

From the President

AHIKS—Why Bother?

It has been reported by one of our illustrious brethren that he regularly gets razzed for being a member of AHIKS at conventions he goes to. That sort of caught me by surprise. Why in the world would anybody make fun of AHIKS?

Our longevity is unprecedented in this hobby—continuous operation since March 1966. That's nothing to sneeze at. In fact, I take it as a point of pride, as I think most members do.

This organization has gone through much the same growth as the hobby it has served. From Avalon Hill only, to most of our membership being online.

Our membership reflects the diversity of our hobby as well. We have our share of both distinguished alumni and unheralded loners who have played face-to-face a lifetime average of only once or twice a year due to isolation in rural areas. For these members the pbm innovation was, and continues to be, not only a godsend, but a source of lifetime enjoyment and lifetime friends.

While the hobby has caught up with us (and, perhaps, even surpassed us) in terms of the services we offer our members, we are working on that, especially in light of our current pursuit of an online die-rolling site link, the possibilities of online matching services, the continued support of the WBC via our Iron Man tournament, and other

Perks In The Works. There shouldn't be any reason for us to hold our head in shame. Yet the fact exists that some in our hobby point fingers. What are they laughing at?

Quite simply, they consider us irrelevant.

Well... I don't.

So, how do we turn this around? The only way I know to have a reputation is to earn one. There was a time when we were respected. In many corners, we still are. But there is one area of our collective integrity that suffered serious erosion, and, to me, that area should be the bedrock of this organization and the hallmark of membership in this Society. Let me state this as clearly as I can.

No disappearing opponents.

This is what we built our reputation on. And this is what we will rebuild it on. Gentlemen, this should be our bedrock. Non-negotiable. No excuses. No tolerance. None.

I'm not talking about an opponent who has a family emergency, gets sick, reassigned, moves, or

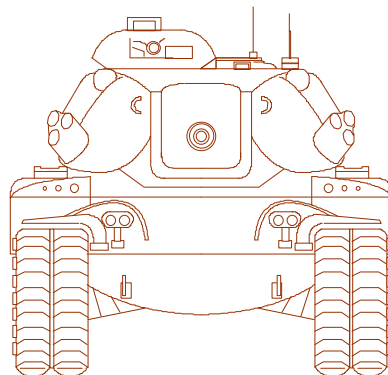
just plain gets burned out—as long as he contacts you and formally concedes and explains himself. If he doesn't, then we need to know about it.

If you don't tell us, then you aren't doing him a favor. You aren't just inconveniencing yourself. You are hurting the reputation of this organization—please stop. If we don't have a legitimate reputation honestly earned...then we don't have one. AHIKS deserves members who care as much about the reputation of the Society as they do about their own.

If AHIKS means something to you, then act like it. Do something about it. If you've let disappearing opponents slide before, don't do it again. This is where we draw the line if we want to hold it together. AHIKS has meant something to a lot of gamers over the years. The Perpetual Fund should be evidence of that if nothing else. The idea was to eventually put this Society on a footing where it would pay for itself. We may have arrived. So, membership needs to *mean* something!

Gentlemen, without integrity there can be no reputation worth having. If you have ever allowed an opponent to walk away without good reason, never do it again. This is where we begin. This is where we should have always been. This is where we need to get back to. AHIKS needs to mean something. Or why bother?

Integrity. Make it mean something. Make it mean AHIKS.



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: 20 January 2008.

Alan Poulter

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NEWS

Awards

BoardGameGeek announced their 2007 Golden Geek Award Winners.

Command & Colors: Ancients (GMT), designed by Richard Borg, drew for the Best Two-Player Game award. The Best Wargame award went to **Combat Commander: Europe**, designed by Chad Jensen. (<http://www.boardgamegeek.com>)

Games Magazine announced that **Ran** (GMT) designed by Richard Berg and Mark Herman is the winner of their 2008 Best New Historical Simulation award. (<http://www.gamesmagazine-online.com/>)

Wargaming on YouTube

Barren Victory (The Gamers) has a video preview available for its 2nd edition at:

<http://youtube.com/watch?v=nsARXIA4Xe8>

and there is a TV clip about board wargaming, featuring the American club, Columbus Area Boardgaming Society (CABS), at: <http://www.youtube.com/watch?v=tpzuHKR9094>

NEW BOARD WARGAMES

Avalanche Press

Queen of the Celts is the latest in the **Rome at War** series and features scenarios covering the resistance of Caratacus and Boudicca to the Roman invasion of Britain.

White Eagles and **Alaska's War** are the latest scenario book supplements in the **Panzer Grenadier** series and contain respectively scenarios from the campaigns in Poland and the Aleutian Islands. **Sea of Troubles** is the latest scenario book supplement in the **Great War at Sea** series. <http://www.avalanchepress.com/index.php>

The Kommandeur

Clash of Arms

The Campaigns of King David, from designer Rob Markham, is a two to five player simulation of the struggle for supremacy during the reign of King David. The game system features an action phase in which some actions are known in advance and others not. <http://www.clashofarms.com>

Compass Games

Red Storm Over the Reich, designed by Ted Raicer, is a two-map game covering the final campaigns of World War Two on the Eastern Front. <http://www.compassgames.com/>

Critical Hit

Surprised Outside of Strass and **Avanti Savoia** are new supplements in the **Advanced Tobruk** series while **So Full of Fire**, covering post D-Day operations, is a new expansion set in the same series. <http://www.criticalhit.com/>

Days of Wonder

Air Pack is the latest expansion set for **Memoir '44**. <http://www.daysofwonder.com/>

Feucht

First Strike is a game of global conquest that builds up from primitive weapons to nuclear arsenals. <http://www.firststrikegame.com/>

GMT

Battle Pack #1: Paratroopers is the first scenario pack for use with **Combat Commander** and contains scenarios featuring paratroop operations in the European theatre in World War Two. **Combat Commander: Vol. II - Mediterranean** contains card decks and scenarios for British, French, Italian, and minors from both sides. Both games require ownership of **Combat Commander: Vol. I - Europe**. **Asia Engulfed** is the new companion game to **Europe Engulfed**. It also uses featuring block units, but it covers the entire campaign in the Pacific during World War Two. It can be played in tandem with **Europe Engulfed**, enabling coverage of the entire war.

