



From the President

Good News Travels Fast

By the time you read this, two very important things will be in progress. Many of you will be finalizing plans to attend this year's WBC. And there is at least *one* (possibly two) volunteer throwing his hat into the ring to take my job.

First, the WBC. You've heard all my reasons for going in the past. Let me add a couple more. We could really use some AHIKS visibility (and participation) for the **Iron Man** Tournament. Plans are in the making as you read this to sweeten the pie considerably. Also, *if you go*, you just might be the person we are looking for in a Recruiter. *Please* call me at home and ask about this. I'm easy to find and easy to get a hold of: 530-741-1177

Second, the elections. In the next column (and the next couple of issues until the votes are taken and counted) there is a statement from one individual who is throwing his hat in the ring. I hope there will be others willing to step forward as well. AHIKS is on the verge of getting ready to do some amazing things. Perhaps not amazing to the world at large, or even to the hobby at large. But with a new emphasis on *fraternity* and *integrity*: these enhancements will take on a quality that will only be able to be appreciated by Society Members.

Please consider being a part of the process.

El Prez

Presidential Candidate

My name is Charles Marshall. I've been a member of AHIKS since 2006, and I'd like to be your new President. I've got some great ideas that I think will strengthen our Society as it is, as well as promote it to others in the wargaming world as the desirable venue that it is for PBM and PBEM fun.

First, let me make perfectly clear that, while I'm a veritable "newbie" to the AHIKS organization, I've played many games via e-mail with several AHIKS opponents. Most of them have offered fantastic, mind-bending challenges: great competition, opponents who responded accurately and on time. But I have to admit; others have not been so stellar, which is disappointing. Because when we sign up to become members of AHIKS we feel (or we *should* feel) that we're getting something special out of this. After all, that's why we joined, right?

If you elect me as your new AHIKS President, I promise to make this good system even better. AHIKS is a Society founded on integrity. We choose to be members of this Society because we desire to be challenged by others like ourselves; we choose to be members because we desire to interact with others who share our interests; and we choose to be members because we just want to talk to others with our own interests. In other words, there are many reasons for being a member of the AHIKS Society and each of those reasons contributes equally to the Society as a whole.

That's an idea that I'd like to address. AHIKS is primarily an organization based upon playing board wargames through the mail and via e-mail. But it shouldn't stop there. Making connections across the country (or the globe) is a great part of AHIKS. We are a Society of like-

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Upcoming Events

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 Hartford, Connecticut
CONNECTICON 2008
<http://www.connecticon.org/>

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

Aug. 2-3 Farmington, ME
NEW ENGLAND GAMING ASSOCIATION
NEGA CON
<http://ne-con.org/NEGA-CON/Welcome.html>

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

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

Sept. 12-14 Rolla, MO
COGCON 16
<http://cogcon.cryllia.net/>

Sept. 12-14 College Station, Texas
PROTOCON 10
<http://www.protocon.com/con/>

Sept. 19-21 Rochester, MN
GAMER'S REUNION
<http://www.gamersreunion.com/>

Sept. 27 Memphis, TN
GAMES DAY MEMPHIS
<http://www.gamesdaymemphis.com/>

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Game News

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>). The material was correct at time of writing: 1 June 2008.

Alan Poulter

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NEW BOARD WARGAMES

Academy Games

A new game from a new company is **Awakening the Bear! Russia 1941-1942**, designed by Uwe Eickert, the first game in a new World War Two tactical land series, **Conflict of Heroes**. Its game system tries to combine lots of player interaction, command control issues, and high realism. Intended for two-players, the game also has multi-player scenarios and optional rules for solitaire play.

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

Avalanche Press

There are three new complete games. **Strange Defeat: The Fall of France 1940** covers that vital World War Two campaign using the same game system as **Defiant Russia** and **Red Vengeance**. **Island of Death** covers the invasion of Malta, 1942, and uses the same game system as **Alamein**. **Red Russia** covers the Russian Civil War, using the game system from **Soldier Kings**. It is a four player game.

Cone of Fire is the latest game in both the **Second World War at Sea** and **Great War at Sea** series and adds the fleets of Argentina, Brazil, Chile, Peru, and Uruguay, along with relevant ships from Germany, France, and Britain.

There are three new scenario supplements for the **Panzer Grenadier** series. **March on Leningrad** covers the battle for the city in 1941 and to play requires the games **Eastern Front** and **Road to Berlin** and the supplements **Red Warriors** and **Sinister Forces**. **White Eagles** covers the Polish campaign of 1939 and to play requires the games **Eastern Front** and **Road to Berlin**. Finally, **Arctic Front Deluxe** is a revision of an earlier supplement

and adds scenarios for Finnish troops. It requires **Eastern Front**, **Road to Berlin**, and **Battle of the Bulge** to play.

www.avalancheexpress.com/index.php

Clash of Arms

Monmouth Courthouse is the sixth game in the **Battles from the Age of Reason** series, and covers the crucial 1778 battle during the American Revolution.

<http://www.clashofarms.com>

Critical Hit

New are three ASL-compatible modules, **Escape From Chosin: Toktong 1950**, **Spanish Fury—Hell on the Eastern Front**, and **Red Christmas—The CSIR and the Moscow Counter Offensive**.

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

Dan Verssen Games

Field Commander—Rommel is the first game in the new **Field Commander** series, which will be unique in consisting of solitaire games. This game covers three campaigns featuring Rommel: France 1940, North Africa 1941, and D-Day 1944, with the player commanding Rommel's forces. <http://www.dvg.com>

Fiery Dragon

Army of Ireland covers the Battle of Ridgeway in 1866, between Irish-American and Canadian forces. <http://www.fierydragon.com/>

GMT

Blackbeard is a reworking and updating of the classic Avalon Hill version, by designer Richard Berg. It takes two to five players. <http://www.gmtgames.com/>

Guild of Blades

Stalingrad is the latest in the Empires of History series and is a small box game. <http://www.guildofblades.com/>

Khyber Pass Games

B-29 is a solitaire game that was inspired by Avalon Hill's **B-17 Queen Of The Skies**. In B-29 the player flies missions over Japan, during 1944-45.

www.khyberpassgamesonline.com/

MMP

There is a new **Advanced Squad Leader** game! **Valor of the Guards** is the seventh Historical Module and covers the fighting for Stalingrad in 1942 and 1943.

