

Match Coordinator Candidates

Paul Qualtieri

I have been playing wargames since the early 1970s. I play games of every type although air games are my favorites. I'm not sure when I first joined AHIKS but my member number is 0757. I am married with 3 grown children and am Quality Manager at an automotive assembly operation.

My introduction to the hobby was **Afrika Korps, Battle of the Bulge,** and **D-Day** from Avalon Hill. I prefer to play games many times. I left AHIKS for quite a while. Family, work, other hobbies, and a certain amount of burnout all took their toll. But I am back. Since I returned I have completed matches of **Richthofen's War, Panzerblitz, Panzer Leader,** and **Battles for the Ardennes.** My current **BFTA** opponent is the fourth person I ever played a wargame with, and we've been fighting over cardboard battlefields for 30 years.

I have all the necessary computer skills, software, and equipment to perform the duties of MC. I have also reserved an e-mail address (ahiks@live.com) for the next MC regardless of who he is.

As Match Coordinator there are some things I will try to get done. Most of these probably have been discussed before. Still, I will use them as my platform.

I will continue to pursue Roger's idea of an internet die roller. I have wished AHIKS had one for quite a while. I have specifics on an internet die roller from my own successful experimentation.

I will provide an electronic list of current Open Match Requests periodically to those who subscribe.

I will use the Match Coordinator column in *The K* to provide information about the resources available to enhance PBM/PBEM, such as Cyberboard tips or other internet resources. I will update the Match Request Form to

capture more game information about the participant data; an eHarmony for gamers...*just what is your skill level with Cyberboard?*

A yearly column of PBM/PBEM gaming pet peeves (no names please!) is not out of the question.

We need more volunteers to play with new members. We need volunteers who will play short games with them. Starting a game of **Fortress Europa** with a new member is a heavy commitment, one which I am not inclined to make. I will, however, sign up for a short scenario of **Panzer Grenadier** for example. Few of the current crop of gamers started on **D-Day '77,** and they are unlikely to try it. We should go where the players are.

Conventions are a good place to spread the word, but to me the guy sitting at home at his computer cruising Consimworld is a more likely candidate for membership and is less likely to know of us than the Grogards who travel to conventions. I would therefore propose to use the AHIKS folder on Consimworld for greater AHIKS traffic.

One of SPI's justifications for starting *Moves* magazine was that "if gamers weren't playing games, they wanted to be reading about the games" or something like that. We have years of great wargaming information in back issues of *The K.* Some of our old articles can be posted on the AHIKS web site with links in our folder or posted directly in the folder. I suspect there is enough material to parcel out for years.

After-Action Reports are compelling to read as any one who followed the **Empire of the Sun** AARs on Consimworld can attest. Again, we can use the AHIKS folder to post them after they've been published in *The K* or just post a link to the AAR on our web site.

Robert Granville

After communicating directly with Roger and getting a better sense of the responsibilities involved, I have a better sense of the responsibilities of being Match Coordinator, and I'd be honored to help AHIKS by assuming that role. Roger tells me a few others have expressed interest in the office. Even if I don't become Match Coordinator, I believe there are ways I can and should assist.

I'm a professional software person, and I think I could develop some applications, not to replace how things are currently done, but to offer alternatives to the members. One idea Roger mentioned was a dice server for members. I believe that would be a fairly simple application for me to write. It could then be offered via the AHIKS website, again, not as a replacement to the ICRK, but as an alternative for those members who wish to use it. Another idea is an interactive Match Request Form that sends the information to the Match Coordinator by e-mail. I could easily write a program that generates random ICRKs for the Match Coordinator to send out.

In short, I would like to be Match Coordinator, but I want to help out any way I can.

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I found good PBEM opponents on Consimworld. We need to get those guys into AHIKS. As I see it, Consimworld is our reinforcement pool, and we should make every use of it.

What are we selling and how do we market it? Those are the questions we must as a group answer, and as Match Coordinator I will help all I can.

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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: 28 September 2008.

Alan Poulter

(grognard@grognard.com)

New Magazine 1: *World at War*

Decision Games, publisher of the venerable *Strategy & Tactics* magazine which contains a wargame per issue, has decided to publish another. The new magazine's full title is *World at War: The Strategy & Tactics of World War II* and it will contain articles and a wargame based on topics connected to the Second World War. *World at War* issues will appear in between those of *Strategy & Tactics*. There will still be Second World War games in the latter magazine. The first two issues of *World at War* are already out. Issue 1 contains the game **Barbarossa: The Russo-German War, 1941-45**, designed by the magazine's co-editor Ty Bomba. Issue 2 contains the game **Solomons Campaign**. <http://www.decisiongames.com>

New Magazine 2: *Vae Victis International*

Vae Victis is the excellent French wargaming magazine which contains a wargame in every issue. Although rules translations of most *Vae Victis* games are available not long after the game appears, many have bemoaned the fact that there is no English translation of the magazine itself. UGG have obtained a license from Histoire & Collections, the publisher of *Vae Victis*, to republish content from issues of *Vae Victis* in English in a new magazine, *Vae Victis International*.

Vae Victis International will be published four times per year. Since the French edition is published six times per year, *Vae Victis International* will republish selected issues. The issues skipped will be potentially available via a pre-order system if they reach enough pre-orders.

Each issue of *Vae Victis International* will be published in two ways: a magazine edition and a deluxe edition. The former replicates the original, the

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latter improves on the original by having a boxed, upgraded version of the game, along with extra supporting materials. *Vae Victis International* issue 1 will contain **Blitzkrieg 1940** from the French *Vae Victis* issue 63, including any known errata from the French original.

UGG's existing magazine *Command & Strategy* will be discontinued. The last installment of UGG's **Pearl Harbor** will be published in *Vae Victis International* #1. Subscribers of *Command & Strategy* will receive the Deluxe Edition of *Vae Victis International* for the rest of their *Command & Strategy* subscription period. <http://www.ugg.de>

Awards: Finalists Announced for 2008 IGA

The finalists for the 2008 International Gamers Awards have been announced for the Historical Simulations category. The title is followed by the designer and publisher.

