

# The Kommandeur



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## GREETINGS FROM OUR NEW PRESIDENT

I'd like to start by thanking the members and officers and to assure every member that I will do my utmost to grow and improve our Society. I have great hope for the future of our Society and, while AHIKS has endured its share of setbacks, I am positive that we can be a far greater organization than we are now. This is not to say that anyone involved in the Society in the past has failed to deliver. It simply means that as time goes on, new opportunities present themselves to us and, like anything, AHIKS should take advantage of those opportunities in order to better itself.

AHIKS can't do this on its own because AHIKS is not an independent entity. It is a collection of like-minded individuals. It is the Membership. Your new Vice President, Bert Schneider, and I will emphasize this idea: AHIKS should be defined by the involvement of its members. The Membership gives it life. Your opinions, your approval or disapproval, and your ideas all make AHIKS something unique and personal. Bert and I have discussed, at length, the AHIKS mission, member surveys and other ways in which to add unique value to the AHIKS membership so that, in this modern world of internet gaming organizations, we can be seen as the obvious choice for all mail and online wargaming activity. There is no reason AHIKS should not be *the* premiere wargaming Society. Under my watch, anyone remotely knowledgeable about PBM or PBEM wargaming will know of AHIKS. It will be the gold standard of all wargaming organizations. That is my promise to you.

So now, if you can bear it, I'll divulge some of the dirty secrets that color my jaded past. I grew up in Tulsa, Oklahoma, and attended the University of Oklahoma briefly before transferring to Tulsa University where I graduated with a degree in Broadcast Media (Radio/TV/Film). My first job was as

an audio engineer and cameraman for Stegman Productions. I traveled extensively with this job, including a trip to the frozen Beaufort Sea north of Prudhoe Bay, Alaska. Shortly thereafter, I took a job at Summit Post Production as an editor before moving to Dallas, Texas, to work as a post production editor and graphics artist for a company that will be familiar to any AHIKS member who has served in the military: AAFES or the Army & Air Force Exchange Service. If you're not familiar with AAFES, they are the government agency that runs the BXes (Base Exchanges) and PXes (Post Exchanges); the ubiquitous "general stores" on every US Army or Air Force base. I spent three years as an editor/graphics artist before moving into computer animation, which I did for the next eight years using the latest high-end computer technology at the time, a Unix-based Silicon Graphics workstation and Alias/Wavefront's Maya animation software.



CHARLES MARSHALL

During this time I met my wife, Kathryn. She's incredibly funny and as I couldn't imagine living in a world

without music or humor, it became equally unimaginable to continue my life without her by my side. So I shackled her to my ankle. No wait... (try again) So I asked her to marry me. (better) Our first date was a hockey game. If you love hockey, you understand the degree to which I felt I'd found the girl of my dreams. I met a beautiful, funny girl who loves the NHL. Heaven. Since we've been together she's also come to understand my fixation with history and military simulations. I find it funny when I come downstairs and catch her watching black and white archival newsreel footage of WWII on History International. I do not, however, try to rope her into an AH wargame (hey, I don't want to scare her off completely!!!), but we do enjoy our occasional match of **Source of the Nile**, **Football Strategy**, **Outdoor Survival**, or **Consulting Detective**.

Call it boredom with my AAFES job or a mid-life crisis, but the day after our wedding we left Texas forever for California. Circumstances in my life continually remind me that we "only live once" and, heeding this creed, I decided to spend a year in Russell Racing's Mechanics Training Program learning the ins and outs of race car preparation and maintenance. My first job upon graduation was with a vintage race shop called Robin Automotive. They restore and race vintage Formula One and Can Am race cars primarily from the late '60s and early '70s. During that first year I was also asked to work as a "hired gun" for B-K Motorsports, an American Le Mans team running a Mazda-powered Courage C65. I did this for two more seasons until a certain surprise situation entered my life. His name is Zane and he's now 2.5 yrs. old. The traveling involved in the motor-sports industry is not conducive to a positive home environment, so I had to decide between my new

*(Continued on page 11)*

## Game News

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>), Web-Grognards (<http://www.grognard.com>) and Boardgamegeek (<http://www.boardgamegeek.com>). Material correct at time of writing:: January 31, 2009

Alan Poulter

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

### NEWS

#### Vae Victis ceases game publication

Sadly, because of the cost of the game inserts, issue 84 of *Vae Victis* will be the last to include a game. To quote Pascal de Silva, writing in post 5961 in the *Vae Victis* folder on Consimworld:

*“Gentlemen, the decision was not easy to take. The magazine is mainly distributed through French book shops. Due to the system, less than one magazine for two printed is sold. The extra fabrication costs for maps and counters can't be any more supported, because sales have fallen down since a few years. Increasing the price of the magazine will not change that trend...the crisis will not help. But Vae Victis doesn't want to completely abandon game-publishing. We will have to find a way to create and insert smaller games of interest, with no extra printing costs. There will be two special issues per year. What will be inside is not decided yet. I've got some ideas about that, but I will have to convince my chairman manager. If I'm successful, I guess it will be a another revolution in VV life.... a positive one this time...but the affair will be difficult to deal. Keep hope. Vae Victis was near to disappear, but it's still alive. Canons en Carton will still publish battles for JdG and Au Fil de l'Epee, no doubt about that.”*

In post 6000 Pascal goes on to say:

*“The magazine is made for wargamers who play with counters and those who play with miniatures. The French market is too small to split Vae Victis. H&C tried this with the special issues : it doesn't work. Sales of VV are still decreasing. Suppressing the game, the magazine will surely lose buyers, but*

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*we hope it will gain some. VaeVictis is first a magazine, with a game inside, and not a wargame with a magazine in the box. H&C will try to insert smaller games, with a A4-A3 map, 20-30 counters and 3-4 pages for the rules. The goal is to give interest to the hobby to potential new gamers and to provide quick, easy to set games to those who have no time or no courage to mount the counters... First, we must try to make it survive, then we will think to develop it again.”*

### NEW BOARD WARGAMES

#### Avalanche Press

**War on the Equator** is the latest supplement for the **Panzer Grenadier** game series. It covers the short war between Peru and Ecuador in 1941. **Campaigns and Commanders: War in the East** is the first in a new series of book supplements that adds campaign games and World War II role playing to the **Panzer Grenadier** game series. It requires ownership of **Eastern Front Deluxe**, **Road to Berlin**, and **White Eagles**. <http://www.avalanchepress.com/index.php>

#### Compass Games

The latest in the **Eagles of the Empire** series, **Spanish Eagles** covers the battles of Talavera and Albuera. It contains the latest version 3.0 rules. <http://www.compassgames.com/>