The Devils Cauldron is a big game (seven maps, eleven sheets of counters) covering at a detailed tactical level Operation Market-Garden. It offers a range of scenarios with different playing time and map requirements. It uses the game system from Victory Games' **Panzer Command**.

<http://www.multimanpublishing.com>

Victory Point Games

There are three new games from Victory Point Games. **Caesar 40** covers Caesar's crossing of the Rubicon, and includes rules for politics and economics as well as military conflict. **Crisis 2020** covers a hypothetical political conflict in America between government, rebel, and interventionist forces. Both games are designed by Joe Miranda. **Ancient Battles Deluxe**, from designer Mike Nagel, was inspired by Bill Banks' classic **Ancients**. The new game looks and plays very differently however.

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

NEW MAGAZINE WARGAMES

Strategy & Tactics #249 contains the game **Forgotten Napoleonic Campaigns**. <http://www.decisiongames.com>

Vae Victis #80 contains two games, **Fight for Africa 1960-1980** (in the **En Pointe Toujours** series) and **Kolwezi 1978**, a solitaire game.

<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

Tsaritsyne 1919 covers a famous battle from the Russian Civil War known as "The Red Verdun." It uses the same game system as **Orel** from *Vae Victis* #75. http://perso.club-internet.fr/fredbey/CeC_US.htm

CHS

Alam Halfa uses a game system similar to the earlier **Mersa Matruh** to cover the fighting at El Alamein from late August to early September 1942. For more information, contact the designer/publisher Chris Harding. E-mail: topkat@chariot.net.au

Firefight Games

Rampage! covers Mamontov's Cavalry Offensive, Aug.-Sept. 1919 during the Russian Civil War. <http://firefight-games.com/>

Minden Games

There are three new naval wargames from Minden Games, each using the **Battleship Captain** game system and each containing a free copy of Minden's **Salvo!** game. **Tsushima** covers the pre-dreadnought game (pre-1906), **Grand Fleet** covers the dreadnought era before and during World War One, while **Battlewagons** covers the World War Two era. All games come with ship counters from all major nations of their eras.

A new Panzerschreck Anthology contains some previously issued games (**Sniper Attack** and **Masada**) as well as a new solitaire game, **Madagascar 1942**, on the British invasion of Madagascar in May, 1942, against its Vichy French defenders. http://minden_games.homestead.com/

Wargamedownloads.com

New is **Montrose Triumphs: the Battles of Alford and Auldearn** from designer Roberto Chiavini. <http://wargamedownloads.com>

NEW WEB RESOURCES**Free games**

La Bataille de France, 1940 (War Storm, NB this is a demo of an upcoming game) <http://www.warstormseries.es/DEMO-FRANCIA1940/DEMO-LBF1940-ENG.zip>

Le Diable au Cor (No Turkeys #2) <http://www.valgame.eu/noturkey/LeDiableauCor.pdf>

Imperial Ambitions (Kelly Everit, NB new version) <http://grognard.com/info1/impambv25.pdf>

N30 (Marja Unrstarjo/Michael Erwin, NB updated version) <http://www.thewargamer.com/grognard/n30v351.zip>

Sangre y Fuego, Ludo #8 (Enric Martí) <http://www.box.net/shared/7bspw1g84w>

Velmad: Battles at Sea <http://velmad.spacegame.es/index.php>

Official Rules

1776 (AH) (NB 3rd ed. rules) <http://www.thewargamer.com/grognard/1776ed3.pdf>

1914, Twilight in the East (GMT) http://www.consimgames.com/docs/1914_tite_rulebook_2008_04.pdf

Crusade and Revolution: the Spanish Civil War 1936-1939 (MMP) [http://www.boardgamegeek.com/file/download/32831/C&R%20-%20Rulebook%201.8%20\(April%202008\).pdf](http://www.boardgamegeek.com/file/download/32831/C&R%20-%20Rulebook%201.8%20(April%202008).pdf)

Land without End (DG) http://www.decisiongames.com/LWE_revised_rules.pdf

Russia Besieged (L2) <http://www.boardgamegeek.com/file/download/32334/RB%20Living%20Rules-11-Apr-08.pdf>

Errata

L'Aventure Mexicaine 1862-1867, Vae Victis #79 (HC) <http://grognard.com/errata1/avalanche.txt>

B-29: Superfortress (Khyber Pass) http://www.boardgamegeek.com/file/download/33148/b29errata_v6.pdf

Battle of the Bulge '65 (AH) <http://grognard.com/errata1/batbulge65.doc>

CSA : America's Civil War 1861-1865 (Fiery Dragon) <http://grognard.com/faqs/csafaq.doc>

Gettysburg, Command #17 (XTR) <http://grognard.com/errata1/gettylgg.txt>

Highway to the Kremlin (OSG) <http://www.boardgamegeek.com/file/>

[download/32029/HTTK%20-%20Q&A.doc](http://www.boardgamegeek.com/file/download/32029/HTTK%20-%20Q&A.doc)
<http://www.boardgamegeek.com/file/download/32028/HTTK%20-%20Errata%20and%20clarifications.doc>

Maneuver (GMT) http://www.boardgamegeek.com/file/download/32900/Manoeuvre_FAQ_5-01-08.doc

PanzerGrenadier (Avalanche) http://www.boardgamegeek.com/file/download/33064/PG_3rd_Edition_FAQ_Clarifications_Jan05_2008.doc

