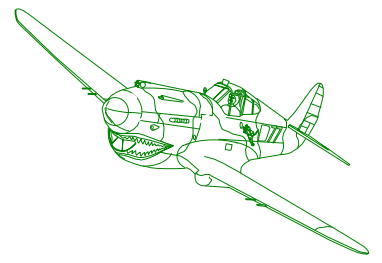


# The Kommandeur



Volume 43 Number 2

A Publication of AHIKS

April 2008

## From the President

I Don't Know. What Do You Want To Do?

I hope this answer has two very simple aspects.

1. You'll say, I'm going to throw my hat in the ring for an AHIKS Officer position (and I'm going to do it right after I read this by sending an announcement to Omar for inclusion in the next *K* so people will *vote* for me because they will see I'm *serious!*).

2. Do the same thing Chester did. Go to a local game convention.

As you all know, the Annual WBC is the Official AHIKS Convention. If you can go, please do. You won't find a larger Con, more dedicated to the hobby we all love. In fact, we are still looking for a Recruiter to represent AHIKS at the WBC. If you're even *mildly* interested, I wish you'd give me a call at home. My phone number is listed on page 12, and I'm available.

So what did I do this last weekend? I spent the last three days in Sacramento. Had a blast. Put on 5 events. Had more fun than a human being should be allowed to have. If you haven't attended a local game convention you are missing out. It's no more complicated than that.

I've said it before. I'll say it again. Get out of the house. Go play. If you won't do it for yourself, do it for your sweetheart. She'll really enjoy the all-day package for the spa nearby you'll get. And the weekend away from the kids. And the really nice dinner you'll take her to in between moves. Think about it. Again.

How did I make out? Well... I got lucky a long time ago. My lady loves to go to game conventions. She won't play any of the hard core wargame bad boys that get my blood going, but she'll sit down to about 30 other games (mostly Euros) without batting an eye. Your mileage may vary, but you'll never know if you don't take a chance and get out on the open road.

El Prez

## Upcoming Events

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

**Apr. 11-13** Dunmore, PA  
MEPACON SPRING 2008  
<http://www.mepacon.com/>

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

**Apr. 19-20** Corvallis, Oregon  
JUST A GAME CON  
<http://home.centurytel.net/GOMC/JAGC.htm>

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

**May 2-4** Orlando, FL  
RECON '08  
<http://www.hmgs-south.com/>

**May 4-6** Mt. Vernon, Iowa  
JEN-CON  
[http://www.cornellcollege.edu/chess\\_and\\_games](http://www.cornellcollege.edu/chess_and_games)

**May 16-18** New Albany, Indiana  
2008 NATIONAL BLOCK PARTY  
<http://www.ohiovalleygamers.org/nationalblockparty.html>

**May 23-25** Duluth, MN  
D-CON  
<http://D-Con www.duluthcon.com/>

**May 30-June 1** Collinsville, IL  
DIECON 8  
<http://www.diecon.com/CSK/default.aspx>

**June 13-14** Rochester, Michigan  
MDG MICHICON 2008  
<http://www.metrodetroitgamers.com/>

**June 25-29** Columbus, OH  
ORIGINS GAME FAIR  
<http://www.originsgamefair.com/>

**Aug. 1-3** Middleton, Idaho  
FANDEMONIUM  
<http://www.fandemonium.org/>

**Aug 5-10** Lancaster, PA  
WBC 2008  
<http://www.boardgamers.org/>

**Aug. 14-17** Indianapolis, IN  
GENCON INDY  
<http://www.gencon.com/>

A good source for information on all kinds of conventions is the Steve Jackson game site:

## From the Editor

Chester is correct. Officer elections are coming up in December. If you have any wish to run for office, let me know as soon as possible. We know we have one empty office, that of President. I will run for reelection, but I have heard nothing from the other officers.

The next issue will be a few days late since I will be away. The deadline for that issue will be **June 8**.

This year I will attend the WBC. I'll be there Thursday evening until noon on Sunday. Let me know if you will be attending so we can get together and say hello.

Last month's password, Plunder, was the codename for the Allied crossing of the Rhine in March 1945. This month's password, Tarzan, was the codename for a projected advance in Indaw/Katha are, Burma, 1944.

## 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 March 2008.

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

### NEWS

#### Victory Point Games

Just when you thought the old days have gone, they come back again! Remember Jim Dunnigan of SPI fame? He is back, designing in conjunction with Joe Miranda, who designs for S&T/Decision Games. They are behind Victory Point Games, a new company, which describes itself on its website as:

“...a different type of game company. In our 50+ combined years of experience working in the game industry, we have recognized a long-standing need for games that are less-than-epic in their size, scope and (especially) price on subjects ranging from fresh to familiar, and always suitable for family, friends and co-workers. We're proud to publish new (and bring back 'classic') games with diverse themes that are high quality, smaller-format offerings from leading game designers such as Jim Dunnigan (**The Drive on Metz**, **Strike Force One**) and Joe Miranda (**Crisis 2020**, **Waterloo 20**) and aspiring game designers—including you...

“That's right; Victory Point Games is also looking for new game-making talent! That's because VPG is more than a small game company; it is also a classroom. Founded as a 'living lab' adjunct to college courses on the game industry—including game design, prototyping, art, programming, marketing, business and project management—VPG is a company where in-house students, and internet-connected aspiring game developers who work with us designing and developing new games, learn all aspects of the game business in a very hands-on manner, from design & development to customer relations, from manufacturing to marketing, and including matters of finance,

taxes, contracts, and royalties. In short, everything about making games is considered as we learn and work together with you at this genuine, small-venture game company.”

