henderson Field, which should reduce the American threat from land-based air.

Thoughts from Tom Hanover

Banzai! Banzai! Banzai! The highs and lows in this game are always at the extremes. One minute you are glumly surveying your chances and the next moment you are swept with elation at having delivered a hammer-blow to the enemy!

### August 24, 1942 1000.

#### GM Comment

The IJN get some hits on the Saratoga, but she's still capable of escaping if she can shed some of the spotters. With Henderson getting pounded by the IJN BBs the USN doesn't have much to offer Saratoga for CAP. It remains to be seen if the USN can take out the BB TF. The USN is inflicting some damage in the west as the IJN tries to get their slow AP convoy out of the way. But I think the USN is now incapable of focusing enough strike aircraft to stop the IJN from moving in on Guadalcanal. Advantage still IJN.

Thoughts from Chris Geggus

We seem to be having communication problems. I am still getting messages on my Freeserve account and these are really difficult to retrieve, so I don't know if I have missed any. Also Gary refers to not receiving any of Greg's communications—I guess he means me (it's not the first time I've been called Greg). So where are my messages going? I was also unable to open Gary's last confidential circular and despite two requests no one has enlightened me as to what was said. Did it relate to the unknown Wildcats?

### August 24, 1942 1100.

#### GM Comment

The USN hit the BBs hard, but they

need another strike to finish a couple of them off. This is where the lack of a long-range land-based strike really hurts the USN. Everyone is busy recovering aircraft and licking their wounds. If the USN can generate another strike on the BBs, they may be able to even things up. The tone of some of the USN players' notes is beginning to sound dejected, understandably, but they still have a chance.

Thoughts from Scotty McPherson

Two huge air strikes were made against the 4 Japanese battleships that bombarded Henderson at 1000 hours and 1100 hours. The enemy planes came from the Southeast direction, and it is believed to have been launched by the Task Force at Sector VII Hex S31. If intelligence is correct concerning this, the carriers will be busy rearming and refueling aircraft. They will be in a poor position to defend against any Japanese air strike for the next few hours.

**August 24, 1942 1200.**

**GM Comment**

The IJN has now found the Lexington and Wasp, but they may be out of range of the IJN strike aircraft. It would be a gamble, but given the IJN's propensity for risk-taking in this game, they may go for it. I expect Lexington and Wasp to run south now or at least I would. The USN CinCs forces are so widely dispersed it doesn't look possible for land-based air to be a factor until they can find a way to consolidate.

Thoughts from Gary Parks

And the fun continues...

**August 24, 1942 1300.**

**GM Comment**

The IJN has decided to risk the long strike, but it may work as Lexington and Wasp are not running south. It looks like the USN is trying to consolidate its forces south of Guadalcanal, but I don't think there's enough strength left to withstand the surface and air resources of the IJN.

Thoughts from Tom Hanover

The Val strike is definitely a finely calculated long-shot (target 400 miles away, no escort fighters, barely enough daylight to get there and back and a likely aborted mission if the enemy carriers suddenly move south and out of range) but what a coup for the IJN if

it works! It sure would put a smile on my face.

**August 24, 1942 1400.**

**GM Comment**

It looks like a mopping up operation for the IJN now. If the remaining USN carriers can last to darkness then there may be a new game tomorrow, but that is a big if.

Thoughts from Dave Bergmann

Everything is going well for the Japs. I mean even the weather. Clouds, clouds, clouds in the exact area I could do without them. Seems to be a rarity. Can't remember a FT game where they had this much impact. I am amazed we have lasted this long with all the events that have gone against us. We just keep slugging.

**August 24, 1942 1500.**

**GM Comment**

The IJN long strike left three hits on Lexington and one on Wasp. I think this game is now all over but the shouting. Saratoga is in the sights of an IJN attack group with no cloud cover.

Thoughts from Tom Hanover

Great news on the Val strike. I trust the pilots weren't just counting water splashes!