Red Star Rising: The War in Russia, 1941-1944 (MMP) <http://www.boardgamegeek.com/file/download/33417/RSR%20Errata.doc>

Solferino 1859, Vae Victis #55 (HC) <http://grognard.com/errata1/solferino2.txt>

To the Wolf's Lair (PWG) <http://grognard.com/errata1/wolferat.jpg>
<http://grognard.com/errata1/wolfqa1.jpg> <http://grognard.com/errata1/wolfqa2.jpg>

Waterloo 20 (VPG) <http://grognard.com/errata1/waterloo20.txt>

Rules Translations

L'Aventure Mexicaine 1862-1867, Vae Victis #79 (HC) <http://grognard.com/info1/aventmex.doc>

Espana 1936 (Games) <http://www.boardgamegeek.com/file/download/32968/englishinsE36-PDF.pdf>

Kolwezi 1978, Vae Victis #80 (HC) <http://grognard.com/info1/kolwezi.doc>

Rorke's Drift 1879, Vae Victis #79 (HC) <http://grognard.com/info1/rorke.doc>

Ultimus Romanum, Vae Victis #74 (HC) <http://grognard.com/info1/ultromrul.pdf>

★ ★

Jeff Miller Wins *WarAt Sea!*

Jeff Miller has emerged the winner of the first AHKS *War at Sea* Tournament! Besting a field of 7 other players, Jeff took his 3-0 record against Ed O'Connor's identical record in a hard-fought championship round. Ed's Allies conceded the win to Jeff's Axis at the end of turn 6. Tournament statistics and an after-action report of the championship round are provided below.

Tournament Statistics. The WAS tourney began at the end of 2006 with 8 players divided into two brackets. The two brackets, Red and Blue, were determined randomly, with each player scheduled to play each other player in his bracket one time. There was no bidding for sides, or any of that other fudgy tournament stuff. The only modification from the original rules was to allow American ships a progressive chance to enter each turn, an early play balance variant from the pages of *The General*. Three points were awarded for a win, one for a draw, and zero for a loss. After the completion of the three preliminary rounds, the standings were:

Blue Bracket:	Red Bracket:
Ed O'Connor (9)	Jeff Miller (9)
Stan Forbes (6)	Joe Harkins (6)
Doug Turnbull (3)	Chuck Kaye (3)
Gene Millard (0)	Lee Massey (0)

Both Gene and Lee had to withdraw before the tournament was completed. So, of the 13 games originally planned, only 9 were actually played. Of those 9, 5 were Axis victories, 4 were Allied. Players were allowed to play their games using whatever system they preferred, with the default being a simple e-mail listing of moves and combats. I did provide the players with some player aids for unit listings to use that I found online, if they wished. We completed four rounds of play in just under 18 months. Not too bad, I figure, as I did not impose any arbitrary deadlines on game or turn lengths. Games ranged in length from 2 turns, an early concession, to the full 8. In fact, Jeff's first game went the full 8 turns against Joe Harkin's Allies. As far as I'm aware, there were no rules disputes or anything less than courteous play.

I was my pleasure to host this tournament, and I am currently thinking of another, perhaps using a different

game, because hosting this one was not particularly difficult. Other than a little work in the very beginning, very modest record keeping, and the occasional prodding for a status report, the tournament ran very smoothly. I would like to host a tournament that could be open to those of you who don't use e-mail, but I have a few concerns about the cost and the amount of time necessary to do that. Let me think about it, and watch for announcements in a future issue.

My congratulations again to Jeff on his victory!

WAS Championship Round After-Action Report

Yes, if you make it to the final round of one of my tournaments, you will be required to keep notes so some sort of replay can be featured in these pages. The following report describes the action of the Championship Round between Jeff Miller's Axis and Ed O'Connor's Allies. Notes were provided by the players. I have edited them mostly to reduce redundancies in the descriptions of the action and to adjust verb tense for clarity. Any color commentary comes from the players themselves. My few comments are provided in italics.

Turn 1 Allies. The Allies play conservatively, heavily patrolling the North Sea, North Atlantic, and South Atlantic. Jeff does the same thing and takes the Barents, the Baltic and the Med, picking up 2 free POC (*Points of Control*). The only action is the Allied air strike against the Italians in the Med, which misses completely.

Turn 1 Axis. Faced by a Royal Navy that shows little taste for confrontation, the Italian navy takes control of the Med, shelling Malta at their hearts desire. The Kriegsmarine continues its shakedown cruises in the Baltic and the Barents, in preparation for target practice on the Hood in the near future.

Both players appear to be feeling each other out, and avoid general action. Allied luck with the air strikes is poor, perhaps an omen of things to come. End of the turn has the Axis with a 2 POC lead.

Turn 2 Allies. The Allies go for the Barents this turn, patrolling there and the North Sea heavily. The South

Atlantic gets enough to handle the Italian cruisers if they sortie, and the North Atlantic gets a "killer group" of 4 BBs and the Eagle (*an aircraft carrier*) to discourage the Axis from going there. They aren't discouraged enough, however, because the whole German Navy shows up. Things start out badly for the RN as the two U-Boats remaining after ASW disable (*return to port*) two BBs. In the air actions, the Eagle nicks the Bismark for 1 damage (*out of 9 possible*) while the Axis air strike sinks a CV and CA in the Barents. In surface combat, the Germans sink the two remaining BBs and the Eagle in the North Atlantic, but not before the Scheer was damaged and the Hipper and Lutzow go down. At the end of the turn the Germans try to oil their undamaged ships at sea. The Gneisenau and 2 CAs remain at sea, while the Scharnhorst has to put in to the South American neutral port.