The current group of games have mounted counters and DTP-quality maps, are mostly small format, two-player, low-to-moderate complexity and very reasonably priced. They are:

**Crisis 2020**, a past Joe Miranda game of political, military, and information warfare in a divided America. It has been updated into the post 9/11 world with new cards, units, and scenarios.

**Waterloo 20** and **Jena 20** are the first two games in Joe Miranda's **Napoleonic 20** series, which uses simple rules and mechanics and random event cards to simulate Napoleonic battles.

**Strike Force One** and **Strike Force One: The Expert Game Expansion** are the first two games in the **Battleson** series. Designed by Jim Dunnigan, the first is a revision of the classic introductory game from the 1970s to which the **Expansion** adds more rules, cards, units, and scenarios. There are two further games in the series, **Drive on Metz**, a revision of the game from Dunnigan's SPI-era **Wargame Handbook** and a new game, **Assault on Sevastopol**, designed by Adrian McGrath. <http://www.victorypointgames.com>

#### Social Networking

If the past can rise up and strike you, so can the present. Social networking, as exemplified by My Space, Bebo, Facebook, etc. has arrived for wargaming. Consimworld now has its own social network at: <http://social.consimworld.com/>

If you can stand the “shock of the new,” see:

<http://social.consimworld.com/profile/AlanPoulter>

### NEW BOARD WARGAMES

#### Avalanche Press

**Great War at Sea: Airships** contains ten new scenarios for **Great War at Sea: Zeppelins**, while **Black Sea Fleets** is a supplement for the **Second World War at Sea** series. <http://www.avalanchepress.com/index.php>

#### Compass Games

**The Price of Freedom** is a strategic study of the American Civil War from designer Renauld Verlaque. It is a card driven game, like his earlier game **Age of Napoleon** for Phalanx Games. <http://www.compassgames.com/>

#### Fiery Dragon

**C.S.A.: America's Civil War, 1861-1865** covers the entire American Civil War and includes nearly 300 counters, one map, and 10 sheets of charts and tables. Designers are Ben Madison and Wes Erni who used the system from their earlier **Death in the Trenches: The Great War, 1914-1918** game for Khyber Pass Games. <http://www.fierydragon.com/>

#### GMT

There are a host of new offerings from GMT. There are two new expansions for **Command and Colors, Rome & the Barbarians**, and **Roman Civil War. The Bulge: Fast Action Battles** is the first in a new **Fast Action Battles** series from **Europe Engulfed** game designer, Rick Young, which uses blocks and cards.

New from GMT Games. **Pacific Typhoon** is a strategy card game for 4-6 players covering the naval and air war in the Pacific theatre during World War Two and uses the same system as in Ben Knight's **Atlantic Storm. Manoeuvre** uses geomorphic game maps, eight different national armies, and national card decks to cover 19<sup>th</sup> century warfare.

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

#### Guild of Blades

**The Spanish Civil War** is now in its fourth edition, with full colour maps and die cut units.

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

#### UGG

**History of the Roman Empire** by designer Marco Broglia is a four-player game covering the rise and fall of the Roman Empire. Each player takes a Roman and a Barbarian faction. The game system is loosely based on **Britannia**. <http://www.ugg.de/>

## NEW MAGAZINE WARGAMES

*Strategy & Tactics* #248 contains **First Blood: Second Marne, 15 July 1918**, designed by Ty Bomba. <http://www.decisiongames.com>

*Against the Odds* #21 contains **Day of the Chariot: Kadesh** designed by Gene Dickens and **Desert Duel**, covering first Alamein, designed by Mike Rinella. <http://www.atomagazine.com/>

*Vae Victis* #79 contains **L'Aventure Mexicaine 1862-1867** on the Mexican-American War and **Rorke's Drift 1879**. <http://www.vaevictis.com/>

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

## NEW DTP WARGAMES

## Firefight Games

**Pare Los Facists!, The Battle for La Coruna Road**, covers the Nationalist offensive against Madrid in 1937. <http://firefight-games.com/>

## Kurt Kempf

**The Battle for Berlin** covers the fighting that took place in late 1945 in and around Berlin as the Germans tried to stop the oncoming Soviets. <http://www.battleforberlin.com/index.html>

## NEW WEB RESOURCES

## Free games

**Caldiero 1796** <http://www.valgame.eu/noturkey/gameCaldiero.pdf>

**Historia Romana** <http://flavioezio.interfree.it/Historia%20Romana.htm>

**N30 (Michael Erwin)** <http://www.thewargamer.com/grogard/n30v3.zip>

**The Siege of Alesia** <http://flavioezio.interfree.it/The%20Siege%20of%20Alesia.htm>

## Official Rules

**Against the Reich** (WEG) [http://www.boardgamegeek.com/file/download/31465/Against\\_Reich\\_v1.pdf](http://www.boardgamegeek.com/file/download/31465/Against_Reich_v1.pdf)

**Not War But Murder**, ATO #19 (ATO) [http://www.atomagazine.com/extras/NWBM\\_Living\\_Rules\\_Jan\\_2008.pdf](http://www.atomagazine.com/extras/NWBM_Living_Rules_Jan_2008.pdf)

**Russia Besieged** (L2) <http://www.l2designgroup.com/RussiaBesieged2ndEdRules.html>

## Errata

**Advanced Squad Leader: Starter Kit 1** (AH/MMP) <http://www.boardgamegeek.com/file/download/30424/ASL%20Starter%20Kit%201%20Official%20Errata.doc>

**Arriba Espana!** (Microgame Design Group/Fiery Dragon) <http://www.boardgamegeek.com/file/download/31220/Arriba%20Espana%20Errata.txt>