Thoughts from Dave Bergmann

As Don Meredith used to say, "Turn out the lights; the party's over." Well maybe there is a candle burning here somewhere. I can't image how the US side could win this scenario with all the assets the Japs have, longer range of aircraft, two targets to choose from, and Henderson with a readying factor of basically zip when it comes to searching and launching attacks. And the weather...amazing. I have never had that happen before in a game. Even with my lucky guess they would go for Henderson, there doesn't seem any way to stop them.

Thoughts from Steve Broom

The latest from TF22/TF3. A painful hour last turn...ouch!

Thoughts from Chris Geggus

At 1559 hours TF 23 located at IV-CC-23. Large formation (20+) of enemy aircraft sighted 40nm due north. Anticipate *coup de grace* next hour. Will have all available A/C aloft and in the event of the loss of

Saratoga will divert all to Henderson. 1 Hit repaired on Sara—now 9/4/8. Fleet prayers in order now. End.

Thoughts from Pat Dowd

Bettys and Vals, I wonder if the USN CinC actually thinks any of this coordinated ;^)

**August 24, 1942 1600.**

**GM Comment**

Game end! This has been the earliest end of a **Flattop** game I've ever Game Mastered or participated in.

The USN loss of another carrier means there is now no realistic chance for them to achieve a victory. They might reduce the level of IJN success, but a game of evasion has more appeal for the hunter than the hunted. The remaining USN carriers are far to the South and damaged. Meanwhile the IJN land-based aircraft and carrier battle groups are better positioned to continue inflicting damage.

The USN came to believe they were highly outnumbered. But at game start the IJN had only one more CV and that was the light carrier Ryujo. Land-based air was comparable, but the USN bases are more widely distributed and the USN lack of truly long-range attack aircraft limits the effectiveness of the large land bases. Submarines provided their usual sideshow but did not create an effective advantage for either side. Another historically accurate result .

The IJN use of Ryujo aircraft as a primary search vehicle provided more useful intelligence than I originally thought it would. That coupled with the early loss of the Enterprise and heavy damage to Saratoga effectively blinded the USN in the North and Northeast until land-based air could be rerouted to new search patterns.

In retrospect, the initial USN placement of forces so far North put them at a material disadvantage once they were sighted. Moving North may be a viable tactic once all carrier forces are refueled and available, but from this outcome the risk-reward balance was seriously skewed to risk.

As always, I am fortunate in having players who are courteous, knowledgeable, and punctual.

I thank you all for allowing me to enjoy game mastering another **Flattop** game.

★★

## Treasury Notes



### Major Dues Policy Announcement!

I'm going to skip my usual philosophick banter this issue and give you all the good news: membership in AHIKS is *free* for 2008. That's right! Because we have achieved a financial milestone this year, the Executive Committee has decided to suspend dues for calendar year 2008 and make membership itself free of charge! Review the numbers below, and I think you'll have a pretty good idea why we can do this for the coming year.

Those of you who receive the *eK* will therefore need to do nothing this year. Your renewal will be automatic, and you will continue to receive the *eK* as you have in the past. Those of you who receive the print *K* need to make a decision. You may continue to receive the print *K* at cost, which is approximately \$1.50 an issue, **or**, you may request a conversion of your membership to the *eK* and get all your member benefits for free too. If you still want it, your print *K* will cost you \$9.00 this year. As in years past, however, those of you who get your money in by January 31, 2008 will be entitled to a year of the print *K* for only \$6.00. Just send your check, money order, or cash to me at the address indicated in the officer listings. Please note that if you fail to send in your money for the print *K*, your membership will not be terminated as it might have been in years past. You simply will stop getting the *K* until you either pay for the print *K*, or indicate to Omar that you would like your *K* e-mailed to you or to get it online.

Let me stress that this free membership thing is a one-year experiment *only*. As the numbers show below, we are close to achieving financial stability based solely on contributions and passive income. If the numbers fall right again this coming year, we may be able to continue to offer free membership. For that to happen, however, it is necessary to reduce our expenses by getting a number of you who now receive print *K*'s to switch to the *eK*. For each of you who convert, AHIKS will save \$9.00 a year. There are about 80 of you who still get the print *K* every other

## The Kommandeur

month. I know that many of you still like to get the print *K*, but if you have e-mail and a printer, you can get your printed copy just about as easy, and in full color, too! I still prefer reading my *eK* in print form, and so print out my own copy each issue. That way I continue to keep my *K* "archive" for quick and easy reference. For those of you who don't use a computer or have e-mail, AHIKS will continue to offer the print *K* into the foreseeable future, so long as you are willing to pay for it.