Turn 2 Axis. Turn two starts opening up the game. The Royal Navy pushes its nose into the Barents in an attempt to shell the peaceful towns of Norway. This leaves an opening for the Kriegsmarine to strike into the North Atlantic. The Wolfpacks disable two of the old British BBs, and while the Eagle manages to do some minor damage to the Bismark, the resulting engagement sees two British BBs and the Eagle slip below the waves. The Kriegsmarine is left in control of the North Atlantic. Only a BC and CA go down on the German side. Off the coast of Norway, the Condors find a CV and CA and send them both to the bottom. In the Med, the RAF again misses the Italians, and the Italians continue control there. Linking up with the oilers, three ships remain at sea while one ends up enjoying the warm breezes of South America.

Action opens up in earnest, with the Axis clearly enjoying a run of luck. The "killer group" does not deter Jeff, and the Axis U-Boats quickly make the North Atlantic a lop-sided affair. The remaining British do give a good account of themselves. But the Axis air kills two out of three targets, while the RAF continues to be impotent. The Axis picks up another 3 POC, for a total of +5.

Turn 3 Allies. With three oiled raiders loose and the Scharnhorst in South America, the RN patrols the North Sea, North Atlantic, and South

Atlantic heavily. Jeff takes the empty Baltic, Barents, and Med, while the Scharnhorst stays in port, costing the Axis 1 POC. The only action is the RAF attempt to bomb the repairing Bismark and Admiral Scheer in port, which totally misses.

Turn 3 Axis. *I either didn't get an Axis Turn 3 or misplaced it. Jeff's computer had a meltdown about this time. Fortunately, not much activity this turn.*

Ed appears to be adopting an "abandon the Med" strategy, which will leave the Italians in play until the end of the game. The RAF continues to shoot poorly, missing everything yet again. The Axis picks up another POC to +6.

Turn 4 Allies. The turn starts with the North Sea firmly controlled by the RN, but the Barents open because of Turn 3 U-Boat activity. Scharnhorst is still in the neutral port, and Convoy 1A starts in the North Atlantic. The USS Texas is released for duty, but the Russian Red Banner fleet stays home. Since the Russians need the supplies (and the Allies need the POC), Convoy 1A pushes on into the Barents, protected by the Hood, 4 King George V class BBs, and 3 CAs. The North Sea is held by 6 older BBs, a CA and 2 CVs. In the North Atlantic, 4 old BBs, a CV and Convoy 1B join the Texas, while in the South Atlantic Renown, Repulse, 3 CAs, and a CV wait for the Scharnhorst and the 4 Italian CAs.

The Axis responds aggressively. Scharnhorst and the Italians sail into the South Atlantic, joined by 6 U-Boats. In the north, one German CA holds the Baltic, while Bismark, Tirpitz, Gneisenau, Graf Spee, Admiral Scheer, Blucher, and Graf Zeppelin all come out to challenge the RN in the Barents. In the South Atlantic, ASW shots sink one sub and disable two. The Repulse is disabled by the U-Boats in return. In the first combat round, the British disable two Italian CAs and hit Scharnhorst for maximum damage. Return fire disables the Renown (with max damage (*i.e. an amount of damage equal to but not exceeding the armor factor, which would sink it*)) and 2 CAs. By the time the smoke clears, the last RN CA and CV have been sunk, leaving the Axis in control of the area.

In the Barents, the Axis air strike disables the Duke of York and Anson, so British spirits are low. Then in the

first round the RN disables Bismark, Tirpitz, Gneisenau, and Admiral Scheer, and hits Graf Zeppelin for maximum damage. The Admiralty is happy, until German return fire sinks all three cruisers, the King George V, and hit Hood and Price of Wales for 4 damage each. The British eventually disable two remaining Axis ships, winning a Pyrrhic victory. Losing 4 ships to none for the Axis. The convoy makes it through.

Axis Turn 4. Feeling the British Home Fleet is on the ropes and spread thin, the Kriegsmarine pulls out all the stops! The Grey Wolves, Scharnhorst, and the deadly Italian CAs strike into the South Atlantic while the massed German fleet sorties into the Barents under the watch of the Condors. The Condors find two of the British BBs and do enough damage to scare them back to port (disabled). In the South Atlantic, the Wolves take 50% losses and only damage the Repulse; revenge is sworn against the British tin cans. The ensuing surface action round reduces the Brits to a CV and CA vs. a Scharnhorst on crutches and 2 deadly Italian CAs. The second round sees the British driven from the ocean, and the Italian CAs sail close to Wales to bombard coastal towns to add insult to injury (*a bit of good natured cajoling here, meaning nothing in game terms!*).

In the Barents, the British disable all of the big boys, while the Home Fleet sees 3 CAs slip beneath the waves, and another two BBs limp into port in Russia. This situation has Hitler foaming. Without any damage to the British, a pocket battleship is sent home, leaving a CA and a listing CV facing the Prince of Wales and the Convoy. But the last rounds see the convoy make it through with the German fleet driven home in disgrace. You know the feeling of having the opponent on the ropes and then blowing it...yeah...firing squads all around.

Although the Axis lost the battle in the Barents and Jeff looks at this as a defeat, even with the convoy getting through, total POC does not change and the Axis stay at +6 because of the victory in the South Atlantic. More importantly, the Royal Navy is losing a lot of ships, while the Axis ships are merely damaged or

returned to port. This will make the end game difficult for the Allies.

Allied Turn 5. The RN again goes to patrol the Barents, sending 5 KGV class BBs (one damaged), a cruiser, and a carrier. The North Sea gets 6 old BBs and 2 CVs. Four old BBs, a cruiser, and a carrier go to the South Atlantic to oppose the Scharnhorst, now based in France, and the Italian cruisers. The North Atlantic, shielded from the Axis except for Scharnhorst, gets the Texas, New York, Washington, a cruiser, and Convoy 2B, which forgets to move on to the Barents. Renown is repaired in England.