Conquest of Paradise is a quick playing conquest game set in the

South Pacific in ancient times. <http://www.gmtgames.com/>

Guild of Blades

The American Revolution is a new two to four player game covering the entire American Revolution. <http://www.guildofblades.com/>

Lock 'n Load Publishing

Two more game series have been released by Lock 'n Load. Designed by Peter Bogdasarian, **Totensonntag** is the first game in the **Corps Command** series on operational-level combat in World War Two. **Eisenbach Gap** is the first title in the new platoon-level **World at War** series of games, covering tactical combat between NATO and Warsaw Pact forces in the 1980s. **Eisenbach Gap** already has an expansion, **The Death of the 1st Panzer**, which adds West German forces. Finally, **Battle Pack Alpha** is the first scenario pack for the existing **Lock 'n Load** series on tactical land combat in World War Two. <http://www.locknloadgame.com/>

LPD Games

LPD Games is a new company with four new games. In the **Battles of the American Civil War** series are: **Battle of Gettysburg**, **Grant's Early Battles**, **Across the Wide Missouri**, and **Battle of Honey Springs (Deluxe)**. The latter, in print and play form, is available for free from <http://www.lpdgames.com/gamesbacw.html> <http://www.lpdgames.com/>

MMP

Case Blue is the tenth game in the **Operational Combat** series, and it covers all the operations on the Eastern Front in World War Two from October 1941 until May 1943 on a large area extending from Voronezh almost to the Turkish border. It is a monster game with 10 maps and 13 counter sheets. <http://www.multimanpublishing.com>

New England Simulations

Overlord: D-Day and the Beachhead Battles is an expansion module for **The Killing Ground**. It can be played on its own or with **The Killing Ground**. Ownership of **The Killing Ground** is required to play **Overlord**. <http://www.carpatina.com/nes/>

OSG

The Habit of Victory was designed by Mark Herman and Kevin Zucker in collaboration and is the latest game in the **Campaigns of Napoleon** series. It covers Napoleon's 1806-07 campaign in Poland, using the latest series rules introduced in **Napoleon at the Crossroads** which introduced cards into the **Campaigns of Napoleon** series.
<http://www.napoleongames.com/>

Pegasus

The Wargame: World War Two Board Game was inspired by **Axis and Allies**. Like **Axis and Allies** it covers the entire war from a strategic level but is much bigger. Its map is 4' x 8' and it plays with eight major powers (Germany, Italy, Japan, Russia, UK, USA, China, and France).
<http://thewargame.com/>

Sierra Madre Games

Origins, How We Became Human, designed by Phil Eklund, covers the last 120,000 years of human history, with turns covering thousands of years and hexes covering thousands of miles. It moves through five ages culminating in the present day.
<http://www.sierramadregames.com/>

Valley Games

Hannibal: Rome vs. Carthage is a reprint of the very popular two-player, card-driven game designed by Mark Herman, first published by Avalon Hill in 1996. <http://www.valleygames.ca/>

Worthington Games

Prussia's Defiant Stand is point-to-point block game on the Seven Years War in Europe.
<http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #247 contains **Holy Roman Empire: Wars of the Reformation, 1524-38**, which is a two-to-four-player game designed by Joseph Miranda.
<http://www.decisiongames.com>

New from *Against the Odds*, the 2007 **ATO Magazine Annual** features **Look Away! The Fall of Atlanta** by designer John Prados and **Biafra!** by designer Jason Juneau.
<http://www.atomagazine.com/>

Vae Victis #78 contains **La Bataille de Hongrie 1944-5** and **Otterburn**, in the **Au Fil De L'Epee** 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>

NEW DTP WARGAMES**BSO and Canons en Carton**

New from **Canons en Carton** is **Friedland 1807** which is the 20th game in the **Jours de Gloire** series on Napoleonic battles.
http://perso.club-internet.fr/fredbey/CeC_US.htm

Firefight Games

Vencer o Morir: Kundt's Pocket at Campo Via, Dec. 1933 covers a battle between Paraguayan and Bolivian forces. **Heroic Frenzy: Fight for Petrograd, Oct. 1919** is on the defence of Petrograd by the Reds during the Russian Civil War.
<http://firefight-games.com/>

Minden Games

Pacific Salvo! covers World War Two in the Pacific using the **Salvo!** game system.

Battleship Captain covers an earlier area of tactical naval combat, 1890-1945. *Panzer Digest* #2 is now available with three games: **Swordfish at Taranto** (solitaire World War Two air/naval battle), **Field of Honour** (medieval jousting), and **The Evacuation of Konigsberg** (two-player or solitaire, Eastern Front 1945).
http://minden_games.homestead.com/

NEW WEB RESOURCES**Free games**

1630 Something (Warfrog)
http://www.boardgamegeek.com/file/download/28882/1630Something_v2.zip

Walls of China

<http://www.geocities.com/manzikertca/han.html>

Official Rules

Campaigns of King David (COA)
<http://www.clashofarms.com/files/KingDavid%20Rules.pdf%20>

The Killing Ground (NES)

http://www.carpatina.com/nes/KG%202nd%20Ed_Living%20Rules-2.0.pdf

Errata

Aleutians Campaign (Schutze) <http://grognard.com/errata1/aleucamp.doc>

Biafra (ATO)