The other thing that can make this work, and even allow us to expand AHIKS services, is for you to continue your generosity through your contributions to the Perpetual Fund. With some help from the transfer of operating funds last year into the Perpetual Fund CD, the Fund is close to living up to its name. Your contributions to the fund will allow our passive income to grow at a faster pace, perhaps to the point that even print memberships could be free. So, I will ask each of you who no longer needs to send a check to me, to consider doing so anyway to support your Society. The more stable we are, the more services we can offer, and the more games you will get to play.

For those of you who have paid an advance deposit towards future dues, you also have a decision to make. If you wish to receive a refund of what you have left, you may request one. Such requests need to be in writing (e-mail will suffice), with a mailing address (I do not keep a list of mailing addresses). Or, you may 1) choose to contribute your balance to the Perpetual Fund, or 2) simply leave your money where it is as a hedge against the re-institution of dues in some future year. Leaving your money where it is will be the default option, so if that's what you want to do, then you need do nothing. Otherwise, I need to hear from you.

I am excited about this new dues policy and hope to see it become permanent. In order for that to happen, AHIKS needs your continued support. If you have any questions or concerns about dues or this new policy, please don't hesitate to ask.

### Treasurer's Report

Here are the numbers since last time:

<b>Checking Balance (10-1-07):</b>	\$ 4,859.14
<b>Income:</b>	
Dues/contributions	\$ 52.00
<b>Expenses:</b>	
<i>K</i> October printing	\$ 123.97
ATO Ad	\$ 130.00
<b>Checking Balance (12-1-07)</b>	<b>\$4,657.17</b>

<b>Perpetual Fund (10-1-07):</b>	\$ 2,299.85
<b>Perpetual Fund (12-1-07):</b>	<b>\$ 2,299.85</b>
<b>Operating funds in CD (10-1-07):</b>	\$ 3,136.59
<b>Operating funds in CD (12-1-07):</b>	<b>\$ 3,136.59</b>
<b>Total balance in CD (10-1-07):</b>	<b>\$ 5,436.44</b>
<b>Total Treasury (12-1-07):</b>	<b>\$ 10,093.61</b>

Only a little activity this time other than *K* expenses, with some late dues arrivals, and a payment for an ad in an upcoming issue of *ATO* magazine. Interest income will not be reported again until next year, and so no interest is shown, even though it is accumulating.

And here is how we have done for the year:

<b>Checking Account (12-1-06):</b>	\$ 3,939.59
<b>Income:</b>	
Dues/contributions	\$ 1,918.17
<b>Expenses:</b>	
<i>K</i> printing	\$ 789.65
ATO ad	\$ 130.00
Transfer to Perpetual Fund	\$ 280.94
<b>Checking Account (12-1-07) :</b>	<b>\$ 4,657.17</b>
<b>Net growth in Checking Account for 2007:</b>	\$ 717.58
<b>CD Balance (12-1-06):</b>	\$ 4,930.99
<b>Interest Income (reported March, 2007):</b>	\$ 224.51
<b>Transfer to CD:</b>	\$ 280.94
<b>CD Balance (12-1-07):</b>	<b>\$ 5,436.44</b>
<b>Net growth in CD balance for 2007:</b>	\$ 505.45
<b>Treasury balance (12-1-06):</b>	\$ 8,870.58
<b>Treasury balance (12-1-07):</b>	<b>\$ 10,093.61</b>
<b>Treasury growth for 2007:</b>	\$ 1,223.03

As you can see from these numbers, we have had a good year. Last year's growth of \$420 has nearly tripled this year. This is interesting because our total expenses for this year (\$919.65)



are essentially the same as they were in 2006 (\$934.96), not counting the transfers to the CD. Income from dues and contributions from each year were essentially identical as well (\$1933.68 in 2006, compared to \$1918.17 this year). That means our treasury growth comes almost entirely from your contributions and passive interest income.