1914: Twilight in the East, Michael Resch, GMT

Asia Engulfed Jesse Evans & Rick Young, GMT

ASL Starter Kit #3 Ken Dunn, Multi-Man Publishing

Case Blue Dean Essig, Multi-Man Publishing

Combat Commander: Mediterranean Chad Jensen, GMT

Corps Command: Totensonntag Peter Bogdasarian, Lock 'n Load Publishing

Glory III Richard H. Berg, GMT

Marne 1918: Friedensturm Nicolas Rident & Thomas Pouchin, Hexasim

Napoleon's Triumph Bowen Simmons, Simmons Games

Talavera Andres Fager, Elias Nordling & Jerry Mawne, Multi-Man Publishing

Tide of Iron Christian Petersen, Corey Konieczka & John Goode-nough, Fantasy Flight Games

World at War: Eisenbach Gap Mark H. Walker, Lock 'n Load Publishing

NEW BOARD WARGAMES

Avalanche Press

Elsenborn Ridge, the latest in the **Panzer Grenadier** series, follows on from the earlier game **Battle of the Bulge** and covers the fierce fighting between the American First Army and the German Sixth SS Panzer Army and Fifth Panzer Army. **First Axis** is a supplement in the **Panzer Grenadier** series and covers battles involving Axis minor powers forces. The module is not playable by itself but requires ownership of **Eastern Front**, **Road to Berlin**, and **White Eagles**. Finally, **Island of Death: Invasion Malta** uses the same detailed game system used before in **Alamein** and **Sicily**, but, because the topic is the hypothetical Axis invasion of Malta, the small size of the conflict makes game play straightforward. <http://www.avalanchepress.com.index.php>

Critical Hit

Two new ASL-compatible modules are **Hurtgen Surprise/101st Airborne at Brecourt Manor** which covers critical assaults securing the D-Day landings and the second edition (with a new map) of **Dien Bien Phu**, on that famous battle in the First Indo-China War. <http://www.criticalhit.com/>

Dan Verssen Games

Modern Naval Battles: Global Warfare is loosely based on the classic **Modern Naval Battles** but has new rules and new cards for 110 ships from nine different nations. <http://www.dvg.com>

Decision Games

Highway to the Reich is a revamp of the SPI original which has been redesigned by designer Joe Youst, using a variant of his **Wacht am Rhein** system. This monster game has four maps and over two thousand counters. The **War in the Pacific Extension Kit** extends the time frame of play of the second edition of the monster game **War in the Pacific** assuming no use of nuclear weapons. **Flying Circus**, in the **Down in Flames** series, is a card game on aerial combat in World War One while

Lightning Poland is a card game in the **Lightning War** series on the invasion of Poland in World War Two. **China: Middle Kingdom** is a derivative of the classic game **Britannia** and covers the early dynasties in Chinese history. The map is not mounted and there are cards for the various powers.
<http://www.decisiongames.com>

Devir

The first offering from this new company is **España 1936**, a two-player, card-driven game covering the Spanish Civil War. <http://www.devir.es>

Fiery Dragon

Konarmiya 1920 Year of the Red Horde uses the **Freikorps** game system to cover the battles between Soviet Russia and Poland in 1920.
<http://www.fierydragon.com/>

GMT

The Napoleonic Wars is a second edition, with some new cards, of the classic two-to-five player strategic card driven game covering the Napoleonic Wars at the strategic level. An update kit is also available for owners of the first edition. A new game using the same game system as **Napoleonic Wars** and **Wellington** is **Kutuzov**, a card-driven game for two to four covering Napoleon's 1812 campaign in Russia. Another new edition, this time the third, of an earlier game, is **Successors**. Covering the conflicts following Alexander the Great's death, this edition has thoroughly revised cards and honed rules. Brand new is **Clash of Monarchs**, a card-driven game for two to four players, covering the Seven Years War in Europe.
<http://www.gmtgames.com/>

Grenier Games

The Pursuit of von Spee uses a fog of war system to recreate the efforts of the Royal Navy in World War Two to track down and destroy the small fleet of raiders commanded by Admiral von Spee.
<http://www.greniergames.com/>

Hasbro

The new **Axis & Allies Anniversary Edition** celebrates fifty years of Avalon Hill games. Italy is now a third Axis nation, making the game playable for up to six players, China is a USA

ally, and cruiser class ships are now available.

<http://www.hasbro.com>

Lock 'n Load Publishing

Lock 'n Load: A Day of Heroes covers various American actions against Somali militia in Mogadishu in 1993 while **Lock 'n Load: Dark July** depicts battles on the Eastern Front near Prokhorovka in 1943. **Lee at Gettysburg: The Battle for Cemetery Ridge** is a substantial upgrade of the original game that appeared in the magazine *Armchair General*.

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

Lost Battalion Games

Tyrants of Rome, a card game for two to six players, recreates the struggle for supreme authority during the decline of the Roman Empire. Leader and action card decks drive the game.

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

MMP

New is **South Mountain**, the fourth game in the American Civil War **Regimental Series**. The latest supplement in the Advanced Squad Leader series is **Action Pack 4: Normandy 1944. Storm Over Stalingrad**, by Tetsuya Nakamura, who also designed the well-received **A Victory Lost**, uses a simple area/impulse game system to re-create the famous World War Two battle.
<http://www.multimanpublishing.com>

Victory Point Games

There are a plethora of new games from Victory Point. In the **Napoleonic 20** series, **Albion 20** covers Napoleon's proposed invasion of England in 1805, while **Borodino 20** covers the famous battle outside Moscow. Both games introduce new unit and terrain types. The first game in a new five-game **D-Day** series on the Allied landings in France in 1944 is **Junco: The Canadian Beach. Fleets 2025: East China Sea** covers a hypothetical air and naval war between the United States and China over Taiwan. **Israeli Independence** is a simple solitaire game in which the player must fight off five invading Arab armies. **Tenka: All Under Heaven** is a card game for two to four players by designer Lance

McMillan. It is set in Feudal Japan as rival warlords vie for supremacy.
<http://www.victorypointgames.com/>

Worthington Games

Hold the Line uses the **Clash for a Continent** game system to re-create twelve battles of the American Revolutionary War.
<http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #250 contains **Red Dragon Rising: The Coming War With China**, from designer Bruce Costello.

Strategy & Tactics #251 contains **Cobra**, a double-sized game which covers all of the Normandy campaign from D-Day through the Falaise Pocket.