The Axis responds by sending Blucher to the Baltic, where the Russians again fail to sail, and repairing the Graf Zeppelin and Scharnhorst. Everything else, including the Bismark, Tirpitz, Gneisenau, Admiral Scheer, Graf Spee, Prinz Eugen, and 6 U-Boats come out to the Barents. ASW sinks one U-Boat and disables three. The U-Boats then disable the Prince of Wales and put max damage on one KGV class BB. British planes disable the Bismark and put max damage on the Gneisenau, while the Luftwaffe whiffs. In combat round 1, the Royal Navy fires well, sinking the Admiral Scheer and Graf Spee and disabling Tirpitz and Prinz Eugen. Return fire sinks the Duke of York, hits and disables the Anson, and puts max damage on the Howe. The Germans then run, leaving the Barents uncontrolled (because of the surviving U-Boats).

Axis Turn 5. With the Russians cowering in fear, and the Brits putting forth a maximum effort in the South Atlantic, the Italian CAs sail home in victory to refuel and rearm (*do not contest the South Atlantic*). In the north, the Kriegsmarine sails into the Barents with the Wolves in support to try and take out some more of the British Home Fleet; they really should stop invading the Norwegian home waters! But the bloody British DDs take out 200% more Wolves than expected and then the Condors are trapped by fog on the fields and can't launch (*miss*). Still, one BB is disabled and another reduced to a cripple by the surviving wolf pack. The following surface action has the Brits holding their own and driving off the valiant Kriegsmarine. Only the remaining U-Boats keep the Barents free of the Imperial British swine! Swearing vengeance, the German navy regroups

for the next round.

The Allies re-establish control over the South Atlantic and again win the battle in the Barents, but forgetting to move the convoy into the Barents costs the Allies 3 POC, at least for now. Note how the lone Scharnhorst and the Italian CAs draw a great deal of British strength into the South Atlantic. Axis dice are getting cooler, as the Kriegsmarine limps home for the second time in two turns. POC, however, remain at +6 for the Axis.

Allied Turn 6. The Royal Navy again heads into the Barents, with Hood, Repulse, Prince of Wales, Anson, a CA, and a CV, all escorting Convoy 2B towards Russia. KGV and Howe repair from maximum damage in Russia, and Renown misses the speed roll from England and has to return to port. The North Sea is again patrolled by 6 old BBs and 2 CVs. The South Atlantic gets 4 old BBs and a CV to guard against Scharnhorst and the Italian CAs, while two RN cruisers join the New York, Texas, Washington, Tuscaloosa, and Convoy 3C in the North Atlantic. The Russians once again fail to sail.

The Germans yet again come to fight in the Barents with Tirpitz, Bismark, Prinz Eugen, Blucher, Graf Zeppelin, and 7 U-Boats. The fully damaged Gneisenau patrols the Baltic, while the Scharnhorst stays in port (*although now trapped in France, its role is to draw British strength into the South Atlantic*). ASW shots are very good, sinking 3 and disabling 3 U-Boats. The remaining sub misses, but still breaks Allied control of the Barents. The Allied air strikes put 3 damage on the Bismark, and the Luftwaffe sinks the Anson. But in the surface action, the Royal Navy falls short of what is needed, only disabling the Graf Zeppelin. The Germans, however, do what they had to do, sinking Prince of Wales, Kent, and Repulse.

That leaves only the Hood and Convoy 2B facing two Axis BBs and two CAs. Since it is fairly clear that the convoy was not getting to Russia, or anywhere except the bottom of the sea, and being down 6 POC, the Allies surrender to avoid more useless bloodshed.

In retrospect, the Allies made a mistake on Turn 3 in giving up the Barents to protect the North Atlantic. This only meant that both areas had to be

The Kommandeur

covered on Turn 4, which spread the fleet a little too thin.

Axis Turn 6. The turn opens with a strong British force in the South Atlantic, the US in force in the North Atlantic, the North Sea locked with 6 BBs and 2 CVs, the Russians still cowering in port, and a beat up British Home Fleet and convoy in the Barents.

Determined to cut the supplies to Russia and save the 6th Army in Stalingrad, not to mention making up for the last two turns, the Kriegsmarine sails in force: 2 BBs, 2 CAs and 1 CV, into the Barents. All 7 U-Boats and the Condors move in support of the remnants of the fleet. The bloody tin cans nail the Wolves, 3 sunk with all hands, 3 driven away, leaving a sole Wolf which promptly forgets how to launch all tubes and misses the Ark Royal! The Condors and Stukas finally manage to put the Anson under the waves, but the rest of the British fleet survives. Goering's reputation with Hitler drops another notch. The Ark Royal manages to damage the Bismark. Those Swordfish do pretty well for biplanes, but more importantly the fleet remains at sea. The British guns only manage to disable the Graf Zeppelin, while the return fire from the German fleet smashes the British fleet, leaving only a listing Hood and the convoy facing 2 BBs and 2 CAs. To avoid the slaughter of the merchant ships, the remnants of the British fleet heave to and allow the German marines to board. Lots of JD found aboard several of the merchant ships make it a very merry night for the Kriegsmarine!

With two POC gained, for a total of 8 at this point, the game is very much a long shot for the British. It would have to attempt to take out the rest of the German fleet and take over the Med at the same time. Overall, a very interesting game. I give all the credit to the dice. They were smoking for me the first few turns, cooled a bit in Turns 4 and 5, and then heated up again on Turn 6. Ed is a very good opponent and taught me some of the finer points of the rules, which I'm ashamed to admit I've been playing wrong for a very long time...

Thanks to Brian for running this one, very enjoyable. The advantage of AHKS has always been, at least to

me, the fact I can count on dependable opponents, usually with a sense of humor! OK, so now the challenge is how many of you can get off the fence and join in another tournament game. It doesn't have to be a game you're an expert in, just jump in and have fun. I'm willing to join in or perhaps GM anything in the AH/VG line.