#### Critical Hit

A new ASL-compatible module is **Ivan's War** which contains new scenarios for the map from **Stalin's Fury. Pointe du Hoc**, in the same series, covering D-Day battles is now in a second edition. A Gamers Guide and an Upgrade Kit for owners of the first edition are also available. **Stalin-grad**, in the **Advanced Tobruk** series, is also now in a second edition. Also new in the same series is an Expansion Edition for **Bloody Omaha** <http://www.criticalhit.com/>

#### Fiery Dragon

**Counter Strike: Liberia - Descent into Hell** covers the Liberian civil war of 1989-1997. <http://www.fierydragon.com/>

#### GMT

**Chandragupta** is the thirteenth game in the **Great Battles of History** series and covers battles in ancient India from Pataliputra in 319 BC to Kalinga in 261 BC. **Unhappy King Charles**, designed by Charles Vasey, is loosely based on Mark Herman's classic game **We the People**, and covers the English Civil War using three packs of cards for the early, middle, and late war. **Fields of Fire** is a solitaire game of commanding a rifle company, through three campaigns experienced by units of the 9th US Infantry in World War II, Korea, and Vietnam. <http://www.gmtgames.com/>

#### Lock 'n Load Publishing

**Not One Step Back** is a digital download only reissue of the Lock 'n Load Eastern Front World War 2 expansion. <http://www.locknloadgame.com/>

#### Pratzen Editions

**Le Vol de l'Aigle** is the latest addition to their Napoleonic campaign game system, extending it to cover the campaigns of 1805, 1812, and 1813. [http://www.pratzen.com/index\\_en.php](http://www.pratzen.com/index_en.php)

#### Victory Point Games

**Paul Koenig's D-Day: The British Beaches** covers both Gold and Sword and uses the same system as his earlier games on other beaches. **Hell's Horsemen** is the second expansion for **Ancient Battles Deluxe** covers battles featuring large Persian cavalry formations. <http://www.victorypointgames.com/>

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #255 contains the game **Hannibal's War**, designed by Joseph Miranda.

*World at War* #3 contains **The Bulge**, a redesign, by Ty Bomba, of the title originally published by SPI in 1979, which was designed and developed by James F. Dunnigan and Eric Smith. *World at War* #4 contains **USAAF: US Strategic Bombing '44**. <http://www.decisiongames.com>

## NEW DTP WARGAMES

**BSO and Canons en Carton**

The 24th and 25th battles in the Jours de Gloire game series are **Rolica and Vimeiro 1808**. [http://perso.club-internet.fr/fredbey/CeC\\_US.htm](http://perso.club-internet.fr/fredbey/CeC_US.htm)

**Firefight Games**

**Deep into the Bekaa** covers the last tank battle of the Israeli invasion of Lebanon 1982. **The Ukraine On Fire: The French Debacle 1919** covers the battles starting in around Odessa in the Russian Civil War.

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

**Minden Games**

*Panzer Digest* #5 contains two games, **Thunder Gods** covers kamikaze attacks off Okinawa in April 1945 while **Breakout at St. Lo** covers battles in the bocage of France, July 1944. **Mediterranean Salvo!** is a new game in the **Salvo** series.

[http://minden\\_games.homestead.com/](http://minden_games.homestead.com/)

## NEW WEB RESOURCES

**Free games**

**El Valle de la Muerte** (Felipe Santamaría) (NB in Spanish)

<http://www.mediafire.com/?share-key=42ddb8f3d5a95acab1eab3e9fa335ca9e018689c8c3e1f9>

**Germania: Drusus' Campaigns 12-9 BC** (SOA)

<http://grogard.com/info1/germania.zip>

**Tanagra** (TCS/Roberto Chiavini)

<http://grogard.com/board.html#t2643>

**Official Rules**

**Barbarossa: Kiev to Rostov** (GMT)

<http://www.gmtgames.com/bkiev/KtRrules-3.pdf>

**Clash of Monarchs** (GMT)

[http://www.gmtgames.com/clashmonarchs/COM\\_Rules\\_baseline.pdf](http://www.gmtgames.com/clashmonarchs/COM_Rules_baseline.pdf)

**First Strike** (Schutze)

[http://www.boardgamegeek.com/file/download/40228/FIRST\\_STRIKE\\_RULES\\_%2010-05-08.doc](http://www.boardgamegeek.com/file/download/40228/FIRST_STRIKE_RULES_%2010-05-08.doc)

**Hannibal** (Valley Games)

<http://www.boardgamegeek.com/file/download/40294/Hannibal%20Rules.pdf>

**Napoleonic Wars** (GMT) (for 2<sup>nd</sup> ed.)

[http://www.gmtgames.com/living\\_rules/TNW-Rules-2008.pdf](http://www.gmtgames.com/living_rules/TNW-Rules-2008.pdf)

**Successors: Alexander's Empire** (GMT)

[http://www.gmtgames.com/success3/SuccessorsIII2\\_0.zip](http://www.gmtgames.com/success3/SuccessorsIII2_0.zip)

**Tomb for an Empire** (B3G)

<http://www.boardgamegeek.com/file/download/39991/TfaE%20Exclusive%20Rules%20and%20Scenarios%2001-01-09.pdf>

**Errata**

**A Bold Stroke** (Spearhead)

<http://grogard.com/errata1/boldstroke.txt>

**Clash of Empires: 1914** (3W/MDG)

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

**Espana 1936** (Games) <http://www.boardgamegeek.com/file/download/37323/ESPANA%201936%20FAQ.doc>

**Fast Carriers** (SPI)

<http://www.boardgamegeek.com/file/download/38691/Fast%20Carriers%20Errata.pdf>

**Field Commander: Rommel** (DVG)

<http://www.boardgamegeek.com/file/download/38451/FAQs%20for%20Field%20Commander.doc>

**Fields of Fire** (GMT)

<http://www.boardgamegeek.com/file/download/40015/Fields%20of%20Fire%20Errata%20as%20of%20010909.pdf>

**First Strike** (Schutze)

<http://www.boardgamegeek.com/file/download/40227/FIRST%20STRIKE%20ERRATA%20%20TO%20%20%20%20%2010-06-08.doc>

**Hold the Line** (Worthington)

[http://www.boardgamegeek.com/file/download/36614/HTL\\_FAQ\\_30.09.08.pdf](http://www.boardgamegeek.com/file/download/36614/HTL_FAQ_30.09.08.pdf)

**Italia** (Phalanx)

[http://www.boardgamegeek.com/file/download/39507/italia-clarifications\\_v1.4.pdf](http://www.boardgamegeek.com/file/download/39507/italia-clarifications_v1.4.pdf)

**Napoleon's Triumph** (Simmons)

[http://www.boardgamegeek.com/file/download/36563/NTFAQ\\_v1.5.pdf](http://www.boardgamegeek.com/file/download/36563/NTFAQ_v1.5.pdf)

**Nicaragua!** (3W)

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

**Operation Spark** (CoA)

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

**Prairie Aflame!** (Khyber Pass)

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

**Red Dragon Rising**, in *S&T* #250 (DG)

<http://www.boardgamegeek.com/file/download/40237/RDR%20FAQ%20-%20rev%2010-06-08.rtf>