Strategy & Tactics #252 contains **Civil War in the Far West: The New Mexico Campaign, 1862**.
<http://www.decisiongames.com>

Against the Odds #22 contains **Paukenschlag**, on the U-Boats against American shipping from January to June 1942. Designer is Perry Moore. *Against the Odds* #23 contains **Guerra a Muerte** on the struggle between America and Spain for control in the Americas following the Louisiana Purchase. Designer is Javier Romero.
<http://www.atomagazine.com/>

Vae Victis #81 contains **Epées et hallebardes 1315-1476** which includes three **Au Fil de l'Epée** series battles covering the Swiss Middle Ages: Morgarten 1315, Sempach 1386, and Grandson 1476.

Vae Victis #82 contains **Roumania 1944**.

Note that a special issue magazine from the publishers of *Vae Victis*, Hors Serie issue #10, contains two games **Maleme, 20-23 May 1941** and **Le Chir, 8 Dec 1942**.
<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

Sinyavino 1942 covers the Russian offensive to free Leningrad in Aug-Sept 1942 while **Zolfaqar's Blow**

looks at hypothetical naval combat between the US and Iran in the Straits of Hormuz. <http://firefight-games.com/>

Minden Games

Panzer Digest #3 contains **Napoleon In Italy**, on his campaign there in 1796, and **Stalingrad: The Leather Factory**, a solitaire, company-level game of the initial German assault on the city in 1942.

Panzer Digest #4 contains **Gladiators Of Rome**, a solitaire game of combat in the arena, designed by Bob Flood, and **Courage Under Fire**, by designer Paul Rohrbaugh, which covers the Communist assault on An Loc in Vietnam in 1972.

http://minden_games.homestead.com/

Schutze Games

First Strike by designer Bruce Costello explores a hypothetical nuclear first strike in 1982 while the Kremlin is in chaos. **Illusionary Fortress: Singapore 1942**, by designer Peter Schutze, covers the Japanese assault on British forces defending Singapore Island in 1942. http://www.geocities.com/schutze_games/

Society of Ancients

Roma Invicta? covers the first two years of Hannibal's Italian campaign during the Second Punic War. It was designed at King's College London by Garrett Mills and Professor Philip Sabin, whose recent books include "Lost Battles: Reconstructing the Great Clashes of the Ancient World" and also the two volume "Cambridge History of Greek and Roman Warfare." <http://www.soa.org.uk/roma.asp>

TCS Games

New in the **Battles of the Middle Ages** series are **Blonde He Was and Beautiful**, covering the medieval battles of Benevento (1266) and Tagliacozzo (1268), **Lake Peipus** on that eponymous battle in 1242, and **Arsuf 1191**, a battle from the Third Crusade. See the Free Games section below for a free game, **Legano**, in this series.

Hopton vs Waller, the sixth game in the **English Civil War** series covers the battles of Cheriton, Lansdown, and Roundway Down. <http://wargamedownloads.com>

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NEW WEB RESOURCES

FREE GAMES

Baptism at Bull Run (NB requires Cyberboard or VASSAL to play) <http://baptismatbullrun.muster-roll.com/>

Battle of Manila Bay <http://www.boardgamegeek.com/file/download/35636/ManilaV2.zip>

Battle of Greenbrier River <http://www.boardgamegeek.com/file/download/35637/Greenbrier.zip>

Battles of the Middle Ages: Legnano (TCS) <http://www.thewargamer.com/grognard/legano.pdf>

Frontline General: Italian Campaign Introduction (CEW) http://www.frontlinegeneral.com/html/the_game.html

Valor and Victory (Barry Doyle) <http://valorandvictory.com/>

LATEST OFFICIAL RULES

History of the Roman Empire (UGG) <http://www.ugg.de/UGG/extras/rulesoftheromenempire11a.pdf>

War of 1812 (Columbia Games) <http://www.columbiagames.com/resources/3002/1812-rules.pdf>

ERRATA

B-29: Superfortress (Khyber Pass) http://www.boardgamegeek.com/file/download/34208/b29errata_v8.pdf

Blackbeard (GMT edition) <http://www.boardgamegeek.com/file/download/33723/Blackbeard-Official-Changes-June-06-08b.pdf>

Epées et Hallebardes, in *Vae Victus* #81 (HC) <http://grognard.com/errata1/vv81.txt>

Espana 1936 (Devir) http://www.boardgamegeek.com/file/download/35633/ESPANA_1936_FAQ.doc

Forgotten Napoleonic Campaigns, *S&T* #249 (DG) <http://grognard.com/errata1/st/st249.doc>

Gliders from the Sky (Roberto Chiavini) http://www.boardgamegeek.com/file/download/35788/Q&A_gliders_from_the_sky.doc

Great Battles of Alexander (GMT) http://www.boardgamegeek.com/file/download/35889/Alexander_4th_Edition_Errata_&_Clarif_Sep_2008.pdf

Guerra a Muerte, *ATO* #23 (ATO) http://www.boardgamegeek.com/file/download/36198/addenda_12_sept_2008.pdf

Here I Stand (GMT) http://www.boardgamegeek.com/file/download/35854/Here_I_Stand_Errata_&_FAQ_09-01-08.doc

Iwo Jima—Rage against the Marines (MMP) <http://grognard.com/errata1/ragemar.txt>

Kolwezi 1978, *Vae Victis* #80 (HC) <http://grognard.com/reviews1/kolwezi.txt>

Manoeuvre (GMT) http://www.boardgamegeek.com/file/download/35757/Manoeuvre_FAQ_8-28-08.doc

Napoleon's Triumph (Simmons) http://www.boardgamegeek.com/file/download/35675/NTFAQ_v1.4.doc

Red Dragon Rising, in *S&T* #250 (DG) <http://grognard.com/errata1/st/st250.doc>

Twilight Struggle (GMT) http://www.boardgamegeek.com/file/download/36327/Twilight_Struggle_FAQ_4.2.doc

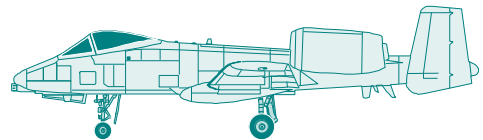
Ultimus Romanum, in *Vae Victis* #74 (HC) <http://grognard.com/errata1/ultimus.txt>

RULES TRANSLATIONS

Epées et Hallebardes, in *Vae Victis* #81 (HC) http://pagesperso-orange.fr/jours.de.gloire/Swords_and_Halleberds.doc

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

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The web version of this issue (in color) is available at our website (www.AHIKS.com).
User name = "AHIKS"
Password = "Ratweek" (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 Ratweek.)

