

Presidential Candidate

The Life and Times of a Wargamer

My name is Paul Koenig, and I would like to be your next president of AHIKS. My wargaming life began in 1977. I was 10 years old. For Christmas of that year I received Avalon Hill's **D-Day**. My dad, brother, and I loved it, especially me. A short time later I received SPI's **Kharkov** (boxed version) for my birthday. I was hooked. My next-door neighbor, Richard, became my gaming buddy. We are still best friends to this day, and I don't do anything game related without him.

After spending hours upon hours devouring those two games, we were in for a change. We wanted something bigger. So I rode my bicycle to the nearest game store. I can still vividly recall all of the SPI and AH games displayed on the walls and shelves. Oh, the good old days. Anyway, I was looking for a strategic WWII game and had narrowed my choices down to AH's **Third Reich** or SPI's **War in Europe**. I ended up choosing **3R** for two reasons: it was only one large map, while **WiE** was nine (46 square feet) and **3R** was also cheaper, always a consideration for a kid.

Since those early days I have owned literally thousands of games. At one time in the late 1980s I was a dealer and could be found selling my wares at the local gaming conventions in Los Angeles. With the advent of eBay, I got out of the business side and sold nearly all of my games, save for a few favorites. In the nearly 20 years since then, I have built my collection back up to about 400 titles. Although I still sell an occasional title, I am more of a horse trader, looking to swap one title for another using the Marketplace of ConsimWorld.

So, what are my wargaming credentials? I have been interested in wargame design since 1988. One of my favorite games has always been AH's **Fortress Europa**. My buddy Phillip and I wanted a **FE**-like game that

would cover the entire war in Europe. So we went to work designing our own. When Phillip passed away in 1991, I swore that someday our game would be published. Many of our ideas have made it into my development of **Deluxe Fortress Europa** for L2 Design Group, and I have dedicated that game to him. Prior to Phillip's death I had taken my first plunge into playtesting. My first playtest was for GRD's **Second Front**.

Since getting my feet wet on that game, I have playtested several others, including: **Lords of the Sierra Madre** (SMG), **Deluxe Bitter Woods** (L2), **To the Last Man** (Compass), **Land Without End 2nd ed.** (DG), and too many *S&T* and *WaW* games to count. I have also developed the aforementioned **Deluxe Fortress Europa** for L2 and have signed on to develop some projects for *ATO* magazine. My first title for them will be **Hungarian Nightmare**. Currently, my published designs are the five games of **Paul Koenig's D-Day** by Victory Point Games. I have also sold **Shiloh: Bloody April, 1862** (based upon AH's **Gettysburg 1977** game system) to DG, and it will appear in *S&T* #264 in 2010. I also have many designs in various stages of development. They include **1831FR** (*18XX* train game), **1865** (*18XX* train game), **Italy Expansion Kit for Deluxe Fortress Europa** (L2), **The Battles of France** (two games in one—1940 & 1944—based upon SPI's **Operation Typhoon** game system), **Vimy Ridge** (based upon *ATO*'s **The Big Push** game system), **Europe Besieged** (based upon L2's **Russia Besieged**), **Paul Koenig's Market Garden Series** (3 games based upon *PKDD*), **Paul Koenig's The Bulge** (2 games based upon *PKDD*), **Paul Koenig's Pacific Battles Series** (perhaps as many as 5 titles based upon *PKDD*), and **Paul Koenig's**

Eastern Front (an undetermined number of titles based upon *PKDD*).

Other information that might be pertinent is the fact that I have proofed both *Strategy & Tactics* and *World at War* magazines, and I have been published in *S&T*. Furthermore, I was the Editor-in-Chief of my high school newspaper. As for what kind of leader I would be, I'll leave that up to Randy Heller (a friend for nearly 25 years) to espouse. Thank you for your support.

★★

A Candidate's Endorsement

As AHIKS Vice President, I would like to take this opportunity to endorse fellow AHIKS member, Paul Koenig, for the position of AHIKS President. I have known Paul for well over 20 years and have faith he will do an excellent job. I have spoken with Paul about AHIKS. We discussed some of the issues currently on our plate, and he is ready to take the helm and get things done. Paul is a get-in-your-face kind of guy, strongly opinionated, and dedicated. AHIKS is badly in need of someone of his mettle. I know Paul is not shy about giving publicity to AHIKS in a public forum. He is a regular at the Southern California conventions and would no doubt stir up interest for us. Paul has outstanding writing skills. I am confident we would hear from him within the pages of *The K* on a regular basis. As well as being a writer, Paul is a game designer. In addition to games currently on the market, he has a number in design and development stages. Mention the name of Paul Koenig within the corridors of the gaming community, and you will definitely get a reaction. AHIKS needs Paul! Every vote counts; don't ignore your AHIKS ballot. Get out there and vote. Vote Paul Koenig for President!

Randy Heller

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: 29 November 2008.

Alan Poulter

(grognard@grognard.com)

The International Gamers Awards has announced the recipient for the 2008 IGA (Historical Simulation category). The winning game is: **Asia Engulfed** (GMT).

OSG Gone

After over ten years in business, OSG closed its doors forever at the end of November. Founder and chief game designer Kevin Zucker said farewell.