**Spanish Eagles** (Compass)

<http://grogard.com/variants1/silentwar.pdf>

**Successors: Alexander's Empire** (GMT)

<http://www.boardgamegeek.com/file/download/38606/Successors%20FAQ%209-26-08.pdf>

**Rules Translations**

**Neville's Cross** (HC)

<http://grogard.com/info1/nevcross.doc>

**Operation Nabopolassar** *Alea* #10 (Ludopress)

<http://www.boardgamegeek.com/file/download/39688/Alea%20Issue%2010-Operation%20Nabopolassar.doc>

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## FROM THE SECRETARY

We are beginning a brand new year here at AHIKS with a new roster of officers. This is the first time in eight years that we have had two candidates run for president! This is indeed an historic election for that reason alone. The membership *actually* had a choice of candidates for this election!!! ☺

In the interest of giving the membership a choice of who governs AHIKS for the next four years, the Executive Committee voted to waive the two-year membership requirement for presidential candidates for this election only. A revealing look at how your Executive Committee functions and how decisions are made that affect our society is covered elsewhere in this issue of *The K*.

I do want to thank all of the members who took the time to cast their ballots and all of the candidates who threw their “hats in the ring” and stepped up to offer their services to the membership of AHIKS for the next four years! I also want to thank the officers who are stepping down for all their hard work and dedication to AHIKS... *thank you all!*

We had 30 percent of the membership cast ballots in the current election of officers (56 members voted). As in all elections, some people choose not to vote for all of the officers up for election on the slate as can be seen from the vote tally below, and some members choose not to vote at all. A non-member (my wife) with no interest in the election verified the election results. The ballot count was as follows:

President:

Charles Marshall—33

Paul Koenig — 23

Match Coordinator:

Paul Qualtieri— 33

Robert Granville—23

Secretary: Bob Best—54

Treasurer: Brian Stretcher — 54

Editor: Omar DeWitt—54

Judge:

Dave Bergmann — 52

Randy Heller (Write-in)—1

MSO-Ratings Officer:

Andy Johnson—53

I welcome all of our new officers!

I would also like to take a moment and thank all of the members who contributed to the AHIKS Perpetual Fund during the 2009 renewal process. For those who may not know what the AHIKS Perpetual Fund does, here is a brief history.

Bruce Monnin first proposed the AHIKS Perpetual Fund in 1994. The objective of the fund was to create a pool of money, which generated CD or bank interest revenue to help defray AHIKS’ operating costs. Thanks in part to the Fund and the electronic K subscriptions this will be the second year of free membership renewals for electronic K subscriptions for AHIKS.

A number of members have not renewed their membership yet. Please remind any member you know or are currently playing a game with to contact me at the address below to confirm their address and email so we can get them processed for 2009. Dues for the electronic K are free. If you would like a printed copy of the K the cost is now \$9.

Whether you have a printed copy or an electronic copy of the K, please take a moment to send me a card or an email confirming your current snail mail address and your email address. Some members have moved or changed email 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 email or snail mail address on page 12.

I would like to wish all of you a very enjoyable and prosperous New Year!

Happy Gaming to you all! ☺

*Bob Best*



## UNIT COUNTER POOL NEWS

First off, I’d like to wish everyone a belated Happy New Year, and I hope the Holiday Season was a good one. Secondly, while there isn’t much to report on the UCP front there are still a couple of notes:

In addition to being printed in this edition of *The K*, the most current UCP lists are always available on the AHIKS website or directly from me. Also, barring any major changes, they will very likely not be printed again in *The K* until later this year.

With the start of the New Year, I have cleaned the slate on any items that were on the “member want list.” If you had something on there and still want it on the list, re-submit it.

I would like to mention the following FYI since it recently helped out a member with his request and will hopefully prove useful to others. While I’m not sure if you are involved with Ebay, there is a host of stuff available on there for Avalon Hill games, ranging from CDs/DVD of *The General* to replacement sets of counters, new maps, and counters not originally provided with a particular game. What I find especially interesting are the reference CDs available for games such as **France 1940, Chancellorsville, 1776, Jutland, 1914, The Longest Day**, and others that feature not only the game’s components but may also contain additional material such as variants or related articles. For the most part, these items seem to be reasonably priced with an individual game reference CD selling from about \$5 to around \$35 for a DVD containing Volumes 1-20 (120 Issues!) of *The General*. The various counters sell for somewhere in between. There is also one seller who specializes in AH games and has his own website, offering additional items that they don’t seem to list on Ebay, such as professionally laminated maps and a whole host of different variant and replacement counter sets. They also sell a CD containing all the issues of the award winning magazine *The Boardgamer* which was published from 1996-2004 and covered only Avalon Hill games. Their website is [WWW.AHGENERAL.ORG](http://WWW.AHGENERAL.ORG) and IMOP. It is worth a look along with the items available on Ebay.

Happy Gaming, *Brian*

## CONVENTION NEWS

A gaming, sci-fi, etc convention is coming to Birmingham, AL, in March 2009. I am contacting AHIKS to see if there is any interest in attending this convention from our southeast and possibly farther away members. It would also help spread the word on the AHIKS organization, and if interested gamers show up who are not members, we could try to recruit them.

I would be looking at doing a vintage SPI, Avalon Hill game tournament using such games as **Panzer Leader, Panzerblitz, Arab/Israeli Wars, D-Day, Stalingrad, Battles for the Ardennes, Modern Battles**, games which could be played in 3-4 hours, the time allotted per round.

If there is interest, could AHIKS offer a plaque to the winner of the event? I am hoping that Avalanche Press will offer a game to the winner or can come up with another prize for the event along with the plaque. I would like to see this event take off and see some wargaming at conventions, since Origins and World Board Game Championship are about the only events you hear about in the south with a fare share of wargaming.

I have talked to several of my AHIKS opponents about attending, and they may be interested. But I would hope between 4 to 10 AHIKS members from the southeast region could attend.

Any help you can provide would be much appreciated, thanks.