And so the WAS tournament ends with a gracious concession and an equally gracious victory. I'm not so sure I would have conceded the game as soon as Ed did, given the vagaries of the dice this game provides, but his conclusion was probably correct. He was not helped by poor luck in the early turns and on Turn 6, or by forgetting to move the convoy on turn 5. POC may have been only +3 at the end of Turn 5 if the convoy had moved. The fact that the Soviet fleet sat for three turns didn't help either, as they provided no distraction for the Kriegsmarine. In the end, however, it may have been Jeff's boldness on Turns 2 and 3 that made the game. Sometimes, fortune favors the bold. Or, as my old boss used to say, "Sometimes it's better to be lucky than good!" Congratulations, Jeff, on a fine win against a fine opponent.

★★



Jeff Miller



Games Wanted

Afrika Korps
 Anzio
 Victory in the Pacific
 Storm over Arnhem
 Devil's Den
 War at Sea
 Guns of August
 Battle of the Bulge '81
 Battle of the Bulge '65
 D-Day '65 or '77
 Gettysburg '77
 Alexander
 Fortress Europa

If you have any of the above games for sale, send the cost and condition to:

Greg Dilbeck
 LDMCKINNEY@dhr.state.ga.us

The VP's Corner by Randy Heller

In the last VP's column, I took the liberty of quoting from *Fire & Movement* magazine. I would like to do so again with the intent of focusing on a very important aspect of boardgame design, which happens to be rules writing. Before I do so, allow me to toss in an endorsement. *Fire & Movement* has come a long way in improving its quality over the past couple of years. I believe much can be attributed to the new editor, Jon Compton. His editorial writing is top notch. If you haven't looked at *Fire & Movement* in awhile, please consider taking another look whenever you get the opportunity. I think it will be a pleasant surprise.

In the latest issue, Robert Delwood writes, "**Onward Christian Soldiers** is a Richard Berg design, which means you'll wade through about the worst written rules in the industry. The problem is the rules were never proofread and grammar is very much a distraction. The game is complex enough but becomes a downright chore having to figure out which concept the writer meant." Personally, I can't lay the blame at the feet of Richard Berg as much as I can lay the blame at the doorstep of the company which published the game. Although I confess, as a game designer, I would want to review the final product before my name appeared in print on the game box. Mr. Berg's financial success is due in large part to his prolific design work. Time limitations necessitate relying on a good developer to ensure the game is fine-tuned and, in general, makes sense. It is here that the developer of **Onward Christian Soldiers** apparently did not fulfill his obligations. Regardless of the reasons why such a game sees print, we, the gaming community, need to voice our concerns and disappointments to the game manufacturers. Rules should be clearly and concisely written. Wouldn't it be helpful if a separate award category for rules clarity be established for ORIGINS acknowledgment? What game comes to mind as one of the premier examples of rules clarity? For me, it is Chester's work, **Bastogne or Bust**. This is not a simple game; however, the rules are simply written. By this, I mean clearly and concisely. The proof in the pudding lies with the very minimal errata for the game.

Summer convention season is upon us, and this happens to be an AHKS election year. As in the past, it would be useful if AHKS members attending The World Boardgaming Championships would take some time out to meet briefly to discuss our projects. I, for one, have a presidential candidate in mind.

Randy Heller



Treasury Notes



It's summertime once again!

By the time you read this, June should be bursting out all over, and it is likely that this cool spring weather we've been experiencing here in the Midwest will have turned to its usual hot and humid self. Amidst the family vacations and whatnot that usually accompany the hot summer months, there isn't anything much better in life than cranking up the AC and pouring over your favorite old wargame or a new acquisition when it is just too hot to do anything else.

It's also a good time to start up a new match or two within your favorite play-by-mail society. I think I have started more new games with new opponents over the summer than any other time of year. In part I think that's because I still allow myself to fall victim to TV watching during the regular TV season, but watch little over the summer months. I have little use for repeats or the usual reality junk the networks put on TV in the summer, and my family and I have yet to succumb to getting cable and having even more precious time sucked away. Alas, that will probably change next year when we all go digital or nothing. Nothing is tempting, but the kids would probably scream!

Anyway, time to get caught up on all those moves you know you've been meaning to get to, peruse the local game store if you still have one, or to try something new. Get to it! Perhaps this will be the year you make it to the WBC, coming up in early August, to try your luck in the contest for the Iron Man trophy. You won't see me there this year (again). Maybe someday....

Check the opponents wanted list, why don't you; see if there is something there that sounds interesting, and give it a go. I don't think you'll be disappointed.

War at Sea PBEM tournament news

As announced elsewhere in this issue, Jeff Miller has emerged as the champion in the first ever AHIKS WAS tournament. See the separate article for a summary of the tournament and the

The Kommandeur

after-action report of the championship round.

Third Reich battle report

The action resumes with the Allied Spring 1942 turn. The Axis Summer turn ended with significant breakthroughs and the pocketing of large numbers of Soviet units in the East, with the West and Mediterranean fronts maintaining the status quo.

Allied Spring 1942. The Western Allies are quiet, with attritions only in the West and Med. The Soviets, however, take an offensive. In what at first appears to be a rather odd move to the Axis, it quickly becomes clear that the Allies are going to go for the double Spring/Summer move. The Soviets make an infantry attack against the thin Rumanian line in the Southern Ukraine. A second, smaller effort is made against the Vichy French tankers in the Northeast Caucasus. The Rumanians cave quickly, and the Soviets punch a hole in the Axis line. The Soviets construct several armor units near the hole, plus one in the northeast Caucasus, but only a couple of small Rifle armies defend Moscow. The question is the target of the Soviet offensive: Bucharest and the removal of the Rumanian army, or something more grand. The Western Allies make no builds, but the first Americans arrive in England.