**La Bataille de Hongrie 1944-5**, VV#78 (HC)

<http://grogard.com/errata1/vv78a.pdf>

<http://grogard.com/errata1/vv78b.doc>

<http://grogard.com/errata1/vv78qa.doc>

**Campaigns of King David** (COA)

<http://www.boardgamegeek.com/file/download/30413/CoKD%20Update.pdf>

**Dios, Patria y Rey**, *Alea* #32 (Ludopress) <http://grogard.com/errata1/dpr.txt>

**Civil War** (VG) <http://www.boardgamegeek.com/file/download/31128/Clarifications%20for%20VG%20The%20Civil%20War.rtf>

**Defiance at Cufra** (KPG) <http://grogard.com/errata1/defiance.txt>

**End of the Iron Dream**, *The Wargamer* #42 (3W) <http://grogard.com/errata1/eotid1.txt>

**Europe Engulfed** (GMT) <http://www.boardgamegeek.com/file/download/30794/Europe%20Engulfed%20FAQ%201.1.doc>

**The Far Seas**, *S&T* #125 (3W) <http://www.boardgamegeek.com/file/download/29996/The%20Far%20Seas%20Errata.rev1.1.doc>

**History of the Roman Empire** (UGG) <http://grogard.com/errata1/hotre.doc>

**Lock 'N Load: Swift and Bold** <http://grogard.com/errata1/specforc.txt>

## Prussia's Defiant Stand

(Worthington) <http://grogard.com/errata1/prussiadef.doc>

**Silent War** (Compass Games) <http://www.boardgamegeek.com/file/download/30784/SilentWarFAQ%2002172008.PDF>

## Rules Translations

**La Bataille de Hongrie 1944-5**, VV #78 (HC) <http://grogard.com/info1/hongrie.doc>

**Espana 1936** (Games) <http://www.boardgamegeek.com/file/download/30594/RE36instrIN8.pdf>

**Otterburn 1388**, VV #78 (HC) <http://grogard.com/info1/otterburn.txt>

★★

## 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: June 8, 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.

## A Trip Back In Time

by Bob Johnson

About 40 years ago I bought AH's **Stalingrad** game. In the first couple of games I played, the Germans won, but it didn't take long for almost everyone to figure out that the Russians can put up a nearly always successful defense. In those days, Dick Holcombe of Oakland, CA, had taken over the presidency of AHIKS. Dick became a very good friend, and I spent some great weekends at his home way up the hills over looking San Francisco and the bay.

Dick was a thoughtful person and it did not take him long to come up with (what I think is) the perfect modification of the **Stalingrad** rules. I think it may well be time to again publish his modifications and maybe give some of you a reason to pull this old nugget out from the bottom of your game storage and give it another go or two.

So here is Dick Holcombe's Variant for AH **Stalingrad**.

1. Add three units to the German starting counter mix.
2. All three are 12-12-12.
3. Label one N or North Pz; this unit operates from hex row A to Y inclusive.
4. Label another C or Central Pz; it operates from R to GG inclusive.
5. Label the third S or South Pz; it operates from CC to XX.
6. These units follow all the regular rules for movement, combat, and stacking; except these units can never be used in an exchange, which forbids their use in 1-2 or 1-1 battles.
7. Any of the three surviving units are removed at the end of combat of the German Dec. 1941 turn and are replaced from the dead pile, in sequence of choice—any panzer unit, any PG unit, any infantry unit—on a 1 for 1 basis.
8. The AHIKS recommended Russian replacement rate is normally used in this variant; 4-4-4 beginning in 9/41, 5-6-5 (where Moscow is the 6) beginning in 12/41, and 7-7-7 beginning in 5/42.
9. All other **Stalingrad** rules are in play.

Give it shot and give Dick a quiet thank you for this and his many other contributions to AHIKS.

★★

## The VP's Corner by Randy Heller

As a subscriber to *Fire & Movement* magazine, I particularly enjoy reading the editorials written by the editor, Jon Compton. In a recent issue, he addressed a perception about the hobby that I think creates a real conundrum for us. I would like to quote excerpts from this editorial, briefly address them, and ask you, the membership, to contemplate the importance of it. Are you interested in a certain degree of realism, or is a "fun" game all that really matters?

"One thing that has become very apparent to me since I've become editor of *F&M* is that players play these games for very different reasons. Games that I have found to be utterly atrocious have shown up in top honor spots in the CSR Awards, and to a lesser extent, in the International Gamers Awards (of which I've now become a sitting member). This issue has left me scratching my head.

"When a game crosses my desk that says musket balls are deadly accurate beyond 200 yards, or that canon in the Napoleonic period marched half as fast as infantry, or that only a battalion of vehicles can fit into 15 square miles of terrain, it doesn't matter to me how much fun the game is. However, if I didn't take the time to know better or to figure these things out, I probably wouldn't know the difference. So, is ignorance bliss? Perhaps, but I think if we, as a hobby, cared about it, we'd get better products. So the question is, do you, dear reader, care? Is a fun game all that matters?"

The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).

User name = "AHIKS"  
Password = "Tarzan" (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 Tarzan.)

If you still have trouble accessing the web version, contact Tom Thornsen at the address on page 12.

I believe Mr. Compton makes an excellent point. There are often design concepts in a game that simply fly in the face of reality, yet are often accepted as realistic by the gaming community. Is this due to naiveté and/or a willingness to accept the designer and developer did their research? I well recall the old SPI game, **Sinai**, which gave the Arab units a double-defense strength should they be surrounded by enemy units. Say what? And the upcoming Decision Games re-release of the classic SPI **Cobra** game, which intends to remove German flak units' zones of control. Faux pas like these, particularly the major one in **Sinai**, should not be left unchallenged. The key to acquiring the knowledge to recognize a potential error in a design concept is to read about the battle. In Normandy, small contingents of German flak units were able to stop entire Allied armored formations crossing their path. That sure sounds like a zone of control to me.