Thomas Ten Eyck  
invinsi007@yahoo.com



### WANTED

**Strike Force One: The Expert Game Expansion** (Victory Point Games) Copy acceptable. Send asking price to Jim Dapkus, W6575 Dakota Ave., Westfield, WI 53964

## The Kommandeur Upcoming Events

**Feb. 12-15:** Denver, CO  
GENGHIS CON XXX  
<http://denvergamers.org/>

**Feb. 13-16:** San Ramon, CA  
DUNDRACON 33  
<http://dundracon.com/>

**Feb. 13-16:** Los Angeles, CA  
STRATEGICON PRESENTS: ORC CON  
2009  
<http://www.strategicon.net/>

**Feb. 14-16:** Harrisburg, PA  
GAMERS OF WINTER 2009  
<http://pocketchange productions.net/gowc2009.html>

**Feb. 19-22:** Mansfield, MA  
TOTAL CONFUSION XXIII  
<http://www.totalcon.com/>

**Feb. 20-22:** Chattanooga, TN  
CON NOOGA  
<http://www.connooga.com/>

**Feb. 20-22:** Iowa City, IA  
GAMICON GAME FAIR  
<http://www.gamicon.org/>

**Feb. 25-Mar. 1:** Charlottesville, VA  
PREZCON "THE WINTER NATIONALS"  
<http://www.prezcon.com/>

**Feb. 28-Mar. 1:** Manitowoc, WI  
FIRE & ICE  
<http://www.fireandiceconvention.com/>

**Feb. 25-Mar. 1** Charlottesville, VA  
PREZCON "THE WINTER NATIONALS"  
<http://www.prezcon.com>

**Mar. 6-8:** San Antonio, TX  
CHIMAERA CON '09  
<http://www.chimaeracon.com/>

**March 7-8** Kenosha, WI  
MIDWEST OPEN  
Email: AREA1@Att.net  
6829 23rd Ave.  
Kenosha, WI 53143-1233

**March 12-15,** Lancaster, PA  
COLD WARS  
<http://www.coldwars.org>

**Mar. 13-15:** Indianapolis, Indiana  
WHO'S YER CON  
<http://www.whosyercon.com/whosyercon/wycms/>

**Mar. 20-22:** Stamford, CT  
CONNCON  
<http://www.conncon.com/>

**Mar. 20-22:** Indianapolis, IN  
INDIANAPOLIS BOARDGAMERS CON-  
VENTION  
adam.daulton@gmail.com

**Mar. 20-22:** Stillwater, OK  
STILLCON  
<http://www.stillcon.com/>

**Mar. 21-22:** Milwaukee, WI  
M-CON  
<https://www.m-cononline.com/>

**Mar. 27-29:** Rolla, MO  
COGCON 17  
<http://cogcon.cryllia.net/>

**March 27-29,** New Albany, IN  
(suburb of Louisville, KY)  
NATIONAL BLOCK PARTY  
<http://www.ohiovalleygamers.org/nationalblockparty.html>

**June 25-28,** Columbus, OH  
ORIGINS  
<http://www.originsgames.com/>

**Aug 4-9** 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>

### TV NEWS

Have you watched the 5-part series on "The Wehrmacht" on the History channel? If not, be sure to catch any re-runs. Lots of new film and in color.

Also the series "Hitler's Bodyguard" is on the Military channel. It is still an on-going series. Fridays and Saturdays, 90% all-new film and a lot in color. A lot of people read about it but have never seen it. Don't miss the shows.

Bob Shurdut

## PROLOGUE

BY BRIAN STRETCHER

This is the beginning of a tale. If you would like to read more, write to Brian or the editor.

It was a cool morning. Cool and mostly overcast, the morning sun barely visible behind the cloud cover. The battle standards fluttered in the rather stiff breeze as the King pulled his cloak more tightly about his shoulders. He could smell the damp earth that lay beneath his horse's feet, fresh from yesterday's rain.

It was quiet now, with barely a sound besides the flapping standards, the occasional grunt of one of the Guard's horses, or the clank of random steel against armor. That, plus the wind rustling through his helmet. He surveyed his army from atop the slope. Fifty paces in front of him stood 2,000 infantry of the Royal Guard, veterans of many campaigns, armed with their eighteen-foot pikes, and protected by the heaviest armor a man could bear. The Guard also carried short swords for close-in combat and heavy shields that could form a nearly impenetrable wall, if necessary. Another fifty paces in front of them was the regular infantry, with the shorter fifteen-foot pikes and lighter armor. Deployed in a solid line eight ranks deep, this was the backbone of his army, some fifteen thousand in all. Most of them were formed in a single straight line north to south, with some 3,000 held in reserve behind the main battle line.

The king's sister commanded his archers, or her archers, as she frequently reminded him. Rogues, she called them. Lightly armored but extremely mobile, the Rogues were a most deadly force. What they couldn't outfight, they could outrun. They could lay down fire at a rate almost triple that of his regular archers, of which there were now few, because there was no need. His sister's 600 were more than adequate. Divided into two groups on either flank, they were more than capable of covering the entire approach up the mountain slope from either side. They were supported by the 500-strong Princesses Light Horse, similarly divided into two cohorts on either flank. The king regretted only that his sister had insisted on standing with him in

the pass this day. If she fell, it would be a great loss not only to him, but the entire kingdom. She was not only instrumental in the recruitment and training of her Rogues but had also served as inspiration to many young women who now devoted themselves to the military service of the kingdom.

Finally, there were Lord Spencer's 1,500 Guards Horse. These were highly experienced heavy cavalry, armed with lances and swords. A lifelong friend and confidant, Spencer had been with him since they both served under the former king, Eric's father. They grew up together, and his father had accepted Spencer into his service at an early age. Although at times undisciplined and brash, Eric's father had recognized that Spencer's natural charm would make him an effective leader. His charm also worked well on the ladies and had led to trouble on more than one occasion. Was it really that long ago that they regularly rode together amongst the flowers in the fields of Erhannon? So long since the time they tricked that oaf at the Innsberg Tavern into betting against Spencer's horsemanship? The money had been meaningless, of course. The attention of the tavern keeper's daughter was a far greater prize. How good it would be to return to revisit their youth! If only they could somehow evade the unending attention of the King's Personal Escort and return to the tavern as the unknown young men they once were.

Eric looked up at the standard, flying in the wind. His father had chosen his family's standard well. Against a field of green stood the Tree of Life in gold. Its mighty, intertwined branches reached for the stars, yet circled back into the Earth, also forming the roots of the tree. His father told him it symbolized how all things were connected. The mighty tree connected the sky to Mother Earth, and man was but a small branch on the tree itself. Man lifted himself to the stars but in the end always returned to the Mother. In the upper left quadrant of the flag was the family crest, a small red shield with a golden eagle. His father didn't know exactly when the family crest

originated, but it was believed to come from a time before the formation of the great kingdoms and empires that now ruled the known earth.

He thought of his father. He had fallen on this very field some seven years before, defending the kingdom against a prior incursion by the Eastern Empire. His mother never recovered from her grief and passed only two years later. At that same battle, Lord Spencer had received his now famous scar, across his left eye and down his cheek. It had done nothing to discourage him from seeking female distractions. Hellfire Pass, this location was known as. It was the only practical passage from the Eastern Empire into the kingdom. To the south, the mountains were too rugged for too far, and the passes that lay there were easily defended by handfuls of men. To the south, the mountains gave way to forests of broken hills and ravines, but more importantly, those forests were occupied by a fiercely independent tribe known as the Brigands. It was nearly impossible for an army to pass through their territory without their permission, no matter how strong, because the terrain was barren of agriculture and densely wooded. The Brigands would readily and easily raid the supply trains needed to feed an army and disappear into the forest. And they never gave their permission. Eric was pleased well enough that the Brigands no longer raided into the eastern reaches of the kingdom.