Allied Summer 1942. The Western Allies again leave all the work to the Soviets, taking attrition options on both of their fronts. The Soviet armor in the Ukraine heads due west, then turns north. The objective is the capture of Warsaw, and the pocketing of all Axis units on the East front! To accomplish this feat, the Soviets make a seaborne invasion against the replacement counter in Konigsberg, to complete the ring of units, ZOCs, and controlled hexes, from south of Dnepropetrovsk all the way to the Baltic Sea. This attack decimates half the Red Banner fleet, but the infantry struggles ashore. Soviet armor from Leningrad seals off the only possible port which could be used to supply the army by the Kriegsmarine, Parnu (in the Baltic States). Warsaw falls to the advancing Soviet armor. In the Caucasus, the newly constructed Soviet tank army slips around some Italian armor, grabs Grozny and

heads into the mountains. Isolation of the entire Axis force is completed by the emergence of partisans in the Caucasus near Batum. The Soviets build relatively few units, however, leaving only a screen defending Moscow, plus a hefty garrison in Leningrad. Only the seven panzerkorps that exploited in the Axis Spring turn will be able to move and fight in the Axis part of the turn. The Western Allies again construct no units, but the Americans do send a Murmansk Convoy of 40 BRPs. They meet unexpected resistance from German U-Boats, however, and 10 are sunk. These 10 BRPs are about to play a pivotal role in the game.

Axis Summer 1942. At first glance, the Axis position in the East appears to be in shambles. However, the Soviets have underestimated the ability of the Axis to re-establish supply to their army and, because of the unexpected loss of 10 BRPs to U-Boats, the ability of the Axis to take an offensive and reclaim the initiative despite the loss of BRPs from the loss of Warsaw. Declaring the entire Kriegsmarine as supply fleets, plus most of the Regia Marina as well, the Axis sets to work restoring the situation in the East, with even bigger plans in store. Some of the now very angry exploiting panzers move to attack the Soviet armor blocking Parnu, while others attack to clear a path into the now empty Moscow. One panzer in the Caucasus races to take Sevastopol, which is also undefended, while the panzers from the Caucasus front and central Russia make contact in the steppes. With the path through Parnu cleared, and the establishment of a path of hexes from Sevastopol to the Baltic States, the Axis army is saved when the supply fleets relocate to Kiel and Istanbul. Only a couple of units in the Caucasus are lost as out of supply. Axis forces redeploy to make the best of the situation in the East, while mostly ignoring the Med and West. A lucky shot does eliminate the Free French in Malta. Ending the turn with more BRPs than the Allies, the Axis gets to go again.

Axis Fall 1942. Time for another demonstration of why it is generally a bad idea for the Allies to take a flip when it remains possible for the Axis to get one in return (remember what happened when the Allies made an attempt to knock out the Italians in 1940, which led to the fall of Egypt and

the rest of the Middle East). Again for the most part ignoring the Mediterranean and West other than to dress lines, the Axis take another offensive in the East. German infantry walks into Moscow unopposed, and the Soviets lose 15 BRPs, while the German gain 15 BRPs. A 2-1 assault on Leningrad (48 to 24) succeeds in taking the city without loss; another 15 BRP gain/loss in favor of the Axis. Vologda falls to the Finns, cutting the Murmansk supply route. German armor moves around Moscow both from the north and south, and heads due east unopposed, deep into the Soviet interior. Meanwhile, additional panzers take Stalingrad and head to the banks of the Caspian Sea, isolating the Soviets still in the Caucasus. Other Axis units move to re-establish overland supply links to Helsinki and through Poland. Warsaw is re-captured, and the Soviet armor still in supply from the prior turn's exploitation is surrounded and pinned. Half of the remaining Soviet air force is eliminated by air attack, and the lone Soviet unit that might be able to move in the coming Allied turn, the Caucasus partisan, is eliminated in a 1-1 attack from Batum. Except for one air factor, the Axis take no losses this turn, and the Soviets are broken. With only 48 BRPs and essentially no army, the Soviets will have to spend almost everything they have in their Fall turn just to stay in the game.

The beauty of this game is the sometimes dramatic shift in fortune that results from a slight oversight, under- or overestimation, or misunderstanding of a rule that didn't seem important, until it hits you in the face. Stay tuned until next time to find out if the Soviets will survive, and whether the Western Allies will finally decide that it's time they have to do something to take the war to the Axis.

Treasurer's Report

Here are the numbers since last time:

Starting Checking Balance (4-1-08):	\$ 2,389.17
Income:	
Dues and contributions	\$64.00
Expenses:	
K March/April Printing	\$ 80.59
Checking Balance as of 6-1-08:	\$ 2,372.58

Perpetual Fund Balance, 4-1-08:	\$ 2,621.50
Interest Income (reported):	\$ 17.73
Contributions transferred from checking:	\$ 0.00
Perpetual Fund Balance 6-14-08:	\$ 2,639.23
Operating funds in CD, 4-1-08:	\$ 5,565.84
Interest Income (reported):	\$ 37.64
Operating funds transferred from checking:	\$ 0.00
Operating funds in CD, 6-14-08:	\$ 5,603.48
Total balance in CD, 4-1-08:	\$ 8,187.34
Reported plus anticipated interest to 6-14-08:	\$ 55.37
Total anticipated balance in CD, 6-14-08:	\$ 8,242.71
Total Treasury 4-1-08:	\$ 10,576.51
Total Anticipated Treasury, 6-14-08:	\$ 10,615.29

Our CD will mature on 6-14-08, and I have received a statement indicating anticipated interest upon maturity, hence the reference to "anticipated" balances. Actual amounts may vary slightly and will be reported next time. This CD was renewed for only a four month period, and I "anticipate" that we will make a similar investment upon the maturity of this CD. Note that despite the free memberships this year, our total treasury balance has continued to creep up. We are up about \$120.00 since the end of January, which includes two K printings. We have reduced K expenses by more than 50% by converting many memberships to the eK. In August, 2007, we paid \$128.10 to print and mail the K, compared to the \$80.59 you see above for March/April of this year. As it is unlikely that there will be much additional income from dues this year, I do expect our expenses to slightly outpace our interest income growth for the rest of the year, so long as interest rates remain low. However, unless we undertake something major, we should end the year just about where we started, which was the overall idea.