<http://www.boardgamegeek.com/file/download/29900/Biafra!%20Addenda%20as%20Jan%204%202007.rtf>

Campaigns of King David (COA)

<http://grognard.com/errata1/kingdav.txt>

Extremadura 1938, *Alea* #18

(Ludopress)
<http://grognard.com/errata1/al18.txt>

The Far Seas, *S&T* #125 (3W)

<http://www.boardgamegeek.com/file/download/29914/The%20Far%20Seas%20Errata.rev1.0.doc>

Ran (GMT) <http://grognard.com/errata1/ranerrata.pdf>

Sands of Iwo Jima (Schutze) <http://grognard.com/errata1/sandjima.doc>

Warplan Dropshot (Schutze) <http://grognard.com/errata1/dropshot.doc>

Rules Translations

Les Deux Bretagne 1341-1364, *Vae Victis* #76 (HC)
<http://grognard.com/info1/vv76rule.doc>

Dios, Patria y Rey, *Alea* #32

(Ludopress)
<http://grognard.com/info1/diosrey.doc>

Orel, *Vae Victis* #75 (HC)

<http://www.thewargamer.com/grognard/orelrul.pdf>

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And A Hearty MRE Belch To You!

by Bill Watkins

For years, I've kept a case of MREs (Meals, Ready To Eat or Meals Rejected by Ethiopians) down in the basement. These US Army meals are great to have when the power goes out. Also, I used to toss one in the trunk of each family member's car for emergencies.

And MREs have gotten a lot better. They're not just edible, they're good!

I consumed a lot of rations in my younger days. In my undergrad days at Georgetown in the early '60s, I lived on C-rations for a good part of my senior year. They were so old, they included packs of Lucky Strike cigarettes in their World War II Victory Green! C-rations were fine if you liked bland food with lots of fat.

C-rats were replaced by MREs. The first MREs weren't very good. Now, my family actually enjoys them! There are a lot more spicy dishes, more snacks, and enough food in one meal for lunch and supper. Even better, for those of us who survived Vietnam, every meal includes a small bottle of Tabasco. Lord, I could have used those 40 years ago!

This past month, I've found it easier to eat MREs a couple of days than to fix real food. The main course is chemically self-heating, using the same principle the RAF used in WWII. I've had beef ravioli, burrito, hamburger patty, and veggie patty. I'm still stunned by the fact a hamburger patty packed in a vacuum bag could actually be good. Well, the BBQ sauce did help.

It's the sides that really impress me. One was macaroni and cheese Mexican style. Spicy and excellent. Plus bags of very good raisins, potato sticks, salty pretzels filled with cheese and a great cheese spread with bacon bits, etc. Every pack also includes veggie crackers or bread, two drink powders, salt, pepper, a moist towelette and, um, toilet paper.

I get the MREs, and I've seen them plenty of places on the web and at a local military surplus store. A case of 12 meals runs \$70 to \$80.

We did a presentation on Vietnam at the local Knights Of Columbus last week. While the other guys talked, I

The VP's Corner by Randy Heller

Incentives! Incentives! Incentives! Now that I have your attention, I would like to bring forward a suggestion for AHIKS' consideration. I think this is a viable game plan which may very well serve to attract new membership to our illustrious organization.

These past few months have resulted in some discussion of utilizing treasury funds for the benefit of the hobby and AHIKS. More than once, the proposal of a free one-year's membership has been brought up, and it appears to have been approved. In addition, it also appears that AHIKS members will be able to schedule AHIKS matches with non-members. That must mean distribution of ICRKs to non-members. I'm not a particular fan of these ideas, because it could serve to provide membership to those who, in reality, don't have much of an interest in our organization other than perhaps some trivial curiosity. In addition, it would certainly increase our administrative effort and deplete the treasury with possibly little gained in return. I feel the benefits of AHIKS' membership should be maintained for dues paying members. My proposal is to provide a substantial incentive to join AHIKS. That incentive would be a complimentary copy of a boxed wargame which has a higher retail value than the cost of a one year's membership.

Here is the plan. Some of you own a copy of Terran's Battle of the Bulge game, **Bastogne or Bust** (affectionately referred to as **BoB**). This game was designed by our own President, Chester Hendrix. Now, here is my understanding of the current status of this game, and Chester can correct me if there are any mis-

prepared MREs for the crowd. Everybody had some and nobody needed their stomach pumped. Just the thing to keep you going on those gaming weekends! Self-heating means you don't even have to get up from the game board to run down a cold, greasy pizza. And the moist towelette and toilet paper mean...

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conceptions. Terran Games published a deluxe, boxed version of the game several years ago. It was not aggressively marketed in the hobby. Marketing, i.e., advertising, of course, costs money. The storage of the print run was somehow agreed upon and provided by Pacific Rim Game Company. Storage came with a fee, and eventually Terran Games defaulted on its rent and the game became the property of PacRim. I have been told that, in actuality, the game is the property of Mr. Jeffrey Tibbetts, the CEO of PacRim. I don't fully understand the details, but those can certainly be clarified. Currently languishing in a storage space are 1360 copies of **BoB**. As an aside, I think that qualifies **BoB** as the longest Battle of the Bulge game currently in print. Here are the statistics I copied off of ConsimWorld:

"Figure 1360 copies, in cartons of 17 (that's 80 cartons, 20 by 12 by 12 inches, or a stack 10 feet long, 3 feet wide, and 5 feet high). The original print run was about 2200 copies. They are in Turlock, California, conveniently close to Highway 99, where they have been since 1995."

I see this as a veritable gold mine for AHIKS, and I believe Chester may live within driving distance of the **BoB** depot.