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

Military Senryu by Art Dohrman

Senryu is a form of Japanese poetry similar to haiku but with different, more flexible rules on subject and syllables. These samples are all inspired to a greater or lesser degree by my career as an Army National Guard engineer officer. Although Robert Frost doesn't need to be too worried about competition, anyone who's been there will probably recognize at least parts of these.

Best laid plans

Making battle plans,
Sergeants inspect their troops,
The foe has his own plan.

The Demo Charge

This is inspired by an incident blowing a 40 lb cratering charge where my platoon almost *didn't* have enough wire on our first shot. The first line refers to the combat engineers' simplification of the whole series of formulas for calculating pounds of TNT required: $P = \text{some function of the target}$. When that gets too complicated, it's much simpler to say " $P = \text{plenty}$." (For the record, no soldier was harmed in said incident.)

"P" equals "plenty,"
Assembling the demo charge,
Do we have enough wire?

The Convoy

You plan and recon and prepare,
and then the rain turns the roads into skating rinks.

Reconning the route,
Preparing the vehicles,
The weather does what it
pleases.

Move Out

Every operation begins this way – no matter how much planning and rehearsal you've done, you always have that little last-minute twinge of anxiety – "did we think of everything? Are we well enough prepared?" You just have to put it aside and trust that you'll be able to "adapt, improvise, and overcome" whatever you *didn't* think of.

The plans are made,
Preparation and inspection done,
No more time – move out.

The Antenna

As a company grade officer, I occasionally had to put up my own RC-292 antennas. I never had the patience to try to make them stand up straight like the manual showed—but at least the antenna elements were off the ground.

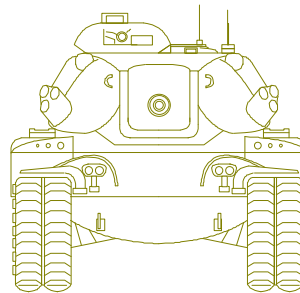
Assemble the pieces,
The antenna looks like a
banana,
No matter—it's up in the air.

The Bivouac Site

The advance party picked out this nice slightly bowl-shaped park-like area among the pine trees for a bivouac site. We moved in – and then the rains came and the company Tactical Operations Center had a foot and a half of water. First and only time I ever picked up and moved a GP Medium tent without striking it (one soldier per tent pole—it can be done.)

Recon looks good
We occupy the bivouac site
Why am I wading through my
TOC?

★★



which features both outdoor and indoor exhibits, it is located in Danbury, CT, and, though probably a bit small by some standards, it is definitely worth the stop should you ever be in the area. So, despite the less than perfect weather and the fact that we didn't get to throw the dice as much as we had planned, the weekend was a great time, and I look forward to the next one.

That's all for now and Thank You again to Ray LaBarbera for his counter donation.

Happy Gaming, [Brian Laskey](#)

Unit Counter Pool News

Since there are only a few items to report let's get right to the UCP where there were no deletions but a few new items to add. For those additions, they are the counters, map, and rules to Me-tagaming's **Stalin's Tanks** and thanks to a very generous donation from Ray LaBarbera, we now have quite an abundant supply of counters to Terran Games' **Bastogne or Bust** (BOB) and **The Legend Begins** (both the Terran and Rhino editions). However, a note needs to be made with regards to the newly added counters for **The Legend Begins**: The Terran edition counters are the counter sheet with the British, Australian, Indian, South African, and New Zealanders while the Rhino ones are the counter sheet with the Germans, Italians, and assorted utility markers. And yes, I did say counter sheet since there are some partially complete and fully complete counter sheets for both Legend games, as well as for **BOB**, though as always I will ask that you please use discretion in requesting only what you really need. Also, a reminder that the UCP does contain loose counters for both versions of **Legend** above and beyond the ones from the specific counter sheets just added. On a separate note regarding a request, there is a member in need of 4 Blue and 2 Red pawns from the game **Vinci** by Jeux Descartes. I know this might be a bit of a long shot, but, if anyone can help on this, please let me know. Thanks.

On a personal note, I recently had the honor of hosting AHIKS VP Randy Heller for a weekend visit at my home here in southern CT. Despite a couple of days of rather uncooperative weather, we made the best of it managing to attend the 9th Annual Armor Modeling Show and visiting The Military Museum of Southern New England. Especially interesting was the museum visit where, thanks to a few enthusiastic staff members, we were treated to a behind the scenes tour of areas not open to the general public. This special tour even included the surprise opportunity to hold, and get a lesson on how to properly operate, two versions of a panzerfaust, a panzerschrek, and the optical range finder for the famed German 88mm gun, none of which were reproductions. And for those of you interested in the museum,

From the Secretary

This is my first column as AHIKS Secretary. I would like to take a moment and thank Omar DeWitt, Brian Stretcher, Tom Thorsen, and Bill Watkins for their assistance in making my transition into the position go smoothly. I would also like to thank Bill Watkins as past Secretary for stepping up and volunteering his time and efforts to keep our organization functioning. *Thanks, Bill!*

I would like to welcome the following new members and returning old friends to our organization.

Dave Lange, 1090

Joe Brooks, 1527

Phil Dunphy, 1575

Ed Witkowski, 1576

Paul Koenig, 1577

Michael Paul, 1578

AHIKS membership continues to expand. We currently have 182 active members.

AHIKS continues to be a fun place to meet new people and enjoy a relaxing game with friends who share your interests. There are many former members out there that continue in our hobby that may have lost touch with us over the years. If any of you know of any former AHIKS members (or potential new members, too!) that are interested in meeting new people and enjoying a friendly game, now is the time to encourage them to join AHIKS. Membership is *free* for the remainder of 2008! AHIKS membership entitles each of our members to a copy of the *eK* magazine and access to our member game-matching services. All you have to do to join is to send your name, street address, and an e-mail address to me at: b52bob@prodigy.net.

Should you desire to have a printed copy of *The K* sent to you, you will need to mail me a check for \$9 to cover the yearly postage along with your name, street address, and an e-mail address if you have one to:

Bob Best Attn: AHIKS

4307 South Larwin Avenue
Concord, CA 94521

I encourage all of our members to check with their current game opponents and anyone else that they think might be interested in being a member of the finest gaming group around.