I would be remiss if I didn't say anything about our upcoming AHIKS elections. If you'll have me, I will be happy to continue as your Treasurer. My friends, in this busy national election year, I won't bore you with any statements of policy or accomplishments, except to say that I once survived sniper fire while playing a game of **Sniper!**

Brian Stretcher

The web version of this issue (in color) is available at our website (www.AHIKS.com).
 User name = "AHIKS"
 Password = "Habforce" (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 Habforce.)
 If you still have trouble accessing the web version, contact Tom Thornsen at the address on page 12.

(Continued from page 1)

Oct. 11-12 Oshkosh, WI
 OSHCON 2008
<http://www.oshcon.org/>

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

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: August 15, 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.

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
1776 (AH)	(1163) West Cyber
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
Inkerman 1854 (SPI)	(0044) DeWitt
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
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)	(1163) West Cyber
Panzer Leader (AH)	(0711) Leonard E
Pre-Stags (SPI)	(0817) Riley E
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
Russian Campaign (AH)	(1551) Dohrman Cyber
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
Wagram (SPI)	(0044) DeWitt 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 Qualtieri 0757

History of World—Jeff Miller 1303

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.)

(Continued from page 1)

minded individuals who decide to come together in groups of two or more to recreate historic simulations through something we know and love called wargaming. This, in itself, makes us unique. We should treasure that and value it. But, in our attempt to blow each other to smithereens, we do something else; we broaden our world! We get to know people from Southern Alabama to Eastern Maryland and Southwestern Arizona! That's a great thing. And that's something I, as your new President, would like to emphasize: Let's make this a real Society.

But another thing I'd like to emphasize is integrity.

Let me put it this way: if you spend even one night setting up the counters for a game you'd like to play through AHIKS and your opponent bails on you the first turn, you've already wasted one night of your life. Life is short; you'll never get that night back. Oh well...so it goes. But what if you spend a night setting up your ultimate **Stalingrad** offense, after which you get a Russian reply setup? Great! The game begins and you push deep into Soviet territory. Several turns later, just as you're one hex outside of Moscow, your opponent suddenly becomes "quiet." Hmmm.. "Wonder what's up," you say to yourself. "Aw...heck... he must be on a business trip or something. I'll just send him a friendly reminder that it's still his turn." No response. A week later you send him another reminder. "Hey, it's me... you still playing **Stalingrad** with me or not?" No response. Four weeks later and you send him an "Are you there?" e-mail. Nothing.

Now you've spent six weeks of your life for what? An incomplete game—basically a total waste of all the

time that you invested. What else could you have done with all that time? Hugged your child, kissed your wife, built a tree house in the backyard, built a temple to commemorate the Dali Lama, written a requiem to the Coldstream Guards at Waterloo, written an article for *The Kommandeur* to make Omar happy, etc.

See?

Okay, I joke, but you get the idea.

My point is: there is nothing sacred about AHIKS unless we make it sacred. Without a system to verify the reliability of opponents, AHIKS offers little more than the ubiquitous internet pbem sites where you may have an opponent one day but gone the next.

With AHIKS, I will assure you that membership is as hard a guarantee as one can get in this hobby. If you decide to become a member of AHIKS you need to be assured that the opponent you get will:

A. complete moves on time, within a mutually agreed upon timetable

B. play according to the rule set you requested

C. play fair and be accountable for errors, if they should occur

I could go on but I think the best way to describe my "platform" as someone interested in becoming AHIKS President is to say that I cannot "become" the AHIKS Society simply by being elected its President. You, the membership, *are* AHIKS. It's up to you to guide the Society in its most proper course. I just hope to help steer it with you.

Thank you, and I ask you to vote for me for your future AHIKS president.

Charles Marshall

From the Editor

The next issue, August, will be delayed as usual for the WBC. The deadline will be August 15. If you attend, why not plan to write a few paragraphs and send them to me for that issue. We all, I think, are interested in the impressions other members have had at the various conventions they have attended. What did you do? Whom did you meet? Did you enjoy yourself? I will be there Thursday evening through Sunday noon. Look me up and say hello.

The elections are approaching in December. The office of President is open; the Vice President is appointed. Bill Watkins has voiced a hope that someone will run for Secretary, but he will carry on if no one steps forward. Andy Johnson, Brian Stretcher, and I will run for reelection, although any member may also run for these offices. I trust that Roger Eastep and Dave Bergmann will also run for reelection. I know that most of you just want to play games, but perhaps you feel you should give something back to the Society? Give it some thought. If you are the least bit interested, let me know.

This month's password, Habforce, was the codename for the expedition to Iraq in May, 1941, from Habbaniya Force.

Book Review

The Terror Before Trafalgar

Nelson, Napoleon, and the Secret War
by Tom Pocock

255 pages, maps, photos

\$25 © 2002

W.W. Norton and Company

Reviewed by Omar DeWitt

In England, "the terror" was the concept of the working classes rebel-

ling against the God-given rights of the aristocracy. I bought the book despite this and was glad I did. It covers a lot of information I was unaware of. 1802 was a year of truce between France and England, and many English visited France, mostly Paris. The next two years were full of concern for the French on the coast, threatening to invade across the channel. Robert Fulton was there with his torpedoes and submarine ideas. The

torpedoes were two explosive devices connected by a rope. When the tide went in, the torpedoes were put on two sides of an enemy ship and held against it by the rope over the anchor chain and the tide. A timing device exploded the torpedoes. His submarine interested a few Englishmen, including a smuggler or two, but the idea would never be useful. Congreve and his rockets were also looked into, although they were far from accurate.

Nelson and Emma Hamilton are discussed. An interesting situation, since her husband lived with them.

I recommend this book.

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
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43/3

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UK: www.ahiks.co.uk

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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