Eric deployed his army so that his northernmost, or left flank, was anchored by a nearly sheer cliff face, where the Scarlet Mountains rose abruptly from the valley in which the army now stood. To the right was the river that carved out the valley, now deep in its own gorge some quarter-mile from the cliffs, fed by lakes even higher in the mountains. The tops of the cliffs were still shrouded in morning mist. From the other side of the gorge, the Scarlet Mountains rose in cliffs again and continued south for some distance until they faded into the territory of the Brigands. This was one of the most beautiful places in the kingdom. When the sun set at certain times of year, the red granite of the cliff walls were completely lit and glowed as if on fire, and the entire valley was bathed in a red glow. There was no way into the

kingdom except through this valley, and through the army that now stood in the path of some 35,000 troops of the Eastern Empire.

Eric's thoughts were interrupted by the oppressive sound of Eastern Empire war horns. Meant to intimidate the enemy as much as signal their own troops, the sound was magnified as it echoed off the cliff walls. Three long blasts sounded. A few horses neighed nervously. "Steady there, lads," said Spencer. Spencer was on his horse to the King's left, while the Princess was on her own horse to the right. "Perhaps, m'lady, Emperor Kang wishes an introduction to the ladies in your service. After all, he has never been properly introduced."

True enough. The Rogues had entered service after the last battle of Hellfire Pass, and women in service were still a novelty in most of the eastern kingdoms. "Aye," Sarabeth replied. "He will have to learn that it isn't proper to come calling on a lady too early in the morning." She lurched slightly to go to her station, but her brother reached out and caught her shoulder with a gloved hand. She turned to face him. Her blonde hair blew in the wind. Eric didn't like the way she refused to wear a helmet, but even as King, there were some things he could not tell his sister to do. "Good hunting, sister," he said. She nodded slightly and replied, "Good hunting, brother." She turned to her sub-commander. "To your stations, Rogues!" she commanded, and the women rode off.

Eric watched her go for a moment. "Sound the first pass," Eric ordered. A trumpet blew, three short blasts. That was the signal for the front line to open ranks so that the Rogues could pass into the front. After a few moments, the Rogues were through, standing in a skirmish line about 100 paces in front of the main line, the light horse spread out close behind. The enemy, meanwhile, had passed the tree line and was forming on the slope, some 600 paces below.

"I do believe the Emperor has decided to lead with his horse," observed Spencer, somewhat bemused. "Indeed," said the King, slightly discomforted by the thought. It was common practice for the Empire to lead with its own

(Continued on page 9)

## THE VP'S CORNER BY BERT SCHNEIDER

### I'm excited to be part of the new AHIKS leadership team!

Like some of our members, I got started with wargames back when I was in Middle School and then High School. I continued my fondness of playing and collecting these games on into college. After college I continued to play wargames with associates from work and others. Then a milestone came that forever changed my game playing habits. I had my first date with a lady who is now my wife. After we got married, my wargaming days seemed numbered. Going back to get my Masters degree took a toll, as well. I stopped playing, completely. I sold off most of my games, and I never thought I would get back into this hobby again. Well, four years ago, I found myself recovering from major surgery, and I had some time on my hands. I started buying up some of my old favorite Avalon Hill wargames. I even bought a few SPI games. I discovered AHIKS. I started playing wargames again—and it was fun!

I never thought I would have a unique opportunity to work with Charles Marshall, Paul Qualtieri, Bob Best, Brian Stretcher, Omar DeWitt, Dave Bergmann, and Andy Johnson to help lead AHIKS into the 21<sup>st</sup> century. I'm really looking forward to this "journey." We have a great deal of work to do. After getting together with Charles and the other officers, we will report back to you, the members of AHIKS, with our thoughts, ideas, and plans. We certainly will want to get your feedback and thoughts as well, since this is your group.

I think Peter Perla summed up how I feel about wargaming when he wrote the following in his book "The Art of Wargaming." *"What is it about hobby wargamers that inspires such devotion and sacrifice by their players (not to mention their families)? Competition, fellowship, and spending an enjoyable social evening certainly play a part in the attraction, but those can be obtained in sports, or bridge, or any number of other pastimes. What makes wargaming*

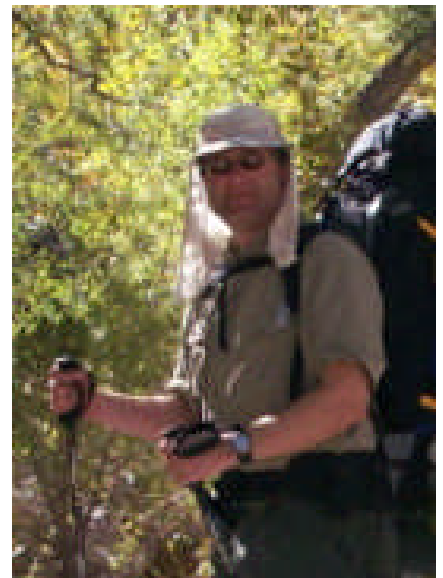
*unique is its ability to teach its players something about war and something also about themselves. These are the same characteristics that make professional wargames important research and educational tools. The designers, players, and analysts of hobby wargames have far more in common with their professional counterparts than either group may imagine or care to admit."*

For those who want to get to know me a little more, you are welcome to connect to my Facebook at: <http://www.facebook.com/home.php?ref=home#/profile.php?sid=c8982259bf4836435a4d27abbd9da329&id=1390705548&hiq=bert%20Cschneider>

"It is common sense to take a method and try it. If it fails, admit it frankly and try another. But above all, try something."

Franklin D. Roosevelt

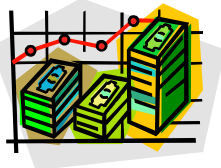
Bert Schneider



BERT BACKPACKING IN THE CATALINA



## Treasury Notes



### A Bedtime Story

Elsewhere in this issue I have provided an account of the beginning of a medieval battle. I hope it provides you with some modest amusement. Please don't take me to task for the story being historically inaccurate, because I know it is. There is a deliberate blend of both ancient and medieval tactics and weapon systems. In that regard, the story is probably closer to what you would find in a fantasy novel than any historical accounting of a battle, and that's what I had in mind. Fantasy books, even the good ones, rarely give a good description of numbers, tactics, weapons, or the flow of battle, because the stories generally focus only on the main characters' part of the action. This one does both.

The story was not originally written for wargamers, however, but for a spiritual retreat for teenagers. So, there are a number of underlying themes within the story. I'll leave those for you to discover. Omar asked me if there was more. At this time there is not anything concrete, but, if there is interest, I might be able to come up with more.