My proposal is for AHIKS to grant the designer and our President, Chester Hendrix, to enter into negotiation with Mr. Tibbetts to financially secure some or all of this cache of **BoB** games. These games would then be considered the property of AHIKS to be used for a membership incentive and to sell for profit. That's right, any and all profit incurred could go to our treasury. Upcoming AHIKS advertisements in hobby journals could include the offer of a complimentary copy of **BoB** for all new members.

I personally look forward to the possibility of this transaction coming to fruition. If so, the year 2008 could be a very good year for AHIKS.

Randy

UNIT COUNTER POOL

from Brian Laskey

Avalon Hill/Victory Games

Across Five Aprils
 General 25-2 Counter Insert
 Advanced Civilization
 Bulge '81
 Afrika Korps
 Empires in Arms
 Air Assault on Crete
 1776
 Anzio
 Tac Air
 Bitter Woods (1st ed. No utility)
 Breakout Normandy
 Bulge '81
 General 26-3 Counter Insert
 Bulge '91
 Flight Leader
 Bull Run
 Firepower
 Caesar's Legions
 Merchant of Venus
 Civil War
 Desert Storm Expansion
 Devil's Den
 General 28-5 Counter Insert
 1809
 Midway/Guadalcanal Expansion
 Flat Top (no markers)
 Fortress Europa
 France 1940
 Gettysburg '77
 GI Anvil (German & SS Inf & Small arms)
 Hells Highway (German)
 Hundred Days Battles
 Merchant of Venus
 Panzer Blitz
 Panzerkrieg
 Panzer Leader
 Russian Campaign
 1776
 Stalingrad
 Storm Over Arnhem
 Squad Leader
 Submarine
 Tactics II
 Third Reich
 Tobruk
 Turning Point Stalingrad

SPI

Battles for the Ardennes (some Allied)
 Fall of Rome
 Fighting Sail
 Kharkov
 Operation Typhoon (Soviet)
 Panzergruppe Guderian
 Raid

Reinforce the Right! (S&T 180)
 Soldiers (off-center)
 To The Green Fields Beyond

Misc

Alesia (GMT)
 Alexandros (*Command #10*)
 Ardennes (Gamers)
 Barbarossa (TSR)
 Battle of Britain (Gamescience)
 Blank Counters (various)
 Blitzkrieg '41 (XTR)
 Case White (GDW: Polish-Soviet)
 Chickamauga (West End)
 Colonies in Revolt (TSR)
 Desert Rats (Simulation Games)
 Dresden (3W & Simulation Games)
 First Blood (AHIKS)
 Hundred Days Battles (OSG)
 Lawrence of Arabia (3W)
 Legend Begins (Rhino 1st ed & Terran Games 3rd ed)
 Moscow '41 (TSR)
 1944 (3W: Germans)
 Objective Schmidt (Gamers)
 Operation Crusader (FGA)
 Proud Monster (XTR)
 Race for Tunis (3W)
 Sturm Nach Osten (3W)
 Victory in the West (GMT: German)
 Wilderness War (GMT)

Gamers Repl/Variant Counters 92 & 94

1992: Barren Victory, Bloody 110,
 Bloody Roads South, Force E's War,
 Guderian's Blitzkrieg, Omaha,
 Stalingrad Pocket

1994: Enemy at the Gates, GD '40,
 Guderian's Blitzkrieg, M'Kau

UCP PARTS LIST

Advanced Civilization (AH Map, rules, cards)
 Alexandros (*Command #10* Mag, map, rules)
 Anzio (AH Rules 2nd ed, SRT, map)
 Afrika Korps (AH Battle manual)
 Air Assault on Crete (AH Rules-h, OOBs)
 Armada (SPI Rules and errata)
 Battle of Britain (Gamescience Misc parts)
 Battle of Moscow (SPI Rules)
 Birth of a Nation (3W Rules)
 Bitter Woods (AH Map, OOBs 1st ed)
 Blenheim (3W Map, Rules)
 Bloody Buna (3W Rules)

Blue Max (3W Rules)
 Breakout Normandy (AH Map, charts, rules, OOBs)
 Breitenfeld (SPI Map, rules)
 Bulge '81 (AH OOBs 2nd ed)
 Bull Run (AH Map, charts, rules-h)
 CA (SPI Rules)
 Caesar's Legions (AH Rules)
 Cassino (SPI Rules)
 Chickamauga (West End Map, rules, un/conf chart)
 Condor (3W Rules)
 Crescendo of Doom (AH Rules-h, ref charts, scenario cards)
 Cross of Iron (AH Rules 2nd ed-h, scenario cards)
 Decision at Kasserine (3W Rules)
 Devil's Den (AH Map, rules-h, charts)
 Desert Rats (Simulation Games Cover sheet fair)
 Destruction of Army Group Center (SPI Rules)
 Dien Bien Phu (SDC Rules)
 Divine Right (TSR Rules)
 East is Red (SPI Rules)
 1809 (VG Map, org displays)
 Fall of Rome (SPI Rules)
 Fighting Sail (SPI Rules)
 First Blood (AHIKS Map, rules)
 Fortress Europa (AH Rules 1st ed, charts)
 Forward to Richmond (3W Rules & 2nd ed. supplement)
 Gettysburg 77 (AH Map, rules, charts)
 G.I. Anvil of Victory (AH Rules, scenario cards)
 Great War in the East (SPI Rules- standard & Tannenberg)
 History of the World (AH Misc parts)
 Hundred Days Battles (Both OSG & AH versions Map, rules-h)
 Kharkov (SPI Map, rules)
 Lawrence of Arabia (3W Rules)
 Legend Begins (Both Rhino 1st & Terran 3rd eds Map, rules, charts)
 Lost Battles (SPI Rules)
 Marston Moor (3W Rules)
 Merchant of Venus (AH Map, rules-h, misc)
 Napoleon at Waterloo (SPI 2nd ed Map, rules)
 Never Call Retreat (3W Rules)
 Panzer Blitz (AH Map boards, rules, analysis, scenario cards)
 Panzergruppe Guderian (SPI Map, rules)
 Panzerkreig (AH Rules-h, study folder, CRT)
 Panzer Leader (AH Map, rules)
 Reinforce the Right! (SPI S&T 180 map, rules)

(Continued on page 6)

Bull Run: Limited Intelligence Rule by Paul Heiser

The idea of simulating limited intelligence on a Civil War battlefield has been a goal of mine. Knowledge of the enemy during the Civil War was from extremely poor to non-existent most of the time. This system's rules try to be as simple and playable as possible and maintain the flavor of the original game format.