NEW BOARD WARGAMES

Academy Games

Conflict of Heroes: The Swamp is an expansion set for **Conflict of Heroes** containing a map.
<http://www.conflictofheroes.com/>

Ad Astra

New from Ad Astra Games is **Birds of Prey: Air Combat in the Jet Age** which simulates close-in jet dogfights using a unique system.
<http://www.adastragames.com/>

Avalanche Press

Third Reich: Rumors of War requires either or both of **Third Reich** and **Great Pacific War** and includes an expansion map covering the Middle East and counters for Iraqi and Iranian armed forces, Russian nationalists, Irish, Latvians, British, Italian and Soviet marines, German cavalry and mountain troops, and more. **Navy Plan Crimson** is the latest game in the **Great War at Sea** series and covers the naval aspects of a hypothetical invasion of Canada, called War Plan Crimson by US planners. It is available for free, exclusively to members of the APL Gold Club. **Artic Convoy** is the latest game in the **Second World War at Sea** series and covers attacks by German aircraft, submarines, and surface ships on Allied convoys using the Norwegian and Barents Seas. **Rome at**

The Kommandeur

War: Hannibal at Bay covers the last struggle between Rome and Carthage with five scenarios for the major battles. <http://www.avalanchepress.com/index.php>

Bellica Third Generation

From a new company comes **Tomb for an Empire**, the first game in the **Age of Muskets** series, which covers the struggle in the Iberian Peninsula from 1808 to 1814. The game allows play of the entire war from various dates and offers introductory battle scenarios. **Eagles Rising** is the second game in the **Age of Muskets** series, and it covers Napoleon's campaigns in Northern Italy 1796-97. It includes battle and campaign scenarios and a hypothetical campaign pitting Suvorov against Bonaparte.
<http://www.bellica3g.com/index.php>

Columbia Games

Texas Glory: 1835-36 is the latest block game on the Texan fight for independence from Mexico.
<http://www.columbiagames.com>

Decision Games

Highway to the Reich is a reprint, with revisions and updates, of the SPI original covering Operation Market Garden at the grand tactical level.
<http://www.decisiongames.com>

Devir

Dos de Mayo is a game on the rebellion in Madrid in 1808 against the occupying French troops. It is quick playing, using an area map, simple rules, and blocks representing French and Spanish troops and civilians.
<http://www.devir.com/>

GMT

The fifth game in the **East Front** series, **Barbarossa: Kiev to Rostov** covers the southern front of the Axis invasion of the Soviet Union during 1941. The game follows on from **Barbarossa: Army Group South**, beginning in mid-August and ending in December 1941. **Pursuit of Glory: The Great War in the Near East** is a sequel to the well-received **Paths of Glory** by Ted Raicer. Designed by Brad Stock, this game covers the struggle for dominance between the British/Russian alliance and the Ottoman Empire.
<http://www.gmtgames.com/>

Lock 'n Load Publishing

Carolina Rebels is the first game in the new **Flintlock** series. Designed by Richard Berg, **Carolina Rebels** features four crucial battles of the British Southern Campaign during the American Revolution, covered at company level: Camden, Guilford Courthouse, Cowpens, and Hobkirk's Hill.
<http://www.locknloadgame.com/>

MMP

Two reprints are **Armies of Oblivion**, a core **Advanced Squad Leader** series module adding the Axis Minors and **Burma**, the sixth game in the **Operational Combat** series, on the Far East campaign in WWII.
<http://www.multimanpublishing.com>

Victory Point Games

Israeli Independence Expansion Kit is an expansion module for **Israeli Independence**. It includes more Headline Cards, optional rules, and new scenarios.

Caesar XL Gold Expansion Kit is an expansion module for **Caesar XL**, adding Barbarians and expanded rules.

A new twin-game is **D-Day: The American Beaches**, designed by Paul Koenig, covering Omaha and Utah Beaches, making it the second and third games in the **D-Day** series. **No Retreat!**, designed by Carl Paradis, is a fast, playable, strategic East Front WWII game, squeezed into a small package.
<http://www.victorypointgames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #253 contains **Drive on Kursk: July 1943**, designed by Ty Bomba, and uses the **Road to Ruin** game system that was used in **Drive on Stalingrad** and **Drive on Moscow**.

World at War #3 contains **The Bulge**, designed by Ty Bomba.
<http://www.decisiongames.com>

Against the Odds Annual 2008 contains **Operation Cartwheel** on the campaign to capture Rabaul in WW II.
<http://www.atomagazine.com/>

Vae Victis #83 contains **Rioseco 1808**, and a solitaire game, **Somosierra 1808**, both in the **Jours de Gloire** series. <http://www.vaevictis.com/>

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Match Coordinator's Farewell

It's hard for me to believe that I've been match coordinating for AHIKS for more than five years now. I've enjoyed most of it, but I do have some regrets. I regret that I didn't push more for some fundamental changes in how matches are set up and also some much needed changes in how AHIKS operates. I had several ideas but failed to do much about them. I'm not sure I could have gotten many or even some of those ideas through the executive committee, but I should have tried because I really felt they were important to the future of AHIKS.

Our organization is basically functioning as it did forty years ago, only somewhat less actively. The rest of the hobby has long since moved into the 21st century, and that's why our organization has had no significant growth in the last decade, nor have we offered our members much of anything in the way of new or even improved services.

What should change? I think there are two things that are most critical to the organization. *The Kommandeur* is the first thing because it's the life blood of AHIKS; it's what brings the members together and makes us a specific gaming community. Second is match coordination. People join AHIKS to play games with reliable and competent opponents. They look to the match coordinator to find those opponents for them, set the matches up, and provide them with whatever they need to play the games by postal mail or e-mail.

We have been very fortunate to have Omar as *The K* editor for the last several years. The newsletter has been issued with remarkable regularity and superb editing. And it has transitioned from solely a paper version to a very nicely done electronic PDF file.