### GM vs. Tournament Master

One of the things AHIKS can provide to gamers is a source of both game and tournament masters who are knowledgeable, reliable, and fair. I have had the pleasure of serving as both, as in my previous **War at Sea** tournament, and currently as gamemaster for a **Third Reich** game.

I greatly enjoyed running the **WAS** tournament, as I got to know some new people, a couple of whom are now in my inner gaming circle. And, it was very easy to run. If you organize a tournament properly, it mostly runs itself. Only a little prodding is needed to make sure your players are actually making progress. More difficult is dealing with persons who start the tournament but can't complete it, as that creates holes in the field of players. But patience and understanding go a long way towards keeping your participants happy and involved. About the only drawback to running a tournament is

## The Kommandeur

that there may be no way to follow the action in an individual game. Your players may not be totally willing to keep and provide their records for you to follow.

As a gamemaster, however, you get to follow the action of a single game closely. Other than serving as the master of fate and final arbiter of disputes, it is fun to observe a game unfolding over time, seeing both mistakes and brilliant play. Sometimes it's difficult to keep one's mouth shut, but you have to in order to be fair. But, being a GM is almost as much fun as playing yourself, without the burden of having to work out moves in a timely fashion.

The nice thing about running either a game or a tournament is that neither takes a great deal of time in this day of email. My time is precious, and I don't have a lot of it left over for gaming, but squeezing in a quick note to players or rolling a few dice takes little time at all. A regular PBM offering shouldn't take much additional time, although it will cost some postage. Cost can be a major drawback to a snail-mail tournament.

To run a tournament, you don't even need to set up the game, you just need a copy of the rules and errata, and the map for reference. To run a game, you will need to either set up the game, keep a paper record of unit locations, or use one of the available PBEM computer programs, such as Cyberboard, VASSAL, or Warplanner.

I know there are some of you out there who find you have little time to actually play the games you love, or no space in which to play them. However, you can become just a little more involved in your society by offering a tournament or to serve as GM. It's well worth the small time investment.

### Treasurer's Report

I have very little to report this issue. The renewals were sent to the Secretary with the votes, and so this report does not reflect the receipt of print renewals or contributions to the Perpetual Fund. Those will not come to me for a few days yet, and so that update will have to wait until next issue. I can tell you that our total interest income for calendar year 2008

was \$242.06, the equivalent of more than 26 print memberships.

**Starting Checking Balance (12-1-08):**  
\$ 2,139.42

#### Income:

Dues and contributions: \$ 0.00

#### Expenses:

K December '08 Printing \$ 88.35

Transfer to Perpetual Fund \$ 0.00

**Checking Balance as of 2-1-09:**  
**\$ 2,051.07**

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

\$ 2,666.14

**Interest Income:** \$ 0.00

**Contributions transferred from checking:** \$ 0.00

**Perpetual Fund Balance 2-1-09:**  
**\$ 2,666.14**

#### Operating funds in CD, 12-1-08:

\$ 5,660.62

**Interest Income:** \$ 0.00

**Operating funds in CD, 2-1-09:**  
**\$ 5,660.62**

**Total balance in CD, 2-1-09:**  
**\$ 8,326.76**

**Total Treasury, 2-1-09: \$ 10,377.83**

Until next time, [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: March 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. Society dues are yearly. Additional information about current rates is available from the Treasurer. 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.



(Continued from page 7)

missile units, to disrupt the enemy line before attacking. The Empire was not known for its horsemen but did have reliable medium infantry, and lots of them. Eric did not savor the idea of the Rogues having to outrun charging horse, even if it was uphill.

After about two minutes, the enemy horse had formed and began moving up the bare slope. They moved slowly at first, at a walk, but slowly increased speed. Too slow, and the Rogues might tear them to pieces before they reached the line, too fast and they would be spent before they reached the main line and easily defeated by the rested infantry. The Rogues had an effective range of about 300 paces, and so they waited.

But, more and more horse erupted from the trees. Those in front were moving faster now, at a rapid trot. Those behind followed up rapidly. There must have been a good 3,000 of them, enough that their movement could be felt through the ground to where Eric was sitting on his own horse. Close enough that Eric could see that these were not the typical light horse of the Empire, but heavy cavalry, heavily armored, with riders that were similarly clad. Mercenaries!

Faster they came. The ground was shaking now, the bedrock below the thin layer of topsoil rumbling with the thunder of 12,000 hooves. Closer they came, then faster. The Rogues in front could now see the dirt being thrown from the horses hooves. At 200 paces, the order went out. "Loose!" shouted the sub-commanders, and 600 arrows flew into the air, down the slope at the oncoming horse. But few fell. Most of the arrows simply bounced off the heavy armor, or were caught by the heavy wooden shields of the riders. Undaunted, the Rogues withdrew several paces, and fired again. And again. The horse still came.

"Sound the recall, now!" ordered Eric. Trumpets again, this time a different pattern. The Rogues quickly scrambled ahead of the advancing horse and through the ranks of infantry. Some were lifted to safety by the light horse, which similarly withdrew. The enemy horse were drifting to the King's left, to hit the left side of the line. Meanwhile, the Imperial archers had come out of from behind the tree line, and were advancing up the slope, followed directly by swarms of infantry. Recogniz-

## GREETINGS FROM OUR NEW MATCH COORDINATOR

Thanks to everyone who voted in the election. I'll try to fulfill the needs of the Society and fill Roger's shoes as best as I can. The number one Society need, based on the emails I have received in the one day since the election results were announced, is an internet die roller. This project requires the participation of the Webmaster, and I will get this moving. I am looking forward to working with Charles, as well as the rest of the Society leadership, to implement some of the interesting ideas contained in campaign promises.

My gaming choices favor games over simulations although I will FTF play most anything. One PBM match I have ongoing is a **Richtofen's War** scenario using the 5-second game variant published in *The General*. It doesn't get more gamey than that. It's great fun and a game I will continue to play. On the other extreme side of the game/simulation spectrum I am in a non-AHIKS PBEM **Whistling Death QS** game. Also fun, although much more work and complex than RW. I have a non-AHIKS Cyberboard game of **Downtown** in progress. **Downtown** is my current favorite, and I recommend it to anyone interested in Vietnam or air operations.

**Downtown** is a relatively recent release and **Richtofen's War** is ancient by comparison. Like most of the membership, I buy and play new

games, but I mostly play games I have been playing for a long while. The approximate average age of the games listed in the Open Match Requests in *The K*, mine included, is 27 years. Twenty-seven year old games in a hobby in which conventional wisdom holds that there is a "state-of-the-art" in game design are several generations removed from players coming into the hobby who are learning on games which are currently commercially available. Playing newer games will attract newer gamers. I believe it can be that simple once we get the message out.

Newer is not necessarily better, but it can be. I was crushed in a Cyberboard **Fire in the Sky** game with multiple email exchanges per turn in the same time it took to do three snail-mail **Panzerblitz** exchanges. **Fire in the Sky** PBEM was an intense and enjoyable game experience made possible by email and computer game aids.