The units will be represented by a rough number of troops and types that might be observed by the enemy. At a distant range, all pieces are represented by a Flag Counter. Flag counters at a close range represent the flags and horses that would be observed of a HQ's staff. When an attack is made, the regular game pieces are placed on the board. So until an attack is made and units are committed, the odds of the attack are only roughly known. An Infantry counter of 200 represents 1 to 3 defense factors; the attacker will have to commit forces with this in mind. Units will be able to hide their strengths in the woods, possibly to spring a surprise counter attack.

One aspect of the rules will be that the enemy will not know when and if units are out of command range which, in real life, they would not know.

A great deal of trust must be given playing this system. Errors will be made. When they are discovered, ac-

cept the result and play on. If it means a very critical result, inform the opponent and work it out before continuing the move. Freeze play at that point until resolved. The game promises to be many steps closer to realistic situations and exciting. Different strategies will have to be formed and there will be many surprises.

GENERAL RULES

1. Any units that can possibly be attacked by the enemy are listed on a chit. This would mean any unit in the front line would be listed. Also, if a road is open and with road bonus a unit would be within range of an enemy unit, list it on a chit. If in doubt, always make a chit. On the outside of the chit list the location hex coordinates; on the inside of the chit list the actual units.

2. The chits are opened and units identified at the end of the movement phase. See 10.0 Automatic Victory Rule Additions.

3. Once an identified regular game piece is placed on the board, it remains on the board for the opponent's entire turn regardless of range.

4. Use regular OB sheet for your records where all units are. Use regular OB sheet of enemy for your re-

ords and plans. List identified units' locations.

5. The new PBM OB sheet has spaces for units, strengths, and hex locations.

9.0 ARTILLERY:

9.61.1 Bombardment, two or three hex range.

9.61.2 Bombarding artillery units, limbered or in battery, the regular game piece is on board.

9.61.3 Artillery bombarding on units in a hex do so in the following order of target selection. If an identified piece is in the hex, it may be chosen as the target **or** the selection is made in the following order:

First: Artillery—unit with lowest DP being first target.

Second: Cavalry—unit with lowest DP being first target.

Third: Infantry—unit with lowest DP being first target.

If like unit types (example: two artillery units with 2 DP) in a hex are equal in DP, the defender chooses which unit is to be the target.

10.0 Automatic Victory: Delete this rule **or** modify it as follows: **10.5 and 10.6 Change rules**, these units can attack again if enemy units are in their ZOC. This is optional; attacker does not have to attack again if not desired.

(Continued from page 5)

Russian Campaign (AH Rules 2nd ed., map, charts)

Scrimmage (SPI Rules)

1776 (AH Map, charts, rules)

Squad Leader (AH Rules 3rd ed., charts, scenario cards—no 4/10)

Soldiers (SPI Map, rules-h)

Storm Over Arnhem (AH Map, rules)

Sturm Nach Osten (3W Rules)

Tank (SPI Rules)

Triplanetary (GDW Map)

Victory in the West (GMT Map B)

War and Peace (AH Rules, charts)

Westwall (SPI Rules standard & Bastogne)

Wilderness War (GMT Map, charts, rules, playbook, clips)

Wooden Ships & Iron men (AH Rules)

Note: The “-h” after Rules denotes highlighting.

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From the Editor

The backlog files of *The Kommandeur* are now empty. We need more material to print. If you have finished a game you thought was particularly interesting, write it up and send it in. Many members would be interested in reading about it. If you've found a game that you are intrigued with, write about it and send it in. If you have anything to say, send it in.

If you received the print copy of *The Kommandeur* last year, you must contact us this year if you have not already done so. If you want to continue getting the print issue, we need \$9. If you want to change to the electronic issue, we need your e-mail address.

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: March 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.

BULL RUN, LIMITED INTELLIGENCE RULES

4.0 Command Range	No change.
Adjacent (one hex range, ZOC)	All regular game pieces on board.
1.40 Recon Range, 2 to 4 hexes	No change with additional rules.
1.41 Leaders	1. One Flag counter represents all leaders in hex, even if in brigade. 2. Zone of Control (ZOC) regular game piece.
1.42 Brigade	1. Clear terrain: one Flag counter and one 1,000 Inf. counter. For two or more brigades in hex, add one 1,000 Inf. counter. 2. Woods, 2 to 4 hexes: one Flag and one 500 Inf. counter, one or more brigades. 3. ZOC, attack or defense, regular game piece.
1.43 Infantry	1. Clear terrain: A. 1 to 3 defense points (DP), one 200 Inf. counter B. 4 to 8 DP, one 500 Inf. C. 9 to 12 DP, one 1,000 Inf. 2. Woods, 2 to 4 hexes; 1 to 12 DP, one 200 Inf. 3. ZOC, attack or defense, regular game piece.
1.44 Artillery	1. Clear terrain: A. 1 to 6 DP limbered, one Arty counter. B. 7 to 12 DP limbered, two Arty counters. C. 1 to 12 DP in battery, regular game pieces. 2. Woods, same as clear terrain. 3. ZOC, attack or defense, regular game piece.
1.45 Cavalry	1. Clear terrain, regular game piece. 2. Woods, 1 to 12 DP, one Cavalry counter. 3. ZOC, attack or defense, regular game piece.
1.50 Operational Range, 5 to 8 hexes	All units and leaders in woods hex are represented by one Flag counter per hex.
1.51 Leaders, clear terrain	One Flag counter represents all leaders in hex, even if in brigade.
1.52 Brigade, clear terrain	One Flag counter and one 500 Inf counter, one or more brigades.
1.53 Infantry, clear terrain	1 to 12 DP, one 200 Inf.
1.54 Artillery, clear terrain	1 to 12 DP, one Arty counter.
1.55 Cavalry, clear terrain	1 to 12 DP, one Cavalry counter.
1.60 Intelligence Range, 9 or more hexes	All units and leaders in hex are represented by one Flag counter per hex.