Happy Gaming to you all!

Bob Best

The Kommandeur

Book Review

Retribution

The Battle for Japan, 1944-45

by Max Hastings

615 pages, maps, photographs

\$35 © 2008

Alfred A. Knopf

Reviewed by Omar DeWitt

Hastings has written an excellent book on the fall of Japan. Not only does he cover the U.S. contribution, but he also discusses the war in China, the British/India conflict in Burma, and the Russian belated attack on Manchuria.

He includes quotes from all the participants, Chinese, British, Russian, Japanese, and, of course, American.

To me, the strangest area of the war was China. The Japanese could go practically any where they wished to, limited only by the size of their army—over a million men. Chiang Kai-shek had only a minor concern with the Japanese. He was much more interested in Mao Zedong and in amassing money, which the U.S. was very free with. When the Japanese moved to point B, Chiang's Chinese moved from point B to point C. Mao called his group "Communists" simply because no other name came to mind. Most of his followers were illiterate, very poorly clothed, and almost without weapons. When the Russians finally entered the war, Stalin "supported" Chiang.

Hastings has very little to say positively about MacArthur. His strongest praise went to MacArthur's publicity group. MacArthur's attack on Leyte accomplished very little except attracting some Japanese from Luzon. The ground was too wet to accommodate aircraft for attacking Luzon.

His view of the Australians is not positive. The Australians were great soldiers away from Australia, but quite indifferent near home. The local dock-side laborers went on strike during the war!

Reading how the Japanese surrendered was an amazing chapter. A big holdup was Roosevelt's demand for "unconditional surrender." The Japanese Army essentially ran the country, and thought nothing of beating up

Japanese civilians if the whim arose. Even after Hirohito said they should surrender and made two phonograph records of his speech to the people for the next day, there were some in the Army who tried to destroy the recordings. They wanted to go down fighting, as they had instilled in their army members. It is a minor amazement that the Japanese were *able* to surrender.

"Retribution" is well thought out and well written. If you are interested in Japan in WWII, I would suggest strongly that you check out the book.

★★

From Tom Oleson

commenting on the last issue

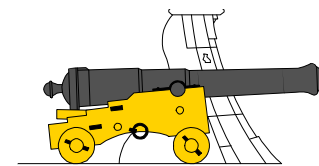
I completely agree with Roger Eastep's "AHIKS Adrift" column. I pbem a lot, and I and my opponents have had troubles with the several di-roll generating sites. I have no idea how much trouble it would be, nor what it might cost, but a 21st century ICRK website would be the single thing which would do the most to promote AHIKS.

Several people spoke favorably of the WBC convention. I have been to them all and greatly enjoy it. It was nice seeing you there, Omar, and thanks again for your great work.

I spent 4 days at "doncon" playing **EuroFront** with Pete Menconi. Charles Marshall writes that "an accurate game should not necessarily be complex," which is the main reason **EuroFront** has become my favorite game. Easy to learn, easy to play, challenging to master, and in my opinion an accurate reflection of the key factors of the ETO.

Brian Stretcher talks about Cyberboard, saying "I miss the touch and feel of the actual game." My many pbem games are set up on stackable trays which is just one reason why I don't use Cyberboard. Very useful, but just not the same thing.

★★



The VP's Corner by Randy Heller

With the upcoming AHIKS elections just over the next hill, this will be my last VP's Corner as your Vice President. Along with our current President, Chester, I humbly pass the torch to a new officer who can hopefully bring unique ideas and fresh perspectives to the position. It was over four years ago that Chester approached me and asked that I take the position. I did so for two reasons. The first was that I considered Chester a good friend and wanted to help. Second, I wanted to see AHIKS take a different direction. I thought I could bring some great ideas to the organization that would be well received and would help to revitalize AHIKS.

I can unequivocally say that during my four year tenure I succeeded in accomplishing as much as my predecessor, which is to say very little. I have to tip my hat to him because he succeeded as much without ever publishing a word within the pages of *The Kommandeur*. If that statement sounds somewhat sarcastic, I can only say that I honestly cannot bring myself to apologize. It has been an uphill battle for your VP. Of the many proposals, projects, and awards I have put forth to both the officer corps and membership, the failure of the establishment of an AHIKS library was my greatest disappointment. I had waiting in the wings numerous donations from members and myself, to include the complete set of *The Boardgamer* and dozens of back issues of *The Avalon Hill General*. I won't belabor the membership with the reasons why this proposal, like so many of my others, failed, but it was just not to be. Again, looking back over these past four years, I am very proud of one major accomplishment, and that was placing the Unit Counter Pool in the hands of a member who took on the job with enthusiasm and dedication. Brian Laskey has done a remarkable job in expanding the UCP and publishing important information about this service. Kudos to him!

I have been asked to run for high office in the upcoming AHIKS elections. I have to be frank here; there are AHIKS officers who have made it clear they don't feel comfortable working with me. The feeling is mutual, because I have little tolerance for sitting offi-

cers, who when asked to take on a minor task or responsibility, threaten to quit. Personally, I would just as soon their positions remain vacant until someone else steps forward to fill them. Another reason would be that I don't believe AHIKS can maintain a long term presence within the hobby without changing its method of operations. In my opinion, the by-laws need to be changed to more greatly empower the position of the Presidency. Yes, there need to be checks and balances, but as it stands the President does not have enough authority to ensure accomplishment of tasks. His vote counts as one. In a democracy that is apparently dedicated to complacency and the status-quo, he just can't exercise adequate authority. Over the past few years I have told the officers and members that AHIKS needs to be run like a business to ensure growth and stability. Alas, not one individual within the organization has asked me to elaborate, so for now I will leave it rest.

Where I have failed, the President has succeeded in spades. If I recall, Chester took over almost by default at a time when AHIKS was hurting. We were incurring a monthly drain on the treasury that just would not seem to go away. Chester hit the deck running, recognized the problem, and had the chutzpah to put an end to a scenario that literally had been taking place for years. We owe him a deep debt of gratitude. Secondly, Chester nearly single handedly established the Iron Man Trophy to award recognition to the best competitor within the realm of games predominantly played amongst AHIKS members. On his own dime, he travelled to The World Boardgaming Championships for the primary purpose of providing AHIKS visibility. While there, he conducted a seminar and met with a representative from The Game Manufacturers Association. Truly, The Iron Man Trophy will be Chester's legacy.