I will certainly have more information as I work into the Match Coordinator position. Until then please send any suggestions or ideas to me at:

PAUL@PDQSC.COM or

AHIKS@LIVE.COM.

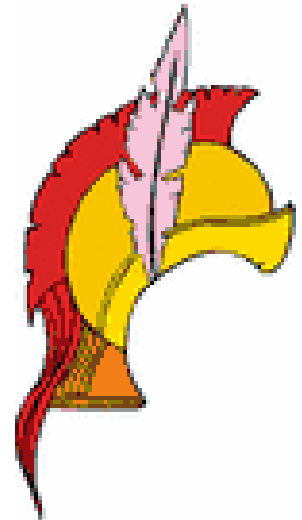
Once again, thanks everybody for your current and continued support.

Regards, [Paul Qualtieri](#)

ing the danger, Eric ordered Spencer to take half the Guard Horse to the left, in case any mercenaries broke through. They would have to hold.

The mercenaries thundered ahead. Undaunted by the Rogues' arrows, they closed on the King's left flank. One hundred paces out, they lowered their lances, yelled, and pressed home the charge. By training, the front four ranks of infantry knelt down, planted their pikes into the ground, and drew their shields across their bodies. Mother Earth shook as moments passed like hours. Finally, steel met steel. Men and horses screamed.

TO BE CONTINUED? IF YOU WANT TO READ MORE, CONTACT BRIAN STRETCHER OR THE EDITOR.



## Open Match Requests from Paul Qualtieri

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 143 Wainwright Manor, Summerville, SC 29485, or email the equivalent information (including your email address) to me at: [paul@pdqsc.com](mailto:paul@pdqsc.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 email 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 <b>E</b>
1914 (AH)	(1554)	Trosky <b>M</b>
Adv. Squad Leader (AH)	(1382)	Massey <b>E</b>
Adv. Third Reich	(1430)	Warnick <b>Cyber</b>
Afrika Korps (AH)	(0757)	Qualtieri <b>Cyber</b>
Afrika Korps (AH)	(1252)	Brooker <b>M</b>
Afrika Korps (AH)	(1051)	Heiser <b>M</b>
Afrika Korps (AH)	(1567)	Driver <b>ADC 2</b>
Agincourt (GDW)	(0200)	Bowie <b>M</b>
Anzio (AH)	(0111)	Oleson
Battles for Ardennes (SPI)	(0757)	Qualtieri <b>Cyber</b>
Blitzkrieg '75 (AH)	(0011)	Betros <b>Any</b>
Breakout Normandy (AH)	(1413)	Longest
Bull Run (AH)	(1442)	Herbst
Chickamauga (SPI)	(0044)	DeWitt <b>E</b>
Civil War (VG)	(1315)	Reid <b>E</b>
Cruiser Warfare (Avalanche)	(0916)	Dandy <b>E</b>
D-Day 77 (AH)	(1567)	Driver <b>ADC 2</b>
Diplomacy (AH)	(1442)	Herbst
Drive on Paris (Gamers)	(0275)	Scanlan
Fifth Frontier War (GDW)	(1315)	Reid
Frederick the Great (AH)	(0757)	Qualtieri <b>Cyber</b>
Gettysburg '88 (AH)	(0711)	Leonard <b>E</b>
Great War at Sea (Avalanche)	(0916)	Dandy <b>E</b>
Guns of August (AH)	(1554)	Trosky <b>E/M</b>
Inkerman 1854 (SPI)	(0044)	DeWitt
Invasion America (SPI)	(1382)	Massey <b>Cyber</b>
Jutland (AH)	(1554)	Trosky <b>M</b>
Luftwaffe (AH)	(1554)	Trosky <b>E/M</b>
Midway: Turning Point (Aval)	(0036)	Yarwood <b>M</b>
Midway (GDW)	(0275)	Scanlan
NATO (VG)	(1315)	Reid
NATO (VG)	(0757)	Qualtieri <b>Cyber</b>
Panzer Leader (AH)	(0757)	Qualtieri <b>Cyber</b>
Paths of Glory (AH)	(1243)	O'Connor
Richthofen's War (AH)	(1554)	Trosky <b>E/M</b>
Russian Campaign (AH)	(1051)	Heiser <b>M</b>
Russian Campaign (L2)	(1466)	Svensson

Russian Campaign (AH)	(1345)	Scarborough <b>M</b>
Russian Campaign (AH)	(1551)	Dohrman <b>Cyber</b>
Stalingrad (AH)	(1567)	Driver <b>ADC 2</b>
Twilight Struggle (GMT)	(1382)	Massey <b>Cyber</b>
A Victory Lost (MMP)	(1243)	O'Connor
Vietnam	(1315)	Reid <b>E</b>
War & Peace (AH)	(1554)	Trosky <b>E/M</b>
War at Sea (AH)	(1345)	Scarborough <b>E</b>
Waterloo (AH)	(1051)	Heiser <b>M</b>

**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 Qualtieri 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 Rokszewicz 1108 Victory in the Pacific

Thomas Oleson 0111 Anzio

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

## FROM CHESTER

It has been my honor and privilege to serve the Society. I salute those who served, those who volunteered, and those who will steer the good ship AHIKS into a brighter day.

The Society is in as capable hands as it has ever been, and I look forward to the direction of the new administration.

Simply a proud Member of the Best Wargaming Society Ever,

Your Buddy, [Chester](#)

(Continued from page 1)

career or my son, and I chose my son. It wasn't a hard decision; being an animator in the Bay Area of San Francisco isn't the worst situation to be in (the kid's not bad, either!), so I started my own home-based business doing contract work for various animation and production houses. I'm currently involved in the development side of a render engine which consists of a lot of less-than-thrilling but steady test work.

I'll wrap this up with my turn-ons and turn-offs. Okay, forget the turn-offs. Here are the turn-ons: wargaming (go figure); history (favorites: Rommel, Napoleon, Washington); mechanical things (cars, cuckoo clocks, orchestri- ons); musical things (concertinas, bag- pipes, hurdy-gurdys); sports (football, hockey, racing); food (German, Indian, Greek); music (Jazz, classical, 70s prog -rock); hiking and camping; flying things (boomerangs, Zeppelins, kites, WWI-era aircraft); all things Scottish; all things Victorian (penny-farthing bicycles, mutton chops, Sherlock Holmes); smoking and bbqing meats; cars ('67 Volvo P1800s, '64 and '71 VW Karmann Ghia); my wife (she might read this); and most definitely my little man, Zane.

So, that's me. But I intend to make AHIKS about you, the membership. I look forward to working with everyone in this incredible Society—officers and members alike. Much like our previous President, I, too, will be 100% available via phone, email, or video-phone at nearly any time of the day or night. It is not my place to command or dictate; my place will be to act as a conduit through which the membership will be able to take an active part in the direc- tion of our Society. So, please, put your hand on the wheel and steer this ship with me. Our progress depends upon the input of our membership.