I am a strong advocate of every published game providing Designer's Notes somewhere within the content of the game. A well-written set of Designer's Notes should include the references used to design the game. They should also serve to give the consumer insights as to the intent of the rules and the ultimate goal of the game's presentation. If I pick a game up off the shelf as a potential buy, one of the first things I do is to look for Designer's Notes. If they are not offered, more often than not I simply set the game back on the shelf and pass.

Lastly, and this is something I intend on addressing in a future AHIKS column, I feel something needs to be done about our hobby's bogus awards system. Albeit the last time I attended the hobby's awards ceremonies was back in 1999, it did strike me at the time as simply a "good ol' boys network" out to stroke each other.

My answer to Mr. Compton is a qualified yes. I want a fun game, but within the design parameters of a reasonable sense of realism. How about you?

★★

## Letter to Chester from Charles Marshall

Your Excellency, (hey, if it was good enough for George Washington...)

I admit I'm a relatively new member, but I couldn't help being stirred and inspired by your words in February's "From the President" column. I agree wholeheartedly. Being "razzed" for being an AHIKS member is like being "razzed" for being a Nobel Prize winner. It just leaves you kind of shaking your head and saying to yourself, "...what !!"

In other words, it makes no sense. But I also understand your concern about our "relevancy perception." Despite what those of us in the membership may take for granted and enjoy on a weekly basis, there are countless others out there who see our organization as a dead limb. Finding opponents is child's play in this, our modern internet age. I did so many times before I signed up for my AHIKS ID. But "finding" is not the problem, "keeping" is. This is where I find my thoughts right in line with yours. If ever AHIKS were to have a credo, I propose it would be "*no disappearing opponents!*"

I appreciate your right-headed and thoughtful concern for those members who must bow out due to illness, tragedy, or worse. I totally understand where situations beyond our control (illness, move, etc) would force someone to bow out. That's totally understandable. But my idea is pointed more at the guys who just concede games (or disappear completely) because they decide they don't feel like playing anymore. That's unfair to their opponents.

Therefore, I ask you to think about these things, fellow members (and Your Excellency) and consider if these ideas might not make our organization a stronger one:

1) All games organized through AHIKS *must* be Officially sanctioned AHIKS games (with AHIKS game numbers from the MC, etc.). Gone are the days of using AHIKS to get a "casual" game together with an opponent. Without AHIKS oversight we're not much more than that website down the internet highway that says "Play Here"! I understand that AHIKS wants to be "player friendly," but if waiting a day or so for Roger to send the official

AHIKS info is too long a wait, then you need a "first-person-shooter," not an "operational-level wargame." Plus, AHIKS oversight allows official rules judging, mandates that each player play both sides, and allows for a points system (AHIKS or AREA) to be accounted for. A points system could play a large part in deterring half-hearted opponents. If your ranking suffered because you had piled up a "bad credit history" by having a reputation as being a "vaporizing" opponent then you might want to change your ways... or end up playing more "vaporizers."

2) We need to categorize our "quitters." I see quitters as those who simply disappear. I would imagine there are few in our group who would succumb to this level. Most don't just quit outright. But there are those who do "concede." So I should say we need to categorize our conceders. Some *have* to concede: ill health, catastrophe at home, etc. I totally understand this. (I had a great AHIKS opponent who, unfortunately, had to concede in this manner and I wish him the best. He was a great guy and I hope the best for him.) What isn't desired is the opponent who, three turns into a forty-turn game, informs you that he has no hope of winning and thus, must concede. That's nuts. Alternatively, I'm not saying there is no place for concession. In a game that has gone forty of fifty turns of completion and one side holds absolutely no hope of victory, do we force that poor bastard to march Infantry Regiments and Panzer Grenadiers to certain death? No. No real General would do that so we mustn't either. My point is there's a big difference between someone conceding a game in its autumn years as opposed to one spent on youthful "premature conciliation." But how can we adjudicate this situation? By the same means you, Your Excellency, described in your insightful column: by ourselves. By this I mean that all concessions must be amicably agreed upon by both sides in the match. In other words, if you just started **Afrika Korps** (which you love) and your opponent (who's never played **AK** and much prefers **Starship Troop-**

ers) says... "uh... I've already screwed this one up... I concede," then you can send that discourse in to AHIKS officials noting that "only one side desired concession." This may seem really petty but what it accomplishes is a "concession pool," in other words, those who frequently quit or concede games. Those of that group can play themselves—or concede against themselves, whatever they desire—as long as they pay their dues! Another AHIKS member, Bert Schneider (1569) suggested an even better idea: utilize the already tried-and-true "feedback" ratings method found in such online mega-commerce sites as Ebay and Amazon. The Match Assignment form would simply need an extra data entry box which would be filled out by both opponents upon conclusion of a match. It should represent the feeling of enjoyment and satisfaction regarding the member's match, with the emphasis on match completion. Other factors are important as well and might be kept in a repository, but that's beyond the scope of this diatribe.

I say "diatribe" half-joking and half-serious (given the ridiculous length of this rambling), but I think that finishing games is an important reason to be a member of AHIKS as is being interested in history or loving AH games. I just think that with a bit of regulation we will be left with opponents who truly want to play historical simulation games to as close a finality as is historically possible, given reason. That's how I envisioned AHIKS membership before I joined a few years back. I don't think it's all that impossible of a reality now.