I have been a member of AHIKS for many years, and I can unequivocally say that Chester Hendrix has been the best President I have had the pleasure of serving with. I humbly put forth the suggestion that we es-

tablish a perpetual award of accomplishment under Chester's name to recognize a member or officer who has most committed his time to further benefit our organization. I will leave it to the next cadre of officers to follow through with this proposal should they so wish to do so.

In closing, I look forward to the upcoming elections and sincerely hope our newly elected officers will maintain the AHIKS tradition of excellence. There are indeed some big shoes to fill, but know that Chester and I are ever present to offer advice based on our years of experience.

★★

Free Books

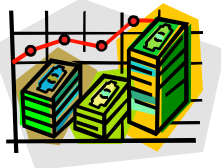
You Pay the Postage

After cleaning out my book shelves of old paperbacks (4 x 6½) I have decided to give them away. You tell me what you want; I mail them to you; you send me the postage cost. First come, first served. My addresses are on page 12. Omar DeWitt

- All for a Shilling a Day by Donald Featherstone
- Amphibious Operations by Arch Whitehouse (no cover)
- Armor Attacks—the Tank Platoon by John Antal
- Bridge at Remagen, The by Ken Hechler (no cover)
- Colditz Story, The by P.R. Reid
- Dieppe—the Shame and the Glory by Terence Robertson
- Duel of Eagles by Peter Townsend
- Grey Wolf, Grey Sea by E.B. Gasaway
- Mission to Tashkent by F.M. Bailey
- Pacific War Diary 1941-5 by James Fahey
- River and the Gauntlet, The by S.L.A. Marshall
- Squadrons of the Sea by Arch Whitehouse (no cover)
- Tenth Fleet, The by Ladislav Farago (no cover)
- United States Marine Corps in WWII Vol. 2 by S.E. Smith
- Wing Leader by J.E. Johnson (no cover)
- X-Craft Raid by Thomas Gallagher

★★

Treasury Notes



Defense tactics 201: No move may be a bad move

A brief discussion this time about subtle improvements to your defensive game. There are many games where the player who is on the strategic defensive may appear not to have a whole lot to do: adjust your lines here, consider a small counterattack there. I have observed a number of opponents over the years who seem content to leave the bulk of their forces where they sit, turn after turn, waiting for the action to come to them. Although many of those units may indeed be in pretty good positions, by leaving them static over the course of several turns, such a defense often gives up more than what first meets the eye.

Growing roots. First, your static defense telegraphs your strategy to the attacking player. He knows what you deem important and can easily figure out what you are trying to do. Second, he knows that your ability to counterattack is going to be limited, because you haven't any plans for a counterattack. He may therefore be willing to remove units in quiet sectors of the line to improve his attacks. A static defense therefore concedes the element of intelligence to the attacker, as you don't know what he's going to do, but he knows what you're going to do. It also concedes the element of surprise.

Let's consider, for example, the defense of the Soviet Union in *Third Reich*, as I frequently discuss in these pages. It is possible for the Soviets to prepare their defense against Barbarossa by the end of Winter, 1939, and to do nothing else until the Germans invade. But having your units sit there for over a year in the same locations does two things: it allows the Germans to study the defense for weaknesses over several turns, and allows the Germans to position their forces in the best manner possible to defeat that defense. Sure, it's easy to let them sit there while you handle the defense of France, but why not move them around a bit? Show the Germans different defenses, or no defense at all. Like football, why not shift your linebackers

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around, threaten the blitz, then back off at the last second? Why give the Axis a target fixed in stone when you can keep him guessing until just before it's time to invade?

Counterattack or lose. Even if the players' notes to the game say it's a bad idea to attack, your defenders must on occasion make such an attack. There is more benefit to making a counterattack than simply trying to regain an important hex or pick off an attacking unit. Such an attack also demonstrates your willingness to attack, which can change the entire flavor of the game. If your opponent knows you just might try that 1-1 surrounded, he will have to take precautions to prevent those opportunities, which means he will have to dilute his attacks. A close call in such a situation may be almost as effective as a straight win. It occasionally pays to do even nearly insane things, especially if you play the same opponent over several games. Sure, you may lose that 1-2 attack in this game of **Anzio**, but next time your opponent will have to consider the possibility that you might be so audacious again. Just remember: the definition of insanity is doing the same thing over and over again, but expecting a different result. Boldness at the right time might pull off a victory, but repeated attempts will cost you the game.

Cardboard reserves can be just as important as real ones. The importance of keeping reserves when you're defending cannot be overstated, even in wargaming, and even in the old stand-bys. A few units held behind the lines along a good road can make the world of difference to a good defense. These units can provide the impetus for a good counterattack, take the place of depleted units, or provide a last-ditch line against a breakthrough. If you commit everything to the front, your defenses may be impressive for a while, but there will be nothing left when part of the line gives. This may especially be true in those tactical games where many of the defenders may be foot-sloggers or immobile artillery, or in games where ZOC's are locking. If the rest of the line is pinned, who else is there to plug the hole? Mobile reserves also provide a threat to those units that the attacking player leaves

to hold his gains. If there are none, then the attacker can mass his units against your defense at will.

Of course, your optimum defense depends in large part on the rules of the game you are playing. You can't, for example, approach the German defense in **Anzio** the same way you would your Russians in **Eylau**. Your with-the-grain, alternate-hex defense in **Chickamauga** certainly won't work in **Panzerblitz**. But, in all of those games, if you can maintain your defensive flexibility through movement, you should improve your chances of victory.

Tournament Offering: *Blue and Grey*

I am going to offer to run a **Blue and Grey** tournament for the membership. This time, play will be open to those of you who play by regular mail. Although I haven't fully decided on tournament rules as yet, players will be assigned a side, North or South, and play that same side through different games in at least three preliminary rounds. The winning Rebel will face the winning Federal player in a championship match of **Chickamauga**, known for its balance and being a quality game. That game will be featured as a replay in a future issue of *The K*, complete with neutral commentary. The issue of play balance throughout the tournament is addressed by having the players compete for advancement only against those playing the same side as they are, as measured by their performance against each of the players from the other side. Points will be awarded based on the level of victory achieved (or the magnitude of the defeat), so in this tournament the level of victory will be important. I would anticipate about a year of actual time to finish each round, so the tournament should last about the same amount of time as the actual Civil War.