Hence, our decision to suspend dues for 2008. Our annual expenses have decreased significantly since the old days before e-mail and the online *K*. We have effectively eliminated all officer-related expenses except for the printing of the *K*, which remains our single greatest expense. If we can trim expenses further by converting a good number of print *K* memberships to *eK* memberships, and you continue to be as generous with your contributions as you have in the past, we may very soon reach a state of financial equilibrium, if we have not already. It may then become possible for all memberships to become free.

**Remember, there are no annual membership dues this year. If you want the print *K*, I need \$6.00 by the end of January. After that, it will be \$9.00.**

### Third Reich battle report

The last installment ended with the Axis Summer 1941 turn, which saw both the beginning of *Barbarossa* and the conquest of Turkey. We pick up the action with the Allied Summer 1941 turn, the Axis anxiously waiting to see if the Allies exercise a potentially devastating initiative shift.

*Allied Summer 1941.* The Soviets, full of confidence from their brilliant defense of Leningrad, take an offensive in the East but pass elsewhere. The British, however, somewhat unexpectedly take an offensive in the West. Following some naval base changing which sees a couple of small Italian naval victories in the Mediterranean, the British land at an undefended Calais and exploit into Brussels with a small armored raid. The raid is further reinforced at the end of the turn with some infantry sent to Brussels, French partisans to block Axis access to the bridgehead, and ample support from the whole RAF in England. The Soviets content themselves with an air raid on Helsinki and attacks to remove unsupplied Soviet units for rebuilding. The Soviets produce a fairly intimidat-

ing looking defensive line along the European front, with an armored screen in the Caucasus facing the Axis armor still in Turkey. Soviet partisans cut off the advancing Finns east of Leningrad. With their offensives and builds, the Allies decline to take the initiative, and play progresses on to the Axis turn.

*Axis Fall 1941.* The Axis is facing a fairly strong Soviet defense in the East, and an annoying British intrusion in the West. However, there are insufficient forces and BRPs for offensives on both fronts, and so the Axis settles for attrition options in the Med and West, conceding Brussels and the 15 BRPs that goes with it to the British, for the present. In the East, the Axis discovers a significant weakness in the Soviet line in the Baltic states which, if breached, could lead to the seizure of all of East Europe and possibly, once again, Leningrad. The Axis focus their efforts in the north, attacking only to disrupt the Soviet line in the Ukraine. The Fallsturmjagers are flown in to take out the only Soviet stack barring the way into the last cities in East Europe and Leningrad beyond. Alas, the 1-1 with an 5/6 chance of success once again fails, the Soviet line holds, and the exploiting panzers have no way cross the river east of Riga. Instead, the panzers have little to do other than vent their wrath on the main Soviet line around Vilna. As a small consolation, the Soviet armor in the Caucasus is surrounded by the advancing panzers and Italian armor; Italian tanks reach the outskirts of Grozny. The British suffer a couple of dink losses in the attrition attacks. But, the main effort against the primary Soviet defense is stymied at the original Soviet border.

Having once again lost a golden strategic opportunity, the Axis once again has to prepare defenses against a possible Allied double move. The situation is somewhat eased by the knowledge that the British can no longer afford two consecutive offensives, but significant Axis forces are shifted west. Those forces, including the bulk of the Luftwaffe and the entire Italian air force, cannot be used in the Axis half of the coming Winter turn in the East anyway. The rebuilt paratroopers are sent to The Hague to threaten England, and an Italian fleet

goes through the Suez Canal, around the Cape of Good Hope and takes up its new base in La Rochelle, France.

With *Barbarossa* in full swing, the time between moves is taking a little longer, and so we will pick up the action next time with the Allied Fall turn. Will the British make a stand in Brussels? Or, will they reinforce their expeditionary force and try for a more significant objective, such as Paris. Or, will they retreat into their "fortress" at Calais and try and bide their time there, as did the English during the 100 Years War? Will the Soviets make massive attacks, knowing the Axis can't retaliate with a winter offensive? Stay tuned, as it's always interesting!