★★

### Back issues available on CD

Back issues of *The Kommandeur* edited by the current editor are available on one CD in PDF format. That includes Vol. 37 No. 2 through the current issue. These are available at cost: \$2 to US addresses, \$3 to other addresses. Send money and requests to me at the address on page 12. Make checks out to Omar DeWitt.

## MSO Rating Info

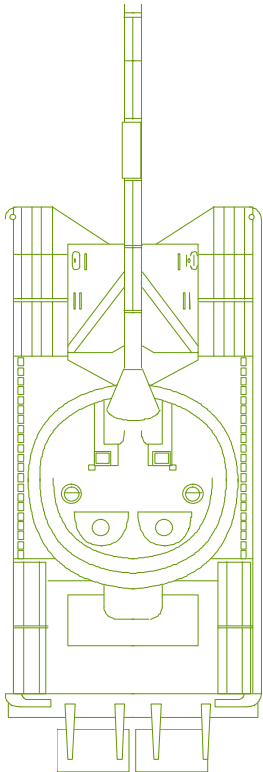
from Andy Johnson

Some of you may notice some changes in this AHIKS Top 40 report. I spent the last few weeks going through the last 30 years of match history correcting typos and standardizing the way names were entered for game titles and opponents. Most, if not all, the typos were mine, and the name entries tended to be punctuation and or case sensitive differences.

What does all this mean to you? No one's rating changed, but the Rating Qualifiers changed as the counts of Opponent Name and Game Title adjusted for the corrections.

Match activity increased in the last four months, and I expect to see a further increase as the leadership team works to let AHIKS grow.

The correction and updates also allowed me to update the Top 20 Most Popular Games List, show below, to give you a perspective on what the membership has played and hopefully enjoyed. While we do not have all the historical records, the fact we have so much match history is due to my predecessor's (Tom Hammer) diligence in recovering the early match records which had not been consistently recorded until his efforts. He also laid out the process and rules for tracking and recording match completions, rules, and process which I have followed with only minor updates since I took over the position.



Top 20 Most Popular Games List		
Rank	Title	# Played
<b>1</b>	<b>Russian Campaign</b>	<b>1101</b>
	<i>Russian Campaign (1097)</i>	
	<i>Russian Campaign II (4)</i>	
<b>2</b>	<b>Battle of The Bulge</b>	<b>742</b>
	<i>BotB 65 (272)</i>	
	<i>BotB 81 (470)</i>	
<b>3</b>	<b>Squad Leader System</b>	<b>625</b>
	<i>SL - G.I. Anvil of Victory (52)</i>	
	<i>SL - Squad Leader - no title (324)</i>	
	<i>SL - Cross of Iron (105)</i>	
	<i>SL - Crescendo of Doom (51)</i>	
	<i>ASL - Advanced Squad Leader (75)</i>	
	<i>ASL - Code of Bushido (4)</i>	
	<i>ASL - Red Barricades (4)</i>	
	<i>ASL - Streets of Fire (2)</i>	
	<i>ASL - West of Alamein (4)</i>	
	<i>ASL - Yanks (4)</i>	
<b>4</b>	<b>Afrika Korps</b>	<b>574</b>
<b>5</b>	<b>Blue &amp; Grey Quad I</b>	<b>471</b>
	<i>Antietam (104)</i>	
	<i>Blue &amp; Grey Quad I - no title (105)</i>	
	<i>Chickamauga (210)</i>	
	<i>Shiloh (52)</i>	
<b>6</b>	<b>Panzerblitz</b>	<b>447</b>
<b>7</b>	<b>Anzio</b>	<b>363</b>
<b>8</b>	<b>Stalingrad</b>	<b>341</b>
<b>9</b>	<b>Fortress Europa</b>	<b>268</b>
<b>10</b>	<b>Panzer Leader</b>	<b>250</b>
<b>11</b>	<b>Gettysburg</b>	<b>238</b>
	<i>Gettysburg 77 (30)</i>	
	<i>Gettysburg 88 (208)</i>	
<b>12</b>	<b>Napoleon's Last Battles Quad</b>	<b>224</b>
	<i>Napoleon's Last Battles- no title (186)</i>	
	<i>La Belle Alliance (4)</i>	
	<i>Ligny (18)</i>	
	<i>Quatre Bras (16)</i>	
<b>13</b>	<b>D-Day</b>	<b>212</b>
	<i>D-Day (210)</i>	
	<i>D-Day 92 (2)</i>	
<b>14</b>	<b>Waterloo</b>	<b>209</b>
<b>15</b>	<b>Victory in the Pacific</b>	<b>208</b>
<b>16</b>	<b>Bull Run</b>	<b>196</b>
<b>17</b>	<b>Napoleon at War Quad</b>	<b>186</b>
	<i>Battle of Nations (10)</i>	
	<i>Jena-Auerstadt (12)</i>	
	<i>Marengo (24)</i>	
	<i>Napoleon at War- no title (82)</i>	
	<i>Wagram (58)</i>	
<b>18</b>	<b>War at Sea</b>	<b>151</b>
<b>19</b>	<b>Third Reich</b>	<b>144</b>
<b>20</b>	<b>Blue and Grey Quad II</b>	<b>126</b>
	<i>Blue and Grey Quad II - no title (52)</i>	
	<i>Chattanooga (52)</i>	
	<i>Hooker &amp; Lee (12)</i>	
	<i>Fredericksburg (10)</i>	