To participate, you at least need to be willing to play by regular mail, as that will be the default method of play. I would prefer that all players play by the same medium, but that will not be a requirement. Mail players will be expected to use ICRK sheets from the Match Coordinator to resolve combat. I need a minimum of six players to make the tournament work, and those who sign up should anticipate a multi-year commitment, as most of the games run about 15 turns. Since most of you do at

least have e-mail access, tournament communication will be primarily by e-mail, with copies mailed to those of you who don't. The rules set that will be used is the original SPI version, as modified by Decision Games in their reprint; there are only slight differences between the two editions, but I like the 1-3 requirement for bombardment attacks. The Attack Effectiveness rule will be used unless the specific game states otherwise. Note that the original **B&G I** and the later TSR edition are compatible in terms of maps and counters, although the rules to the latter are abominable. The Decision Games version is also compatible, but has **Bull Run** rather than **Antietam** as one of the games, I believe. I can provide those of you without the original rules with copies, if needed. If everyone interested also has a copy of **B&G II**, I may select one or more titles from that set. Otherwise, the games will be **Antietam**, **Shiloh**, **Cemetery Ridge**, and **Chickamauga**. Sides and initial opponents will be selected at random.

To participate, send me a note or an e-mail to my address as provided here in *The K*, along with your contact information (postal address, e-mail address, and phone number), no later than October 31st. I'll take as many as I can, first come, first served.

Treasurer's Report

Here are the numbers since last time:

Checking Balance 8-8-08: \$ 2,323.07

Income:

Dues and contributions \$ 0

Expenses:

K August printing \$ 95.55

Checking Balance 10-1-08: \$ 2,227.52

Perpetual Fund 8-8-08: \$ 2,639.23

Interest Income (reported): \$ 0

Contributions from checking: \$ 0

Perpetual Fund 10-1-08: \$ 2,639.23

Operating funds in CD, 8-8-08:

\$ 5,603.48

Interest Income (reported): \$ 0

Funds transferred from checking: \$ 0

Operating funds in CD, 10-1-08:

\$ 5,603.48

Balance in CD, 8-8-08: \$ 8242.71

Reported + anticipated interest: \$ 0

Total anticipated balance in CD,

10-1-08: \$ 8,242.71

Total Treasury 10-1-08: \$ 10,470.23

No sheep returning to the fold this time, and printing expenses were up slightly as we caught up some of those sheep on missed issues. Our CD will mature in November, and so interest payments will be reported then. We should be thankful for our conservative investment, as economic events continue to dominate the news. We should end the year just about where we were last year, despite the economy and free membership.

Brian Stretcher

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: November 30, 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.

March 7-8, 2009 Kenosha, WI

MIDWEST OPEN

E-mail: AREA1@Att.net

Aug 4-9, 2009 Lancaster, PA

WBC 2009

<http://www.boardgamers.org/>

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

Upcoming Events

Oct. 11-12 Oshkosh, WI

OSHCON 2008

<http://www.oshcon.org/>

Oct. 18-19 Charleston, WV

CHARCON

<http://www.charcon.org/>

Oct. 18-19 Pittsburgh, PA

CLINECON

<http://www.clinecon.net/>

Oct. 23-26 Essen, Germany

SPIEL ESSEN 2008

<http://www.merz-verlag.com/spiel/e000.php4>

Oct. 24-26 Rockford, IL

ROCK-CON 2008

<http://www.rock-con.com/Rockcon2007/indexnew.html>

Oct. 31-Nov. 2 Tucson, Arizona

RINCON

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

Nov. 7-9 Fairlee, Vermont

CARNAGECON 11: THIS IS CARNAGE

<http://carnagecon.com/>

Nov. 7-9 Surrey BC, Canada

BOTTOSCON 2008

<http://ca.groups.yahoo.com/group/BottosCon2008/>

Nov. 20-23 Irving, TX

BGG.CON 2008

<http://www.boardgamegeek.com/bggcon.php>

Nov. 21-23 Ann Arbor, MI

U-CON

<http://www.ucon-gaming.org/>

Dec. 12-14 Stamford, CT

ANONYCON

<http://anonymcon.com/>

Feb. 25-Mar. 1, 2009 Charlottesville, VA

PREZCON "THE WINTER NATIONALS"

<http://www.prezcon.com>

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: I'VE DELETED ALL OF THE REQUESTS THAT WERE ENTERED 2005 AND BEFORE. IF YOU WOULD LIKE ANY OF THEM REINSTATED, LET ME KNOW AND I'LL GET THEM BACK ON THE LIST PRONTO.

Note: this list is updated periodically between issues of *The Kommandeur* at <http://ahiks.com/>.

1776 (AH)	(1442) Herbst
1904-5 (Avalanche)	(0916) Dandy E
1914 (AH)	(1554) Trosky M
Adv. Squad Leader (AH)	(1382) Massey E
Adv. Third Reich	(1430) Warnick Cyber
Afrika Korps (AH)	(0757) Qualtieri Cyber
Afrika Korps (AH)	(1252) Brooker M
Afrika Korps (AH)	(1051) Heiser M
Afrika Korps (AH)	(1363) Dilbeck M
Agincourt (GDW)	(0200) Bowie M
Anzio (AH)	(0111) Oleson
Battles for Ardennes (SPI)	(0757) Qualtieri Cyber
Blitzkrieg '75 (AH)	(0011) Betros Any
Breakout Normandy (AH)	(1413) Longest
Breitenfeld (SPI)	(0200) Bowie M
Bull Run (AH)	(1442) Herbst
Chickamauga (SPI)	(0044) DeWitt E
Civil War (VG)	(1315) Reid E
Cruiser Warfare (Avalanche)	(0916) Dandy E
Diplomacy (AH)	(1442) Herbst
Drive on Paris (Gamers)	(0275) Scanlan
Fifth Frontier War (GDW)	(1315) Reid
Frederick the Great (AH)	(0757) Qualtieri Cyber
Gettysburg '88 (AH)	(0711) Leonard E
Great War at Sea (Avalanche)	(0916) Dandy E
Guns of August (AH)	(1554) Trosky E/M
Inkerman 1854 (SPI)	(0044) DeWitt
Invasion America (SPI)	(1382) Massey Cyber
Jutland (AH)	(1554) Trosky M
Luftwaffe (AH)	(1554) Trosky E/M
Midway: Turning Point (Aval)	(0036) Yarwood M
Midway (GDW)	(0275) Scanlan
NATO (VG)	(1315) Reid
NATO (VG)	(0757) Qualtieri Cyber
Panzer Leader (AH)	(0757) Qualtieri Cyber
Paths of Glory (AH)	(1243) O'Connor