Civilization II

Does anyone play **Civilization II**, a computer game, from Infogrames? I'd like to compare notes on how to play it.

Sid Jolly (0012)
sjj70673@earthlink.net

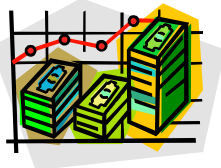
The web version of this issue (in color) is available at our website | (www.AHIKS.com).
| User name = "AHIKS"
| Password = "Plunder" (Both are case | sensitive; do not include the quote | marks. If you use the Caps Lock to | write AHIKS, be sure to take it off | for Plunder.)
| If you still have trouble accessing | the web version, contact Tom Thorn- | sen at the address on page 12.

FOR SALE

Panzer Armee Afrika

Used, but all components present (no die), and in good condition. Two sets of rules: AH and original SPI. \$20, includes postage.
Albert Bowie
Rt. 1 Box 1570
Winona, MO 65588.

Treasury Notes



Renewal Update

I thought I'd start with a brief update on renewals for the year. As we told you last time, those of you who have been receiving the electronic version of *The K* (*eK*) have all been automatically renewed for 2008. As of this writing, 12 of you have switched from print to the *eK*. Of the remaining 64 of you who will receive this issue of *The K* in print form, however, only 37 have taken the opportunity to renew at the early-bird rate. The bottom line is this: ***If you don't send \$9.00 before the next K is mailed, this WILL be your last issue!*** This free dues thing cannot last if we cannot at least cover our expenses. You have the option of switching to the *eK*, at no cost at any time.

I am also happy to report that we continue to receive healthy contributions to the Perpetual Fund. This includes contributions from members who otherwise would not have sent us a check. To all of you who contribute to your society, AHIKS thanks you!

Finally, thanks primarily to the efforts of Ye Editor, we have managed to locate and recover a baker's dozen past members who had wandered away over the past few years. To all of you who have returned, thanks for coming back and helping to keep AHIKS strong! One member wrote that he was surprised to hear from AHIKS, as he assumed that AHIKS had "*disappeared off the planet or AHIKS had assumed [he] had disappeared.*" Seems this member underwent some life changes, for the good it appears, but in the process lost his prior e-mail address. He writes that, "*I have many good memories of my membership in AHIKS and would be happy to remain a member.*" Another returning member wrote that he has been very busy with work, but "*thinking about how much time I'm spending playing computer games and about how much I miss the old pen and play of decades gone by....Let's get the camaraderie flowing that I've enjoyed in the past, and am missing now.*" Clearly, these two guys "get" what AHIKS is all about, even if it took them a little time to realize what they

The Kommandeur

were missing while they were away. AHIKS is still here for you!

What you see is not all you get

Given some recent e-mail chatter and inquiries from returning members, it is perhaps worth mentioning, all in one place, everything you get with your membership. As far as I know, you can't find all of these services in any one place other than AHIKS, and especially not for free. You might be able to scrounge around online and scrape together some of what we have to offer from the general wargaming public (a generally helpful, pleasant, and generous bunch), but with AHIKS, just about everything you might need to play your favorite games is right here. These services are here for you to use.

MATCH SERVICES. Roger Eastep, the Match Coordinator, can assist you in finding a member to play the game or games you want. Or, you may peruse the listing of open matches to see if anything strikes your fancy. The list of match requests is updated each issue and more often on the club website. There is almost always something on the list that intrigues me, which is in part why I had to cut back on the number of games I'm playing a little while ago. For those of you who choose something other than die roll servers for combat resolution, Roger will still provide you with a set of ICRKs when you are matched (still my preference). To maximize your member benefits, I urge all of you to go through the Match Coordinator when starting your games, even if you arrange the match yourself. That way, you will get a set of ICRKs to use, always handy even if you plan on using a die roll server, and your match will be recorded and rated upon completion. The game you select may also have pre-printed OOBs, errata, official AHIKS rulings on common game questions, or other play aids available from the MC, that you can't get elsewhere. You might be able to pull some of that off the internet on your own, if you can find it. But, AHIKS has some 42 years of "stuff" that just might come in handy.

THE KOMMANDEUR. Here's the place to catch up on hobby news,

replays, book reviews, and other gaming information. And, you get to keep in touch with the hobby without having to either peruse multiple websites, or pay an exorbitant subscription price. Here you will also find articles on games that are no longer in print, or games that just may not be the "big thing" right now. Try your hand at an article or two, and see your name in print. Omar is always looking for quality submissions.

RATING SERVICE. Upon completion of a match, don't forget to submit the top of your match form to the MSO Officer, Andy Johnson. He will update your rating. AHIKS ratings are different than AREA ratings, which of course you are free to use as well. AHIKS ratings, however, are not game specific, and so in my opinion reflect more of a general competence and reliability than game-specific acuity. Periodically, Andy will publish a list of the current "AHIKS Top 40." Remember this when you find yourself competing against someone who might have a significantly higher rating than you: your opponent has much more to lose than you do!