## 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 Jan. 31, 2008.

Rank		Name	Rating
1	K	MCCARTHY	1885
2	B	STRETCHER	1865
3	P	LANDRY	1780
4	A	FICKBOHM	1775
5	R	HELLER	1770
6	A	BOWIE	1670
7	C	MINSHEW	1665
8	P	HEISER	1660
9	D	GRANT	1645
10	T	THORNSEN	1625
11	D	TIERNEY	1625
12	F	KRAUS	1625
13	L	JERKICH	1605
14	M	YARWOOD	1595
15	W	KLITZKE*	1585
16	C	XANTHOS	1585
17	T	WALSH	1575
18	P	MARTIN	1565
19	R	SHURDUT	1565
20	L	DECK SR	1560
21	J	UNNERSTALL	1560
22	B	LINDOW	1550
23	C	LONGEST	1545
24	T	HOLTZ	1535
25	N	MARKEVICH	1520
26	M	MITCHELL	1520
27	R	COTTRELL	1515
28	S	ANDRIAKOS	1515
29	G	DANDY	1475
30	J	HARKINS	1470
31	C	LEONARD	1455
32	E	O'CONNOR	1450
32	D	BERGMANN	1450
34	R	PASSOW	1405
35	S	THORNTON	1395
37	A	MORLEY	1385
38	J	MUELLER	1375
39	R	SEGARRA	1375
40	P	WARNICK	1350

#15 Bill Klitzke has the highest quantity in qualifier category.

## Been thinking about...

from Eric Seadale

There has been some talk lately within AHIKS about how to restore our organization's image, visibility within the hobby, and prestige, along with some discussion about how to recruit new members. Well...I've been thinking about this, (thanks in part to Randy's recent VP column) and it came to me, why not tap into the reservoir of design talent that undoubtedly exists within our organization and form our own design/play-test group?

There has been the suggestion of purchasing the remaining copies of Chester's **Bastogne or Bust** game to use for promo, etc., but wouldn't it be better in the long term to come up with a purely AHIKS game? It would surely stir up more activity from within the membership and foster a sense-of-group involvement. It may even stimulate some to be more active members (I include myself in that bunch).

I personally know of at least three published game designers from within the current ranks of AHIKS. If this idea gains enough support, we can then put the call out for new game design proposals from amongst the membership. Perhaps setting some general criteria for design parameters, such as size, length of rules, number of counters, etc., basically, keeping it simple. Let's face it, who among us hasn't at some time or other fancied himself as a game designer, or at least thought to himself, "Man, I could have designed a better game than this." And who among us hasn't at least tinkered with house rules of some sort for our favorite games?

Well, why not put all that frustrated talent to good use for "the cause" and maybe even gain a little recognition for yourself in the process? If we could coax some closet game designers (perhaps with a contest) into submitting their designs, allowing the play-test group volunteers to work out the bugs, then perhaps allowing one of our more experienced, published designer/developers to hone the design, we

could end up with a viable design that would have the AHIKS brand on it. This final product could then be DTP published in-house or, perhaps professionally published with AHIKS funds. The finished game could be sold, given out as a promo at cons as a recruitment incentive (what better way to get prospective members to visit our recruiting booth), or used as AHIKS sees fit. Any profits going back to AHIKS of course. Anyway, this may all be pie in the sky, but I thought I would throw my idea out to be considered, laughed at, or ignored. I invite any discussion, comment, criticism, etc. Thanks for your consideration.

★★

## Book Review

### The Day of Battle

The War in Sicily and Italy, 1943-1944  
by Rick Atkinson  
791 pages, maps, photos  
\$35 © 2007 Henry Holt  
Reviewed by Omar DeWitt

Volume Two of The Liberation Trilogy is not quite as good as the first volume, "An Army at Dawn." It is well written and follows the same form as the first volume, more interest in the participants than in the battles. The battles are covered, but not as well as the people who were involved in them.

Atkinson talks about the role of Blacks in the war, including the Tuskegee airmen. It is rather embarrassing today but an important lesson to know.

Clark's disobeying orders and attacking Rome are discussed. Clark maintained that he couldn't cut off the German retreat, but his main focus had always been Rome.

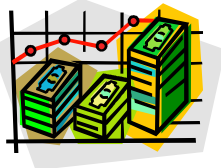
Was the battle and the toll worth it? He decides it probably was. The "soft underbelly" of Europe was not as soft as Churchill predicted. It did get Italy out of the war and tied up German divisions.

What about the way the landings at Anzio were handled? Was Lucas to blame that the men did not advance immediately to Rome? Atkinson thinks that Lucas was probably right in his thinking, but many others disagree.

This well-written book is worth reading.

★★

## Treasury Notes



With current demands at home and work, I don't seem to have the time for any new wit or wisdom for this issue. Enjoy the 3R4 battle report, which is a bit longer this time.

### War at Sea PBEM tournament news

Both brackets now have their champions! Jeff Miller triumphed over Chuck Kaye in the last match in the Red Bracket, and so ended the third round of play with a sweep and 9 points. He now faces Ed O'Connor in the Championship Round, already in progress.

Both players are submitting summaries of their turns, and so I hope to have a replay of sorts for the Championship Round when it is completed.

### Third Reich battle report

The action resumes with the Allied Summer 1941 turn. The Axis Summer turn ended with the beginning of Barbarossa and the conquest of Turkey but a failed assault on Leningrad.