Richtofen's War (AH)	(1554) Trosky E/M
Russian Campaign (AH)	(1051) Heiser M
Russian Campaign (L2)	(1466) Svensson
Russian Campaign (AH)	(1345) Scarborough M
Russian Campaign (AH)	(1551) Dohrman Cyber
Stalingrad (AH)	(0011) Betros EM
Thirty Years Quad (SPI)	(0044) DeWitt E
Twilight Struggle (GMT)	(1382) Massey Cyber
A Victory Lost (MMP)	(1243) O'Connor
Vietnam	(1315) Reid E
Wagram (SPI)	(0044) DeWitt E
War & Peace (AH)	(1554) Trosky E/M
War at Sea (AH)	(1345) Scarborough E
Waterloo (AH)	(1051) Heiser M

E (member requests e-mail only) **M** (member requests mail only) **E/M** (either OK) **Cyber** (Cyberboard)

Members willing to volunteer as GM

Achtung! Spitfire—William Lindow 0988

Flight Leader—Paul Qualitieri 0757

History of World—Jeff Miller 1303

Midway (GDW)—Bill Scanlan 0275

Standby opponents for new members only

Ron Brooker	1252	Bull Run
Paul Heiser	1051	Afrika Korps, Gettysburg 88, Waterloo
Robert Johnson	0073	Russian Campaign, Stalingrad (Holcombe variant), Bulge-65, -81
Rick Roksiewicz	1108	Victory in the Pacific
Thomas Oleson	0111	Anzio

(Anyone who desires to be listed as standby for new members please inform the MC.)

12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1575 Phil Dunphy
1576 Ed Witkowski
1577 Paul Koenig
1578 Michael Paul

The Last Word from WBC 2008 by Omar DeWitt

Another WBC has faded into the past. I attended this year after a two-year hiatus. The four-hour flight from Albuquerque to Baltimore went on time and fairly easily, except for the hyper woman next to me. Fortunately she found her other seat mate more amenable, but she talked the whole way.

It took me almost 20 minutes to get my rental car. There was only one guy working the desk. The moment I reached the desk, two other workers arrived! Then when I got in the car, I found the fuel level was down a quarter.

The drive up to Lancaster on Thursday took over two hours. There was lots of construction, and it was around 5 PM. Check-in was easy. After I put my things away, I registered for the convention and walked around the hotel to see what was happening. **Pete Menconi** and **Tom Oleson** were involved in a block game of WWII in Europe. **Randy Heller** was playing **Tigers in the Mist**.

During my two and a half day stay at the WBC, I ran into **Chris Hancock**, **Bill Watkins**, **Ed O'Connor**, **Roger Eastep**, and **Chuck Leonard**. I enjoyed talking with them; it is always a pleasure to meet AHKS members and have an opportunity to chat.

Bill Watkins and his wife Peggy took me out to eat at a local Amish restaurant one evening. The food was excellent, and it was a pleasure to have a long time to talk with them. Bill's past articles in *The Kommandeur* really were true about the food!

My gaming record at WBC was perfect. I did not partake in any true wargames, since most of the ones being played were new and/or large. I no

longer have my game cabinet and have to put the quad-sized games on a sheet of Styrofoam and put that on top of my shelves. As a result, the games I now play are quad-sized. The games I took part in at the WBC were Euro games: **Memoir '44**, **Settlers of Catan**, **Ticket to Ride**, and **Carcassonne**.

The first game I played was **Memoir '44**, in which I was beaten twice by an eighth grader. I figured a letter to his homeroom teacher might be in order, but the kid wouldn't tell me the teacher's name. The other three games were multiplayer games, and I managed to come in last in each.

Most of the time I spent wandering around the hotel looking in on the many games being played. Some of them looked interesting, and I bought three: **Empire of the Sun**, **Wellington**, and **Anasazi**. The last will probably be the only game I'll actually play. I did pick up an interesting item from L2 Design Group: a vacuum device to pick up counters. It is about the size of a thick ballpoint pen and has a small plastic cup on the end. One presses a lever to expel the air, puts the nozzle on a counter, and releases the lever. It seems to work quite well. The cost was \$10. The L2 web page (www.L2DesignGroup.com) seems to be a year out of date. If you are interested in the pickup item, it would be best to write them.

After breakfast on Sunday morning, I took a last look through the games shop then drove back to Baltimore. The Southwest plane had been at the loading dock for two hours before we boarded. Then we waited a half hour for late arrivals from other

Southwest planes; then we waited another half hour for the air traffic controllers to find a path through the storms in the center of the country. My games and I finally arrived home.

★★

From the Editor

We are quite fortunate to have two very well qualified members who are interested in running for the Match Coordinator position. I'm sure you read their statements on page one. Charles Marshall is a candidate for the President, and Bob Best has already taken over as the new Secretary. However, *any* office in AHKS is open this year. If you would like to run for any position, send me a short statement.

The next issue [December] will be the election issue. Any new candidates will be introduced, an election ballot will be included, and a renewal form for those who want the print *Kommandeur* will also be included. We seem to be doing well financially, and I fully expect the same dues will be in effect next year as they were this year.

The password on the web this month is Ratweek, which was the code-name for the plan to attack a German withdrawal from Yugoslavia in 1944.

If any of you are getting bored with the illustrative inserts used over and over in *The Kommandeur* (as I am), maybe you could point me to a source of new clip art. Most of the military clip art I have found is mixed in with lots of unusable stuff. Your help would be most appreciated.

As AHKS 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 AHKS 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

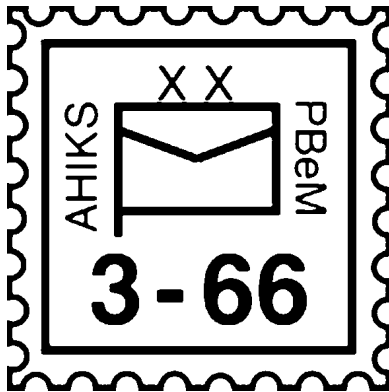
43/5

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