With regard to match coordinating, there have been some changes in how the matches are set up, but those have been primarily cosmetic (e.g., hopefully more user friendly ICRKS) or related to record keeping (which most of you don't see). Match coordinating needs to be completely changed. We currently have a nice website that has a lot of the organization's information (albeit much of it out of date) posted. What we need is an interactive website that would allow members to enter it in a secure fashion, search for AHIKS

opponents, and have the website automatically set up matches and allow members to download their ICRKS, OOBs, combat sheets, or whatever else that may be needed. The website also needs to provide a die roller for those that prefer online die number generation. And of course the website needs to have links to all the other important websites in the hobby. Of course, there are still a few members that do not have computers and prefer to play games by mail as they have by decades. Those members certainly need to be accommodated, and it's a reason why we will still need a match coordinator for the foreseeable future.

There are at least two well-qualified candidates for the match coordinator position who I believe have the potential to greatly improve the AHIKS match coordinating service. So, I'm cautiously optimistic about the future of our organization. We're still going to need a dynamic and forward looking president, though, who will not only support changes that are needed, but facilitate their realization.

Anyway, my match coordinating services will soon be turned over to a new MC. I've gotten to know several new members well over the last five years, some of whom I'm sure I will continue friendships with for years to come. That alone has made my tenure more than worthwhile for me. I wish the same for my successor.

Roger

Vote Today

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

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

From the Secretary

Another year is coming to a close and with it comes election time for AHIKS. Several officer positions have candidates running. Now is the time for all members to cast a vote for the candidate of their choice. I urge everyone to take a few minutes and *vote!*

One of the issues that will receive attention in the new year is the possibility of AHIKS offering a Dice Roll server on the website for use of the members. I personally like the idea. With the ability to play games by e-mail, the instant dice roll on-line offers me a "feel" that I am really rolling the dice. This just adds to the flavor of my old face-to-face gaming. If you have any thoughts on this issue one way or the other please voice them to your elected officers.

It's membership renewal time for 2009. Dues for the electronic *K* are free. (If you would like a printed copy the cost is \$7 until January 31, 2009). Whether you have a printed copy or an electronic copy of *The K*, please take a moment to send me a card or an e-mail confirming your current snail mail address and your e-mail address. Some members have moved or changed e-mail addresses, and we may not have your current information. This would help me keep our records current, and it will insure no one misses any copies of *The K*. Please contact me at the e-mail or snail mail address on page 12.

AHIKS membership continues to expand. I would like to welcome the following new members our organization.

Brian A. Jenkins 1579

Colin J. Mulligan 1580

Welcome, gentlemen!

AHIKS continues to be a *great* place to meet new people and enjoy a relaxing wargame with friends who share your interests. 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 wargaming group around.

I would like to wish all of you a Very Merry Christmas and a Happy Holiday Season!

Until next time, happy gaming to you all!

Bob Best

More from Presidential Candidate Charles Marshall

Hi, my name is Charles Marshall and I'm running for AHIKS President. I've written a bit in *The Kommandeur* about myself in the past but given the proximity of our upcoming election I felt it might be a good idea to write one final article which, I hope, will give all AHIKS members some insight to who I am and the direction in which I'd like to see our Society head, under my leadership. I'd also like to introduce you to AHIKS member 1569 and my choice for your next Vice President, Bert Schneider. I feel confident you will be impressed with his ideas and attitude. I'll talk more a bit later about Bert but first I'd like to give you a rough sketch of myself as well as my ideas for the way I envision the direction of our Society.

Without a doubt, AHIKS is a well-established organization. The work of our founding fathers and previous officers is evident in the basic, reliable functionality of the Society. I pledge to you now that the functionality which exists today will continue to exist tomorrow, if I become your new President. If elected, I intend only to build upon the existing foundation of AHIKS. We don't need to upset the apple cart in the interest of progress, we just need to point the apple cart in the right direction and make sure it stays on its wheels.

I feel we have several areas that are ripe for improvement, but improvement should always be based solely on the collective needs of the membership. I promise to add functionality to our organization where it's needed and to improve functionality where it exists but isn't quite working up to expectations. I know this sounds like a lot of campaign rhetoric so let me be specific:

First, under my leadership the well-established system for PBM gaming will continue as is, untouched, unless the officers or membership present me with cause for improvement or correction. This Society was founded on the idea of a fool-proof system for die roll resolution (the ICRK or CRK as it's now referred to), and I intend not only to continue with that system but to keep my mind open for any and all ways to improve it.

Second, there are certain mechanisms within AHIKS that, while work-

ing to a certain degree, could use some slight finessing to make them more useful to the membership at large. The Match Request system comes to mind. AHIKS has a code system to differentiate between (F) Fast opponents and everyone else. That's a good idea. But what exactly is a "fast" opponent? Let's define that. Let's define a "slow" opponent as well. Some members might want to be listed as a "slow" opponent. (At times, I know I would!) Or maybe "medium" might do. The point is, let's make sure our opponents know when to expect their moves. Also, I'd like to address the issue of "play intensity." Roughly defined, that is the manner in which opponents would like to conduct their matches, along these lines:

A. Casual Player: Accepts opponents mistakes as redo-able, accepts opponents suggestions to rules changes.

B. Moderate Player: Accepts opponents mistakes as redo-able but desires only official AH rules or previously decided upon rules (and no rules changes once the game begins).

C. Disciplined Player: Each player is responsible for his own mistakes (see Hard Core option in AHIKS Members Guide); AH or previously decided-upon rules only.

Thirdly, I feel the room for improvement within our Society is vast and limitless. While maintaining the existing PBM system as an AHIKS institution, I, along with Bert Schneider, feel compelled to make our Society one that offers much more to the membership than is currently available. This will make AHIKS an organization worth paying for. The commingling of our Society with the internet adds a dimension to AHIKS that is both necessary and desirable. With that in mind I'd like to mention just a few of the ideas Bert and I have been discussing at length that we feel will increase the value of our AHIKS membership.