*Allied Summer 1941.* The Soviets defend by taking an offensive to kill off their unsupplied units, so as to make them available for the main line of resistance. Few Axis casualties result, but the Soviets are able to put together a fairly impressive defense from Riga to Sevastopol. In the Caucasus, two Soviet Tank armies deploy to face the Axis armor still scattered across Turkey. The British, forever impetuous, decide to take an offensive in the West, and stage a raid onto to continent. After some initial Italian sorties in the Mediterranean against British fleets transferring to Gibraltar, the British land at an undefended Calais. One armored corps exploits into Brussels. The British also launch a raid against the Kriegsmarine based in Bremen, to decent effect. Following up with an additional infantry corps, some French Partisans to screen off the German Paris garrison, and much of the RAF to provide air cover, the Tommies in Brussels dig in for the Axis response. The Allies wisely forego taking the initiative, however, knowing that the eventually guaranteed Axis double turn would probably be fatal.

## The Kommandeur

*Axis Fall 1941.* With most of the Axis forces tied up in the USSR, the Axis decides to hold off on an offensive to reclaim Brussels, considering the high probability of taking an offensive in the West in the winter, when they cannot do so in the East. That means the loss of 15 BRPs at the end of the turn, but an offensive would cost the same. Instead, the fire brigade panzerkorps in southern Germany seals the British defenders in Brussels from Flanders, and other units move to contain the raid in Belgium and Holland. The Italians do little in the Med this turn, there being few targets. The Germans take another offensive in the East, however, identifying a significant weak point in the Soviet line in the Baltic States. Although strong, stacked Tank and Guards Armies backing up the front line present an opportunity for a breakthrough by the Fallsturmjager, by a 1-1 attack with a 5/6 probability of successfully clearing the hex for the panzers to pour through. Success means the Germans take control of East Europe, and get another shot at Leningrad. Alas, another roll of "5" and the Axis plan is bust. Two critical 1-1s in a row have come up the dreaded AE! There is little the Axis can do along the rest of the European line except once again disrupt it and put a few defenders out of supply. In the Caucasus, however, exploiting armor manages to cut off the Soviet Tank Armies and reach the outskirts of Grozny. Knowing that no Axis offensive is possible in the East in winter, the Axis shifts forces west at the end of the turn to prepare to clear the Brussels defenders and threaten Britain itself. An Italian fleet even traverses the Suez canal and redeploys to St. Nazaire.

*Allies Fall 1941.* Perhaps realizing that they will be facing the most dangerous turn to Britain in the game, the British do little except shore up the defenses of the Home Island. Satisfied with the success of the raid, British forces on the continent are essentially left to their fate, as the RAF shifts north, out of range of the now numerous Axis air units in the West. The Soviets again take an offensive to better their defenses. Most of those attacks result in only Soviet casualties, but a lucky roll on a 1-4 manages to knock off a panzer in the

Caucasus. Only a single line defense is needed for the upcoming turn, and so the Soviets are able to hold many units well behind the front line for easy movement in the upcoming winter.

*Axis Winter 1941.* Not much that can be done on the Eastern Front, and so deployment is made to maximize the attrition while preparing defenses for the possible, but unlikely, Allied double turn. Some Hungarians do manage to get across the Dnepr, and some German infantry infiltrates towards Parnu on the Baltic coast. The Axis armor in the Caucasus decides to winter in the tripled positions of the mountains. In the Med, there is again little to do against the bottleneck in central Libya. All the action takes place in the West. With England essentially secured against an actual seaborne invasion, the Axis takes its offensive to clear out the raiders. Brussels, Antwerp, and Calais are retaken without loss, with only a single French partisan surviving. With a new offensive against the Soviets coming for Spring, Axis units now shift east after combat, with new panzers arriving in the Caucasus and in Libya. With no Allied units in port in the West, Axis defenses there are secure, and the Italian fleet returns to Port Said in Egypt.

*Allied Winter 1941.* With little offensive capability in the West or Med, the British simply attrition on both fronts, drawing little blood. Some British units redeploy to Gibraltar to provide a two-front threat for Spring, but with impending significant BRP losses from U-Boats in the Year Start Sequence, the British build no new units. The Soviets similarly attrition in the East, after putting together an interesting defense. Considering that the pressure along two separate fronts really stretches the limited number of defenders, the Soviets use mostly armor to minimize Axis mobility along the main line, while offering a solid line of infantry three hexes to the east. In the Caucasus, the Soviets offer two solid lines of infantry against Rommel's Panzerarmee.

*Axis Spring 1942.* The U-Boats do their expected devastation to the British economy, sending 39 BRPs to the bottom of the sea. With the impending entry of the Americans into the war, the Axis need a big turn in order to keep the Soviets reeling and deny the Allies any truly effective use of the double



turn that typically occurs over the Allied Spring/Summer turns. The likelihood of that is somewhat diminished by the play of the Axis variant counter, which provides Germany with an extra 50 BRPs to start the year. The Germans take an offensive in the East, and the Axis take attrition options elsewhere. Although presenting a solid front behind the armored screen, that second line of defenders is actually a little too close to the front line, and several panzerkorps manage to slip past an infantry defender northeast of Kiev and approach the second line south of Bryansk. Similarly, the second line northeast of Vitebsk remains within range of the Fallsturmjagers, and enough panzers leak around the armored screen between Riga and Minsk to pose an exploitation threat. Another big 1-1 has to be made by the paratroopers in order to punch a hole for the following panzers. This time, the dice are friendly on the critical attacks, and two holes are opened. Only a 2-1 AE by the Finns in Karelia spoil the otherwise excellent combat results. A nuisance but not fatal to the plan. Following exploitation, the entire Soviet front line is destroyed or out of supply, and the second line is similarly out of supply from Leningrad to Bryansk. Panzers are now within two hexes of both Leningrad and Moscow. Elsewhere, East Europe is secured with the capture of Tallinn, and the Soviet front line on the Caucasus front is breached and surrounded. Two holes are punched in the second line of defenders there. Successful German counterair missions manage to destroy a good portion of the Red Air Force on the ground, leaving the Soviets with only a single intact air wing for their coming Spring turn. In the Med, the Italians infiltrate around the coastal defenders in the Libyan desert but draw no blood in their attrition attack. The Western attrition is somewhat more successful, but not enough to drive the French partisans in Calais into the sea. Fearing a potential double move by the Allies, the Axis deploys to at least make any serious attempts against the big objectives, such as Berlin, Rome, Paris, and Ankara very risky ventures.