### War at Sea PBEM tournament news

The WAS tournament is getting into its late stages at last. There is only one game remaining in progress in each of the Red and Blue Brackets, with the outcome of each to determine who proceeds to the championship round.

Current standings with points shown in parentheses are as follows:

Blue: O'Connor (6), Forbes (6), Turnbull (3), Millard (0). Bracket to be decided by result of O'Connor v. Forbes, now in progress.

Red: Miller (6), Kaye (3), Harkins (3), Massey (0). Bracket up for grabs in the final round, but Miller seals it with a win.

Each bracket has had one player withdraw, but the tournament continues.

Have a great 2008!

Brian Stretcher

## Editor's Corner

Big news in this issue: the President will step down at the end of next year and no dues for 2008.

As Brian says, we are hoping that many of you getting the print copy of this newsletter will change to the electronic version and print your own copy—in color! Please give that a good deal of thought.

Roger Eastep forwarded a note from Charles Marshall (1573).

"Got some bad new from one of the original AHIKS members, George Betros. He's dealing with some pretty bad health problems right now and may need to be hospitalized soon. I consider

*(Continued on page 11)*

## Open Match Requests from Roger Eastep

In requesting matches, it's helpful if you use the Match Request Form available in each issue of *The Kommandeur* or on the AHIKS website <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.com](mailto:ahiks291@gmail.com). 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)	(0757) Qualtieri <b>Cyber</b>
Afrika Korps (AH)	(1252) Brooker <b>M</b>
Afrika Korps (AH)	(1051) Heiser <b>M</b>
Agincourt (GDW)	(0200) Bowie <b>M</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>
Battles for Ardennes (SPI)	(0757) Qualtieri <b>Cyber</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) Qualtieri <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>
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
NATO (VG)	(0757) Qualtieri <b>Cyber</b>
On to Richmond (AH)	(1075) Morley <b>E</b>
Panzer Leader (AH)	(0757) Qualtieri <b>Cyber</b>
Panzer Leader (AH)	(0711) Leonard <b>E</b>
Pre-Stags (SPI)	(0817) Riley <b>E</b>
Raphia (GDW)	(0200) Bowie <b>M</b>
Road to Gettysburg (AH)	(1075) Morley <b>E</b>
Russian Campaign (AH)	(1051) Heiser <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>
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
Waterloo (AH)	(1051) Heiser <b>M</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

**Flight Leader**—Paul Qualtieri 0757

**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 (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.)

# Upcoming Events

**Feb. 8-10** Champaign, Illinois  
 WINTER WAR 35  
<http://winterwar.prairienet.org/>

**Feb 15-17** San Ramon, CA  
 DUNDRACON  
<http://www.dundracon.com/>

**Feb. 20-24** Charlottesville, Virginia  
 PREZCON "THE WINTER NATIONALS"  
<http://www.prezcon.com/>

**Feb. 21-24** Mansfield, MA  
 TOTAL CONFUSION "New England's  
 Largest Gaming Convention"  
<http://www.totalcon.com/>

**March 1-2** Kenosha, WI  
 MIDWEST OPEN 2008  
 Glenn E. L. Petroski  
 GELP@Core.com

**Aug 5-10** 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>

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myself lucky to have gotten George as an opponent for my first AHIKS game, **D-Day**. Getting the opportunity to play George made me realize what a great organization AHIKS is, in that, a veteran could be paired up with a newcomer. George was really helpful in getting a new member into the swing of things and with game rulings too.

"I'm sure we all wish well to one of AHIKS earliest members, number 0011."

The codeword for this issue is Menace, which was the codename for the Free French expedition to Dakar in September 1940.

Space was a problem with this issue, and we still have articles for future issues. Bill Watkins has one on Meals Ready to Eat. Paul Heiser has **Bull Run**: Limited Intelligence Rules in our hopper. Brian Laskey's UCP lists will see print.



The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
 User name = "AHIKS"  
 Password = "Menace" (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 Menace.)  
 If you still have trouble accessing the web version, contact Tom Thornsen at the address below.

**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: January 31, 2008.**

**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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