AHIKS Die Roller

Both Paul Qualtieri and Robert Granville mentioned a dedicated AHIKS die roll server in the October issue of *The Kommandeur*. (Actually

Tom Oleson mentioned it as well.) I'm very much in favor of this idea. But I'd like to take it one step further. I'd like to propose a dedicated die roll server for each Match ID. While that may seem a bit extreme, I believe it will serve us in several ways. But before we get into that, let's just consider the benefits of a dedicated AHIKS die server. Remember Irony.com? It's gone now. How about PBEMnexus? gone as well. With our own dedicated AHIKS die server, we won't have to worry if an "outside" source is going to continue providing us with a die roll server for our Society. We'll have our own; one that can be examined on the source-code side if need be. Furthermore, by utilizing our own dedicated die roll server, accommodations can be made for the specifics of the game in question. Avalon Hill's **War at Sea** is one example because it's a game that requires several rolls of dice for a constantly varying number of ships. We can create die servers purpose-built to a particular game. This speaks nothing of averaging dice rolls, 10-sided (or n-sided) dice or even cards, if necessary. Finally, and to get back to my idea of creating dedicated die roll servers for Match ID's, it becomes possible to store every roll into a Match ID/Die Roll database. Any question about last turn's roll? No problem... log into your AHIKS account and go to "Die Roll History" and there you'll have verification of exactly how many pips exposed themselves for that much needed 2-1 at Tobruk last turn. That's using technology to our advantage.

More robust ISP

Lately I've noticed some issues with the Bravenet ISP. I won't get into details about this because this is Tom Thorsen's area of expertise, and I need to make sure I understand the reasons behind using this provider before I suggest changes. But that brings up a point about me: It's not about me. It's about AHIKS, so I will always defer to those closer in proximity to a problem/situation when their area of expertise will deliver better results than my idea. I'm a big fan of results. As my choice for Vice President, Bert Schneider, has said, "While we might like to play like Generals, we won't behave like them as

far as this Society goes.” We will lead through the mutual voice of the membership.

Online Repository of AH rule books, AH Generals, Boardgamers, etc

Unbeknownst to me, this was actually a pet project of Vice President Heller. I love this idea. My goal is to see a repository of pdf files on the secured side of the AHIKS website which would contain:

- 1) All AH rule books
- 2) All AH *General Issues*
- 3) Any *Boardgamers*, *Panzerfausts*, and other out-of-print or public domain publications.

Obviously this is something that is dependent upon the latest copyright laws. Obviously, as well, it's something that only the membership can make happen. But my plan would be to include incentives to expedite the process. Perhaps the Treasury could offer a slight cash reward. Or better yet, something that has a more personal touch; an article in *The K* or a T-shirt or a free game, etc.

AHIKS Meet-the-Members Page

This idea is to make our Society a little less “faceless.” I don't want to ask anyone to divulge any private or personal information. But if you've ever created a member account on a message board or forum (think Boardgame Geek) you've probably already done this. Well, why can't we have the same quasi-personal information shared amongst our own members, behind the secured side of the AHIKS website? No one who is without an AHIKS membership will be able to access this information. It's simply a way of putting a few words up about yourself, what games you like best and maybe (God forbid) a small picture of your ugly mug. This may seem insignificant to some but not to me or my running-mate, Bert Schneider. He is very familiar with cyber-communities and social networking tools. As your Vice President, he will make it his focus to make it easier to bridge any and all gaps between AHIKS members. Through internet social networking Bert has found a friendly, reliable and challenging face-to-face opponent that visits him for the occasional “duel to the death.” Imagine if AHIKS promoted inter-member communication in such a way that you might actually discover

that another AHIKS member lived only 30 miles down the highway from you? Given the nature of our extended organization, you might go years without discovering this. Bert and I want to change that. Let's shake hands, Members.

AHIKS Message Board/Forum

Again I feel your next Vice President, Bert Schneider is the right man for this project. It's a mutual idea between us, but Bert and I agree that this is an area in which he can excel. A while back I found out that an AHIKS Message Board existed but it's on the Consimworld site. That's better than nothing, but we can do better. We should have our own message board, on our own AHIKS website. It should cross-reference all the major wargaming boards in the world wide web today. Topic possibilities are endless: Strategy ideas, Rules Interpretations, Battle Reports (I know this already exists to a certain extent in *The K* but an abbreviated and more immediate update could be presented), Convention Information, etc.

And finally but not lastly,

AHIKS Online Game Room

My idea is to create an online gaming room (sort of like a chat room) on the secured side of the AHIKS website which will facilitate the playing of quick, tactical games for which even PBEM falls short. If you're wondering what I'm talking about, think AH games such as **Richthofen's War**, **Tobruk**, **Wooden Ships and Iron Men**, **Air Force**, **Gladiator**, etc., games designed on a very small scale with turns taking no more than a few seconds and completion possible in not much more than 30 minutes. These games are falling by the wayside when it comes to PBM or even PBEM simply because they are so small in scope and duration that most members don't consider them viable games to play with an opponent long distance. But what if AHIKS offered an online “game room” in which to play these games? PBEM utilities such as Vassal already offer real-time, online gaming, and, while I'm not sold 100% on the Vassal system as a final answer, I would like to propose the idea to officers and members alike in an attempt

to develop this idea further. I'm interested in Vassal mainly because it runs within the Java Runtime Environment which means, in layman's terms, that it will run on any system, Windows, Mac, Linux, Unix, Solaris, whatever; it will work on your computer.