Although the Axis finally achieved their breakthrough in the East and the Soviets have their problems, the Axis cannot defeat them in the Spring, as there are plenty of Soviet BRPs for

now (despite the pending loss of 25 for East Europe) and a lot of new units available in the forcepool. The United States, its forcepool and economy are about to be added to the mix. It will be an interesting year!

### Treasurer's Report

Here are the numbers since last time:  
**Starting Checking Account Balance (2-1-08):** \$ 4849.58

#### Income:

Dues, contributions \$140.00

#### Expenses:

K Jan/Feb Printing \$ 100.41

Transfer to Perpetual Fund \$ 2500.00

#### Checking Balance as of 3-31-08:

\$ 2389.17

#### Perpetual Fund Balance, 1-12-08:

\$ 2388.77

**Interest Income (reported):** \$ 27.73

#### Contributions transferred from

**checking:** \$ 205.00

#### Perpetual Fund Balance 3-31-08:

\$ 2621.50

#### Operating funds in CD, 2-1-08:

\$ 3257.88

#### Interest Income (reported):

\$ 12.96

#### Operating funds transferred from

**checking:** \$ 2295.00

#### Operating funds in CD, 3-31-08:

\$ 5565.84

#### Total balance in CD, 3-31-08:

\$ 8187.34

#### Total Treasury, 1-31-08:

\$ 10,576.51

An additional \$40.69 in interest was reported upon maturity of the CD on 2-14-08. The CD was renewed for only a four month period this time. Because of the current economy, banks are offering promotional rates only on short-term CDs. This will no doubt continue for the rest of the year, as the Fed continues to cut interest rates. An additional sum was transferred to the CD to boost passive income, to make up at least in part for some of the income that in past years has come from dues. This situation will have to be monitored closely through the year.

Brian Stretcher

## UNIT COUNTER POOL

from Brian Laskey

First off, there have been a couple of additions and deletions to the UCP since the last time around. The additions are the map for 3W's **Hitler's Last Gamble** along with some assorted counters for various *Command Magazine* games. Thanks go to Kevin Reid #1315 for his donation of the counters. For deletions, the map for Terran Games' **Legend Begins** and the Union Wilcox Leader counter from Avalon Hill's **Bull Run** are no longer available. These changes have been noted on their respective lists which are always available from me or can be viewed on the AHKS website.

Secondly, I'd like to address and hopefully clarify a seemingly gray area involving requests from the UCP. The purpose of the UCP is to replace, within reason, missing parts and/or counters and not for the purpose of replacing an entire game or providing full sets of game and/or variant counters. While the UCP is certainly there to help make your game complete at absolutely no charge, there comes a point when I have to ask that you kindly exercise a little judgment before making a request of the latter type. Please try and refrain from asking that I send you (for example) the entire Gamers replacement-variant counter sheets simply because you do not have them or that you need all of the parts to a game except for the rules. To fulfill such requests would not only be contrary to the true purpose of the UCP, but much more importantly would be unfair to other members who may only need a specific counter or part from that particular game in the future. So, while I'm sure a gray area on this will always remain to some degree, I do hope this puts the role of the UCP into a slightly clearer perspective. Should you have any questions or concerns on this please feel free to contact me and I thank you for your understanding and cooperation on this issue.

Happy Gaming!

## 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
1776 (AH)	(1163) West <b>Cyber</b>
1904-5 (Avalanche)	(0916) Dandy <b>E</b>
1914 (AH)	(1554) Trosky <b>M</b>
Adv. Squad Leader (AH)	(1382) Massey <b>E</b>
Adv. Third Reich	(1430) Warnick <b>Cyber</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)	(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>
Inkerman 1854 (SPI)	(0044) DeWitt
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>
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)	(1163) West <b>Cyber</b>
Panzer Leader (AH)	(0711) Leonard <b>E</b>
Pre-Stags (SPI)	(0817) Riley <b>E</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)	(1551) Dohrman <b>Cyber</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
· Robert Johnson	0073	88, Waterloo
·		Russian Campaign,
·		Stalingrad
·		(Holcombe variant),
·		Bulge-65, -81
· Rick Rokiewicz	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"> <li>• A = Area match only</li> <li>• G# = Will game-master this number of players</li> <li>• N = Will play new member</li> <li>• E = Send my match assignment by e-mail</li> <li>• F = Will play fast opponent only</li> <li>• M = Desire multiplayer match with this # of players</li> <li>• O = Will play opponents outside of US/Canada</li> <li>• S = Desire slow play</li> </ul>	<p style="text-align: center;"><b>AHIKS Match Coordinator</b></p> <p>Roger Eastep 0291                  16456 Tomahawk Drive                  Gaithersburg, MD 20878                  240-477-4543                  ahiks291@gmail.com</p>
--	--

As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund, helps lower the dues. A few dollars from you could help AHIKS become totally cost free. Give it some thought. Send Brian Stretcher a couple of dollars.

Brian Stretcher  
 5282 Deer Path  
 Milford, OH 45150-9418



International Wargaming Society

43/2

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Rio Rancho, NM 87144-1579  
USA

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