CODE OF CONDUCT. AHIKS is a self-monitoring group. If you don't play by the rules, AHIKS will cut you loose to maintain the integrity of the society. None of us wants our opponents to simply disappear, or to get rude and belligerent. When you become a member, you agree to abide by a certain code of conduct in your game play. Membership, therefore, provides a certain level of protection that you don't have when you arrange a match over the internet with a stranger. AHIKS prides itself on the integrity of its members. However, we can't assure that integrity without your help. It's rare, but it happens (in 25+ years, I have had one AHIKS member disappear on me in the middle of a game). That means you have to report the disappearing, rude, or otherwise inappropriate member to the Executive Committee. The Exec will take care of things from there.

HERE COMES THE JUDGE! Got a rules question on a game that went out of print 30 years ago? Just try getting an answer from the original designer or developer! If you can't agree with your opponent on a rule, or if you simply want an official interpretation for fu-

ture reference, you can get an answer from Dave Bergmann, the AHIKS judge.

UNIT COUNTER POOL. You may be able to search the web for scanned facsimiles of those counters you are missing, or you may be able to find the real deal in the possession of Unit Counter Pool Coordinator Brian Laskey. Brian maintains a pool of unit counters and other game items donated to the society for those of us who have had the misfortune of having the dog chew up the 21st Panzer Division. He regularly updates the list of materials at your disposal, yours for nothing more than postage!

OTHER SERVICES. You will find other services offered as well. Robert Johnson is the go-to guy if you have a hankerin' for a good old-fashioned game of **Diplomacy** or other multi-player game. He also runs the AHIKS online (ahiksol) yahoo group. Roger Eastep maintains an AHIKS forum on Consimworld. Behind the scenes, Tom Thorsen maintains the AHIKS website, which has all sorts of useful information about your society. Need someone to draw a variant counter for your **Third Reich** game? Robert Ryan maintains the Chit Holding Service. From time to time, you may also find tournaments offered by the society, like the **War at Sea** tournament mentioned below, and of course the annual Iron Man Tournament at the WBC. And, if you have an idea for a service you'd like to see AHIKS offer, just let an Officer know. AHIKS will be there for you.

Special thanks (and a PBM aid, too!)

Finally, I would like to take this opportunity to thank Australian member Paul Pawlak for his assistance with my recently concluded match of **Caesar's Legions** with Bert Schneider. You may recall that **Caesar's Legions** uses a tactical card matrix to determine die roll modifiers prior to combat (an identical system is used in **1776**). Paul volunteered to act as a repository for our tactical card selections. Simultaneously and secretly picking a card is not something that is easy to do by mail, whether it be mail or e-mail. Bert and I would therefore e-mail our choices to Paul, who would then forward both choices to each of us as soon as he received both. Bert and I would then proceed to resolve the combat with a die

roll server. Given that the number of combats per turn in these games are few, even with multiple rounds of combat, battles could be resolved completely within a couple of days (so long as Paul wasn't on vacation!). The system worked remarkably well, and we didn't have to resort to some sort of artificial fix; we were able to play the game as designed. Should any of you be looking to play **CL** or **1776**, I would be happy to follow Paul's example and serve as your e-mail "cardmaster."

War at Sea PBEM tournament news

Only one game remains in progress, the outcome of which will determine the matchup for the championship round. Since last time, Ed O'Connor bested Stan Forbes in the Blue bracket to clinch a spot in the final. Chuck Kaye and Jeff Miller are facing each other to determine who will represent Red in the final.

Current standings with points shown in parentheses are as follows:

Blue: O'Connor (9), Forbes (6), Turnbull (3), Millard (0). Winner Ed O'Connor.

Red: Miller (6), Kaye (3), Harkins (3), Massey (0). Bracket up for grabs in the final round, but Miller seals it with a win. If Kaye wins, the bracket winner will be determined by tie-breakers.

Third Reich battle report

As the game has not made much progress because of the holiday slow down, and because Winter 1941 precluded any Axis offensive action on the Eastern Front, there is not a whole lot to report right now. So, we'll hold the report until next issue, picking up with the Allied Fall 1941 turn. By then, the game should have reached the very critical turn of Spring, 1942.

Treasurer's Report

Here are the numbers since last time:

Starting Checking Balance (12-1-07):	\$ 4657.17
Income:	
Dues and contributions	\$314.00
Expenses:	
K December	\$ 121.59
Transfer to Perpetual Fund	\$ 0.00
Checking Balance 1-31-08:	\$4849.58

Perpetual Fund Balance 12-1-07	\$ 2299.85
Interest Income (reported 1-11-08):	\$ 88.92
Contributions from checking	\$ 0
Perpetual fund balance 1-11-08	\$2388.77
Operating funds in CD 10-1-07	\$3136.59
Interest (reported 1-11-08)	\$121.29
Operating funds in CD 1-11-08	\$3257.88
Total balance in CD, 1-11-08:	\$ 5,646.65
Total Treasury, 1-31-08:	\$ 10,496.23

Interest income was reported with the notice that our CD is set to mature on February 14, 2008. An additional \$40.69 in interest is anticipated at maturity. Note that the interest earned this year was comparable to last, even though this was an 11-month CD instead of the 15-month CD we had last time. The passive income this will earn is the equivalent to the cost of more than 26 print *Kommandeur* memberships.