So what am I getting at? Well, here's how I'd envision the implementation of this idea: an AHIKS member would log onto the secured side of the AHIKS website and then proceed to the “Game Room.” There he would see if any other members were online and awaiting an “open” match. If so, he would open a dialog with that member to find out what he's interested in. If both agreed to a game, then they would use a simple but automated system which would assign them a Match ID and proceed to get the game underway. The more likely way this “Game Room” would be utilized would be through a pre-arranged match; both AHIKS members would use the Match Coordinator in advance to arrange an online game for themselves. The MC would give them a unique ID that they would use to enter the Game Room. Upon entering they would have their game, ready and waiting for them. Upon completion, all pertinent information would be automatically recorded into AHIKS' existing rating system, if both parties agreed to a rated match.

Thanks for Listening

I know that's a lot of information, but that's just some of the ideas Bert Schneider and I have been thinking about lately. I promise, if you elect me as your President and Mr. Schneider as your Vice President, there will be more to come. We're both forward-thinking individuals and we both have an innate desire to make good things better.

I was born in Kansas City, Missouri, and I grew up in Tulsa, Oklahoma. Today, I live just outside of San Francisco, California, so you might suspect that I would be hesitant to identify myself as an “Okie.” Not so. I'm very proud of Oklahoma and the way in which my upbringing shaped me into who I am today. Sure, Tulsa's no San Francisco, but the rock-solid Oklahoma work-ethic is a part of who I am and how I get things done. And everything I do, really, is a reflection of that work ethic's influence upon me.

I could get into the nitty gritty of my

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favorite game, favorite military leader (Hint: begins with Rom, ends with mel), but I'd rather save that stuff for later, in the event that I really do become your next AHIKS President. What I'd like to do now is to tell you something about your next Vice President, Bert Schneider. Bert and I met through AHIKS, and we're currently slugging it out for control of the "boot" in a game of AH's **Anzio**. I like the fact that your potential President and Vice President are knee-deep in a slugfest for the Italian peninsula. We're don't intend to only officiate, we play games too! Bert's a great no-nonsense kind of guy, and I look forward to working with him. I feel Bert is the perfect guy to mold a more cohesive group from our scattered and disparate membership. This will encompass everything from social networking to member surveys. Through member surveys we will get a more accurate idea of what the membership really desires. But don't take it from me. Read Bert's article in the next column.

He's an interesting guy and one I'm proud to call my running mate. In the meantime, let's get involved. Let's make this Society what it was back in '66, a groundbreaker. But now, in 2008, let's work together to make AHIKS much more. Let's reach beyond our expectations and put in the hard work necessary to find ourselves the members of the most prestigious PBM/PBEM Society in the world.

Thank you and I ask for your vote for AHIKS President.

Charles Marshall

From Bert Schneider

Running as Charles Marshall's VP

Charles Marshall is running for AHIKS President, and he's asked me to be his Vice President. Charles asked me to share a little bit of my background with you, along with some ideas I have for AHIKS. Technically, I'm a Baby Boomer but I don't feel like it. Even though I was born in 1958, I discovered that I'm really part of the "Generation Jones" group which describes people born between the years 1954 and 1965. In other words, I'm part of a lost generation between Baby Boomers and Generation Xers. Back in the early 70s, a friend of mine at school introduced me to wargames. I was immediately hooked. The first game I bought was Avalon Hill's **Blitzkrieg**. (I recall saving up a great deal of my money from mowing lawns to buy this game.) I enjoyed playing these games, but I could never keep up with my friend since he seemed to have an unlimited budget—or rather his parents had deep pockets! While I would be lucky to get a game or two a year (birthday and Christmas), this friend of mine would get five games at a time. I really didn't get into wargaming in depth until I went to college. I went to school at the Virginia Military Institute, where Stonewall Jackson once taught cadets. In fact, VMI is the only school in the United States ever to win a battle (in the battle of New Market, the cadets of VMI marched for three days from Lexington, VA, to New Market, Virginia). On May 15, 1864, the cadets of VMI fought with the Confederates under General John C. Breckinridge and helped to defeat a Federal force under General Franz Sigel. Each year on May 15th, VMI remembers the ten cadets who were killed in that battle.

Upon graduating from VMI, I served as an officer in the United States Air Force. I worked on many programs such as the MX Missile System, the Minuteman Missile system, the Defense Meteorological Satellite Program (DMSP), and Electronic Intelligence systems. I even directed testing at a high-tech virtual test facility for ballistic missile defense systems. But my best assignment was teaching at the Air Force

Academy. I was an Assistant Professor of Aeronautics and the Director of the Aeronautics Laboratory at the Air Force Academy. I have lived all over the country (Washington, D.C., Maryland, Virginia, California, Ohio, Nebraska, Colorado, Florida, and Arizona) and I've traveled to just about every state in the nation. I've also had some memorable travels to places outside America. I ended up getting two more degrees (one in the service and one after I retired from the Air Force).

In 1997, I joined the team at Raytheon Missile Systems (which at the time was Hughes Missile Systems), in Tucson, Arizona. I've worked on some really interesting projects over the past eleven years including the AIM-9X short-range missile, the Standard Missile-3 ballistic missile defense system (which was used recently to shoot down an ailing US spy satellite), as well as some directed energy weapons development. My current responsibilities include coordinating architecture initiatives across all six business units of Raytheon.

I have served in many volunteer organizations in many different capacities, such as director of our annual church Fiesta, church lector, member of our church choir, church youth leader, School Advisory Council President, Odyssey of the Mind Team Coach, Cub Scout Committee and Newsletter Editor, and school mentor.

I have many interests outside of wargaming. I enjoy astronomy, playing the piano from time-to-time, and flying model R/C airplanes. I like to build things: I built a backyard waterfall, a telescope pier, customized closets, and our entertainment center. I also have built some of our furniture and I do remodeling work on our home. I like the outdoors and spend some weekends hiking and camping. And I've always enjoyed adventures; I once spent four days 1,500 feet below the surface of the earth on a caving expedition in Lechuguilla Cave! Being "empty nesters," my wife and I took up scuba diving, which is an incredible thrill! I am also a cancer survivor, so every day is a blessing. I thank God for all that he has given me! I thank my parents, for without them I wouldn't be where I am

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: January 31, 2009.**

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. Subscriptions to *The Kommandeur* are available to non-members. Direct inquiries to the Editor or the European Regional Director.

today. And I thank my family for being there when I needed them. I also am thankful for rediscovering old friends.

In 2004, while recovering from surgery I had plenty of time on my hands, so I got on the Internet and starting searching for wargames. I don't know why I decided after almost thirty years to get back into this hobby, but I started buying up old Avalon Hill games that I played when I was growing up. I even bought a few SPI games. Then I discovered AHIKS! I couldn't believe that AHIKS was around. I promptly joined AHIKS in September of 2005 as member number 1569. In the three years that I've been a member, I have enjoyed playing many games with other AHIKS members by both e-mail and snail mail.

And that brings me back to why I'm excited to be part of a Charles/Bert ticket for President/Vice President. Both Charles and I feel we are part of a unique organization with some interesting people who share a common desire to make wargame play the best that it can be. We also feel we can take advantage of some 21st Century technology and propel AHIKS beyond where we are today. We have some ideas we'd like to bounce off you to try and make playing wargames by mail or in the virtual world easier and more like playing face-to-face. In addition, we'd like to make it simpler to connect with other war gamers, and we'd like to increase the services that AHIKS provides to you and make being a member of AHIKS even more worthwhile. I would like to explore setting up a map-based social network (like Facebook or Myspace), so we can see where each of our members calls "home." If you would be interested in participating in this AHIKS social network, it would allow you to find out a little about your fellow AHIKS gamers (which games they own, which games they prefer to play, what historical era they are interested in, and other interests). Who knows, you might even find out that some AHIKS members live a stone's throw from your home. It would also be nice to put a name to a face. We could explore web pages that carry play-by-play status of games. New members could learn from observing more experienced gamers. We could also update our "opponents wanted" process to something more modern. I can recall the days back in the early 70s, when I

Tournament Offering: Blue and Grey from Brian Stretcher

*I had three responses to my announcement of a **Blue and Grey** tournament last issue. Because it might have been overlooked, I asked Omar to rerun the announcement here. I still have openings for what is looking just a little like a celebrity tournament. Please give it some consideration.*

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

would send in an "Opponents Wanted" card to Avalon Hill. I recall playing a few games by mail, and using the stock market sales in hundreds for die rolls. We have certainly come very far since then, and I feel that AHIKS can take advantage of powerful capabilities that will help connect us better. I also feel we should retain some of the more traditional methods of communicating, for those who do not feel comfortable with new web-based technologies. Most importantly, Charles and I plan on conducting surveys to find out what you are interested in and where you feel our organization should be heading. While we like to pretend to be generals in playing our wargames, Charles and I don't plan on behaving that way in moving AHIKS forward.

We value our membership in this organization, and as President and Vice President we promise that we would strive to make AHIKS the premier wargaming organization. The most important part of AHIKS is playing games, and I won't lose sight of that!

Bert Schneider

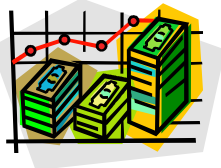
neutral commentary. The issue of play balance throughout the tournament is addressed by having the players compete for advancement only against those playing the same side as they are, as measured by their performance against each of the players from the other side. Points will be awarded based on the 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 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 will 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, contact me at my address on page 12, sending your postal address, e-mail address, and phone number no later than December 31. I'll take as many as I can, first come, first serve.

★★

Treasury Notes



Dues Announcement

We came out ahead for the year despite the crashing economy and despite deciding to make membership in AHIKS free for 2008. So, I am happy to announce that we are once again offering free membership in AHIKS for 2009! If you want to continue to receive the *eK*, you need do nothing. Your membership will be continued as is; just remember to update your contact information with either Omar or Bob Best, our new Secretary.

If you want the printed *Kommandeur* sent to you, then AHIKS needs \$7.00 from you by the end of January or \$9.00 after that. That amount is necessary to cover the expense of printing and mailing. If you forget to send in your money (and some of you did last year), you will remain a member but will not get *The K* after the February issue. If there are any of you who wish to convert to the *eK*, please let either Omar, me, or Bob know and provide your current e-mail address. There is no reason for any of you to miss an issue, so long as we have all of your current information.

Because we are having an election and wish to avoid double mailings, please send your print *K* dues to Bob Best along with your votes this year. Mailing information is on page 12

Odds and Ends

On page 7, I have a repeat announcement for the *Blue and Grey* tournament I'm offering. A military-related story will be printed in the next issue.

Treasurer's Report

Although there were no payments received from members this time, our CD did mature since the last report, and so we do have some overall income. Here are the numbers:

Starting Checking Balance (10-1-08):	\$ 2,257.52
Income:	
Dues and contributions:	\$ 0.00
Expenses:	
K October printing	\$ 88.10
Transfer to Perpetual Fund	\$ 0.00

The Kommandeur

Checking Balance as of 12-1-08:
\$ 2,139.42

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

Interest Income: \$ 26.91
Transferred from checking: \$ 0.00

Perpetual Fund Balance 12-1-08:
\$ 2,666.14

Operating funds in CD, 10-1-08:
\$ 5,603.48

Interest Income: \$ 57.14

Operating funds in CD, 12-1-08:
\$ 5,660.62

Total in CD, 12-1-08: \$ 8,326.76

Total Treasury, 12-1-08: \$10,466.18

Our CD matured on November 11, and hence the interest reported above is actual, not estimated. The CD was renewed for another nine months. This is four months longer than the last renewal, but will yield more than one-half an interest point more when mature. It will mean a longer time before any new Perpetual Fund contributions can be transferred into the CD this year, but then again it will not be necessary to hold over late-arriving contributions to an even later maturity date.