Brian Stretcher

Upcoming Events

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

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

Feb. 15-17 St. Paul, MN
CON OF THE NORTH
<http://www.conofthenorth.org/>

Feb. 15-18 Bellevue, Washington
CONQUEST NW
<http://avalonconventions.com/conquestnw/>

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/>

(Continued on page 12)

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. 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
Adv. Third Reich	(1430) Warnick Cyber
Afrika Korps (AH)	(0757) Qualtieri Cyber
Afrika Korps (AH)	(1252) Brooker M
Afrika Korps (AH)	(1051) Heiser M
Agincourt (GDW)	(0200) Bowie M
Anzio (AH)	(0111) Oleson
Austerlitz (2nd Ed)	(0036) Yarwood
Battle of Bulge '65 (AH)	(1269) Schneider E
Battles for Ardennes (SPI)	(0757) Qualtieri Cyber
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) Qualtieri 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
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
NATO (VG)	(0757) Qualtieri Cyber
On to Richmond (AH)	(1075) Morley E
Panzer Leader (AH)	(0757) Qualtieri Cyber
Panzer Leader (AH)	(0711) Leonard E
Pre-Stags (SPI)	(0817) Riley E
Raphia (GDW)	(0200) Bowie M
Road to Gettysburg (AH)	(1075) Morley E
Russian Campaign (AH)	(1051) Heiser 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
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
Waterloo (AH)	(1051) Heiser M
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

Flight Leader—Paul Qualitieri 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.)

AHIKS MATCH REQUEST FORM

Complete this form and send to the AHIKS Match Coordinator via postal mail or e-mail.

Name _____ AHIKS number _____ Date _____

Address _____

Phone _____ e-mail _____

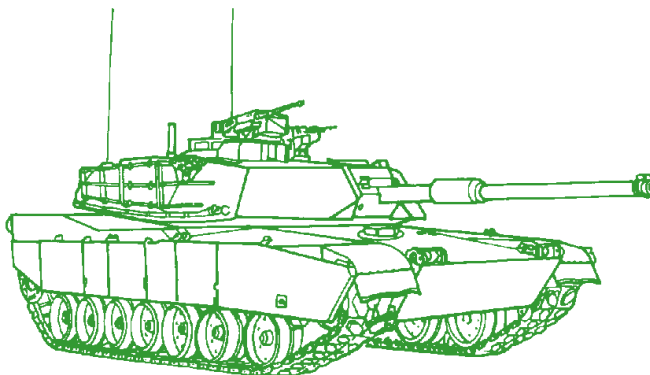
Initial here if you *do not object to having your e-mail address included in the open match request list* _____

Note: This will allow other members to contact you directly. Your e-mail address will only be included in the "K" and the ahiks.com match request lists.

	Game	Company	Version	Postal	ICRK (dr#)	OOB	Combat sheet	PBEM				Other*
								Cyber-board	ADC2	Vassal	Other : Specify	
1												
2												
3												
4												

Additional instructions/comments:

<p>* Enter any or all of the following codes:</p> <ul style="list-style-type: none"> • A = Area match only • G# = Will game-master this number of players • N = Will play new member • E = Send my match assignment by e-mail • F = Will play fast opponent only • M = Desire multiplayer match with this # of players • O = Will play opponents outside of US/Canada • S = Desire slow play 	<p style="text-align: center;">AHIKS Match Coordinator</p> <p>Roger Eastep 0291 16456 Tomahawk Drive Gaithersburg, MD 20878 240-477-4543 ahiks291@gmail.com</p>
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(Continued from page 9)

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

Mar. 7-9 Indianapolis, IN
MAVENCON
<http://www.indymavens.com/cms/>

Mar. 14-16 Pittsburg, Kansas
GORILLA CON 5
<http://www.sekgg.net/>

Mar. 27-30 Stamford, CT
CONNCON 2008
<http://www.conncon.com/>

Mar. 28-30 Portland, OR
GAMESTORM 10
<http://www.gamestorm.org/>

Apr. 4-6 Carbondale, IL
EGYPTIAN CAMPAIGN 2008
<http://www.egyptiancampaign.com/>

Apr. 11-13 Glen Ellyn, IL
CODCON XIII
<http://www.codcon.com/>

Apr. 12 Radford, Virginia
RADCON
<http://www.radford.edu/roleplay/radcon.htm>

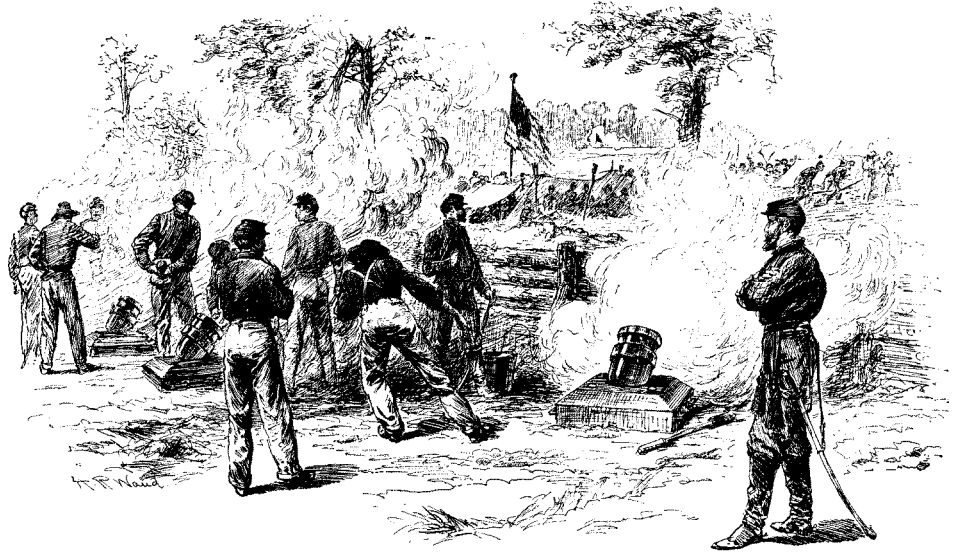
Apr. 25-27 East Peoria, Illinois
SPRING OFFENSIVE
<http://www.spring-offensive.com/>

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>



43/1



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