So here is how we have done for the year:

Checking Balance 12-1-07:
\$4,605.17

Income:
Dues and contributions \$ 601.00

Expenses:
K printing \$ 566.75

Transfer of contributions to Perpetual Fund \$ 205.00

Transfer of operating funds to CD \$2,295.00

Checking Balance 12-1-08:
\$2,139.42

Net growth in Checking Account for 2008:
- \$ 2,465.75

CD balance 12-1-07: \$ 5,436.44

Interest Income: \$ 390.32

Transfer to CD: \$ 2,500.00

Total CD balance, 12-1-08:
\$8,326.76

Net growth in CD balance for 2008:
\$ 2,890.32

Total treasury balance, 12-1-07:
\$ 10,093.61

Total treasury balance, 12-1-08:
\$ 10,466.18

Total treasury growth for 2007:
\$ 372.57

This represents a total growth for the year of 3.69%. Considering the current economy and the fact that we charged nothing to actually belong to AHIKS this year, I would have to say that our no-dues experiment for the year was a resounding success. It would appear that the treasury has reached the point where offering services at cost plus our passive income keeps us just ahead of our regular expenses. And, there remains a pool of money available for special projects, should the need arise.

Remember, there are no annual membership dues this year. If you want the print K, I need \$7 by the end of January 2009. After that, it will be \$9. You may add any contribution to the Perpetual Fund to your dues check if you wish the print K. For those of you who receive the *eK*, I would ask that you not leave all of the contributions to those who are sending in money for dues. You're going to send your votes in anyway; right, so why not send a few bucks along with it?

DUES CHECKS GO TO THE SECRETARY THIS YEAR BECAUSE OF THE ELECTION, NOT TO ME!

Have a great 2009!

Brian Stretcher

From the Editor

Two of our long-standing officers are stepping down this year, and we need your vote to replace them. It was very refreshing to see two well-qualified candidates for each position step forward. Please read their articles carefully and send in your votes to the Secretary (see page 11). The Match Coordinator candidates, Robert Granville and Paul Qualtieri, had articles in the last issue (Volume 43, No. 5). Presidential candidate Charles Marshall has articles in Volume 43, No. 3 and in this issue. Paul Koenig has his article in this issue. For your vote to count, it must be sent by January 31, 2009.

(Continued on page 9)

T

he Song of the Swan

Talk about your wild ride... this has been a very long and interesting journey. It certainly took me places I didn't expect. Most of you are probably thinking only of my time as El Presidente, but I tend to think of my ride beginning with seven long years as Y

Loyal Editor. Almost twenty years ago, I presided over the 21st Anniversary issue. It was a hoot to put together. Back in those days It was still (literally) cut and paste graphics. I got different mastheads (my favorite is still the wonderful, large "K" design that was a gift to AHIKS by the lamented Redmond Simonsen) from years past, including the original from the first issue published soon after our inception in March of 1966. I also found cartoons, original art pieces, and even a few advertisements, including an ad for a little game called **Trafalgar** going for \$11 (which included the home address for Roger Cormier), and congratulations to SSGT Chris Wagner for launching *Strategy & Tactics* for a whopping \$.50 per issue. Bet you all had a few extra copies of those lying around?

I remember also with fondness the 25th Anniversary issue which was a free copy to all the members of **First Blood: The Guadalcanal Campaign**, which was eventually released in *S&T* [in a *very* different format than the original]. **FB:TGC** is nowadays available in its original form for download on web www.grognard.com. It's a great introductory game.

I've overseen the New Member's Guide being redone (and it's *way* overdue for a redo) as well as the Bylaws. Being El Presidente was beginning to feel like being The Maximum Leader

From the President

for Life, which is only part of the reason I'm stepping down. A few years ago I was able to attend the WBC. It certainly ranks as one of the highest moments in my long service. It solidified two things for me.

First, we needed to do something like the **Iron Man** tourney, which The Donald was very gracious to allow us to reinstate. The first year was a bit iffy because of the reporting requirements, but this past year, The Donald offered to pass along the direct information we needed to determine the winner without any need for the participants to report in. I am proud to announce that Bert Schoose will be the first returning Champion.

Second, my presence at the WBC was a Good Thing. I'm not patting myself on the back here; I'm honestly recognizing that had I been able to follow up my initial visit, I could have had more impact. It has driven home for me the importance of finding a full time Recruiter. This is my second suggestion to the incoming Administration. Find a member, preferably from the East, who attends every year and is willing to be the face of AHIKS at the WBC. Between the **Iron Man** tourney and the physical presence of a Recruiter at the WBC, I believe AHIKS will become a force for good in the hobby.

My first suggestion to the incoming Administration (whom you will all be voting on this time) is to aggressively identify and remove the deadwood from the Society. I've said it before, and I'll say it again: AHIKS must stand for *integrity first*. Disappearing opponents should *not* be tolerated. I mentioned the 21st Anniversary Issue of *The K* earlier. In it was an article by Clifford Scheifele with suggestions on how to best stop the

waning enrollment. This was twenty years ago. I've watched our membership go up and down like a roller coaster over the years. It's like that. Don't get discouraged.

And that brings me to the real reason I've stepped aside. I've been in the saddle for too long. It's time for some new blood at the helm. I appreciate the support from all of you. Some of it heartfelt, some of it begrudging, but there nonetheless. Being The Maximum Leader is often compared to herding cats. It's true. But I'm slowing down and the Society deserves someone at the head who will be more assertive at Getting Things Done. I recommend that you read the candidate's articles carefully and then show as much support as possible.

I *cannot* stress enough the importance of someone willing to step forward as The Recruiter (change the name if you like) and be the face of AHIKS at the WBC and other conventions.

As the hobby grays, I am encouraged that the advent of the video game has not killed off our beloved pastime. As sales of video games outstrips the sales of Hollywood to become the top moneymaker in the entertainment industry (in which warming barley counts as a blip), I see the hobby continuing to thrive, albeit at a smaller scale than in years past. But there are some new faces, and I have faith that the next generation will come along and take up the torch. When they do, AHIKS will still be there. We are an important candle in the lighthouse serving as a beacon to those who still crave the human interaction. This will always be the legacy of AHIKS. Long may we shine.

Chester E. Hendrix

(Continued from page 8)

Our Treasurer, Brian, has given the green light for another no-dues year for those getting the *eK*; those getting the print version pay only \$7 until January 31, then the cost goes up to \$9.

The current password on our web site is Dynamo, which was the code-name for the Dunkirk evacuation May-June 1940.

Things are looking up for AHIKS. Dues are down (or out), membership is slowly increasing, and new blood is joining the officer corps. 2009 should be a good year.

**Vote
NOW**

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 Bob Best know as soon as possible to avoid delay in the receipt of your *Kommandeur*, ICRKs, and other valuable AHIKS information.

Please send top portion of completed ICRKs to Match Rating Officer Andy Johnson.

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

1776 (AH)	(1442) Herbst
1904-5 (Avalanche)	(0916) Dandy E
1914 (AH)	(1554) Trosky M
Adv. Squad Leader (AH)	(1382) Massey E
Adv. Third Reich	(1430) Warnick Cyber
Afrika Korps (AH)	(0757) Qualtieri Cyber
Afrika Korps (AH)	(1252) Brooker M
Afrika Korps (AH)	(1051) Heiser M
Afrika Korps (AH)	(1567) Driver ADC 2
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
D-Day 77 (AH)	(1567) Driver ADC 2
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
Richthofen'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)	(1567) Driver ADC 2
Twilight Struggle (GMT)	(1382) Massey Cyber
A Victory Lost (MMP)	(1243) O'Connor
Vietnam	(1315) Reid 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.

1579 Brian A. Jenkins

1580 Colin J. Mulligan

Votingballot

Directions

Read the election statements that have been printed in this issue and the last two issues. Mark your choice for each office. If the name of your choice is not shown, write it in and mark the box.

Mail or e-mail your ballot to Bob Best. It must be sent by **January 31, 2009**, if it is to be counted.

You know and we know that if you do not do this right now that you will forget.

Please vote today.

For President

- Paul Koenig
- Charles Marshall (Bert Schneider VP)
- _____

For Match Coordinator
See last issue for their articles.

- Robert Granville
- Paul Qualtieri
- _____

For Secretary

- Bob Best
- _____

For Treasurer

- Brian Stretcher

For Editor

- Omar DeWitt

For Judge

- Dave Bergmann

For MSO-Ratings Officer

- Andy Johnson

2009 Renewal Form

Send this form or a facsimile plus your dues in US dollars (make check out to "AHIKS") to:

Bob Best, Secretary
4307 South Larwin Avenue
Concord, CA 94521

PLEASE PRINT

Name _____ Membership # _____

Address _____

E-mail _____@_____

Your dues are determined by the method you receive *The Kommandeur*. Check box.

[] E-mail. Choose [] attachment (about 500 KB) or [] download from the AHIKS web site.
Cost is free.

[] Paper copy by regular mail. Cost is \$7 if your letter is postmarked no later than Jan. 31, 2009. **Or \$9.**

I wish to donate to the AHIKS Perpetual Fund: \$ _____

Comments:

(Continued from page 2)

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

BSO and Canons en Carton

Epées et Croisade (Swords and Crusade) is the eighth game in the **Au Fil de l'Epée** series and covers the battles of Dorylaeum and Ascalon.

http://perso.club-internet.fr/fredbey/CeC_US.htm

Firefight Games

Pansarisottaa: The Battle of Tali-Ihantala, June 1944, covers the Russian offensive to finally defeat Finland, while **Tsaritsyn: Along the Volga June 1919**, covers the White Army's capture of Tsaritsyn in late June 1919.

<http://firefight-games.com/>

Wargamedownloads.com

Baptism at Bardia, from Schutze Games, is a solitaire game on the attack by the 6th Australian division on the Italian garrison of Bardia in 1940.

Maria Teresa, from TCS, is a solitaire game on the War of the Austrian Succession.

<http://wargamedownloads.com>



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NEW WEB RESOURCES

Free games

Germania: Drusus' Campaigns 12-9 BC (SOA) <http://grogard.com/info1/germania.zip>

Official Rules

Barbarossa: Kiev to Rostov (GMT) <http://www.gmtgames.com/bkiev/KtRules-3.pdf>

Napoleonic Wars (GMT) 2nd ed. Rules http://www.gmtgames.com/living_rules/TNW-Rules-2008.pdf

No Retreat (VPG)

http://www.boardgamegeek.com/file/download/36845/NR_rules.pdf

Successors: Alexander's Empire

(GMT) 3rd ed. Rules

http://www.gmtgames.com/success3/SuccessorsIII2_0.zip

Errata

First Blood: Second Marne, S&T #248 (DG)

<http://grogard.com/errata1/st/st248.doc>

Prairie Aflame! (Khyber Pass)

<http://www.boardgamegeek.com/file/download/36531/P.A.%20Errata-Q&A.doc>

Ultimus Romanum, Vae Victis #74

(HC) <http://grogard.com/errata1/ultimus.txt>

★★

Did you vote yet?

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