Thanks, [Charles Marshall](#)



## Book Review

### The Savage Wars of Peace

Small Wars and the Rise of American Power

by Max Boot

428 pages, maps, photographs

©2002 Basic Books

Reviewed by Omar DeWitt

Surprisingly, this may be the only book on America's small wars. There are several on those of Great Britain that I have found interesting. **Britain's Forgotten Wars**, Colonial Campaigns of the 19th Century by Ian Hearn and **Victorian Military Campaigns**, edited by Brian Bond, are two of them.

The first of our small wars was against the pirates of North Africa, the Barbary Wars of 1801-1805. To list a few of our other wars: China 1859, Korea 1871, Samoa 1899, China 1900, Philippines 1899, Caribbean 1898-1924, Mexico 1916, Russia 1918, Vietnam 1959-1975.

The author has some interesting things to say about the Vietnam conflict. The U.S. marines had run some interesting small wars in Central America against guerillas, but Westmoreland handled the war as if he were fighting against Germany in WWII. This approach did not work, since the North Vietnamese just disappeared into the jungles when faced with a large opponent. Westmoreland's war ignored the civilians, who were feeding and hiding the guerillas. There were a few cases where a couple dozen marines were given care of a small group of villages. They fraternized with the civilians and protected them. These villages, which had been supporting guerillas, stopped doing so and thrived. The author isn't sure this would have worked all over the country, but it would have had a better chance than the plan in use.

Mr. Boot is not happy with the American policy of intervening abroad with the goal of accepting no casualties. "Any nation bent on imperial policing will suffer a few setbacks. The British army, in the course of Queen Victoria's little wars, suffered major defeats with thousands of casualties in the First Afghan War (1842) and the Zulu War (1879). This did not appreciably dampen British

## From the Editor

We have a new president, vice president, and match coordinator. You have already read their greetings to the membership. I am encouraged because they all seem ready for their posts and have excellent ideas for our future.

The UK AHIKS has had trouble getting/keeping members. They plan to discuss their future in March, and we hope to relay the outcome. Considering the size of Great Britain and the US, and the small number of members we have, it is not surprising that they are having trouble. We hope something positive comes from their meeting. If not, we encourage the remaining members to join us. Free, of course, to the web members.

The Chit Holding service we have offered in the past has been withdrawn. There was essentially no member request for the service.

The password for this issue is "Arquebus." Originally a heavy matchlock gun, later the name was applied to wheel-lock guns, and finally came to mean a gun of fine workmanship as distinguished from the musquet, or common military arm. One of the earliest mentions of the arquebus was its use by the Swiss at the capture of Neuregensberg in 1386, in the war with Sempach. It was also used at the siege of Rapperswill in 1388.

When I asked the membership for clip art or information on how to get it, I got no reply. Apparently no one knew. I finally discovered Clip-art.com and paid for a month's subscription (out of my own pocket). Clipart had thousands of pictures and a few that I thought were appropriate for *The Kommandeur*. You will find a few of them in this issue.

I am interested in buying a copy of **Afrika Korps**. If you have a copy for sale, let me know its price. I am mostly interested in the map.

*OM*

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determination to defend and expand the empire; it made them hunger for vengeance. If Americans cannot adopt a similarly bloody-minded attitude, then they have no business undertaking imperial policing."

The author writes well and has intelligent arguments. The book was very interesting.

★ ★



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

Brian Stretcher  
5282 Deer Path, Milford, OH 45150-9418

## CENTRAL OFFICES

### PRESIDENT

Charles Marshall  
151 Scenic Ave.  
San Anselmo, CA 94960  
(415) 459-8699  
chasmarsh@sbcglobal.net

### EDITOR/PUBLISHER

Omar DeWitt  
1580 Bridger Road NE  
Rio Rancho, NM 87144-1579  
(505) 891-8846  
AHIKSomar@cableone.net

### VICE PRESIDENT

Bert Schneider  
12520 N. Lantern Way  
Oro Valley, AZ 85755  
(520) 841-1295  
bertnpeggy@comcast.net

### SECRETARY

Bob Best  
4307 South Larwin Avenue  
Concord, CA 94521  
(925) 798-8608  
b52bob@prodigy.net

### MATCH COORDINATOR

Paul Qualtieri  
143 Wainwright Manor  
Summerville, SC 29485  
(843) 709-5396  
paul@pdqsc.com

### JUDGE

Dave Bergmann  
429 Countryside Cr  
Santa Rosa, CA 95401-8011  
(707) 528-0800  
opusone1945@sonic.net

### TREASURER

Brian Stretcher  
5282 Deer Path  
Milford, OH 45150-9418  
(513) 576-6466com  
Doctorlaw@juno.com

### MSO-RATINGS

Andy Johnson III  
2951 Carlsbad Circle  
Aurora, IL 60503-5612  
(630) 820-3991  
DADJ3@AOL.com

## SUPPORT SERVICE OFFICERS

### WEB SITE MANAGER

Tom Thornsen  
113 Glensummer Rd  
Holbrook, NY 11741-5007  
(631) 472-3566  
Bjorn2wok@aol.com

### MULTIPLAYER COORDINATOR

Robert Johnson  
338 Lexington St  
York, PA 17403  
bobjinpa@comcast.net

### WEB SITE ADDRESS

www.AHIKS.com

### UNIT COUNTER POOL

Brian Laskey  
162 Hull Street  
Ansonia, CT 06401  
(203) 732-1009  
Magikchristian@sbcglobal.net

### ARCHIVIST

William A. Perry  
21 Fitzgerald Lane  
Columbus, NJ, 08022  
(609) 298-9823  
bpilot8@comcast.net

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

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

## AHIKS TOP 40 ACTIVE PLAYERS

With a Rating Qualifier "C" or greater in all categories.

Players with the same Rating are then ranked by Qualifier (Number of Games Played - Number of Different Opponents - Number of Different Titles). All match completions as of December 31, 2008.

We have a new Top-40 leader. Brian Stretcher has passed Kevin McCarthy into the number one rating position.

Rank	AHIKS Number	Name		Rating	Number of games & qualifier		Number of opponents &		Number of titles &	
1	885	B	Stretcher	1980	69	M	23	K	28	O
2	496	K	McCarthy	1885	19	G	8	F	4	D
3	707	P	Landry	1780	32	I	11	H	6	F
4	901	A	Fickbohm	1775	10	D	5	E	3	C
5	1007	R	Heller	1770	57	L	17	J	15	K
6	1051	P	Heiser	1755	50	K	23	K	11	I
7	299	A	Bowie	1670	65	M	22	K	21	M
8	1222	C	Minshew	1665	36	I	15	I	9	H
9	377	D	Grant	1645	22	G	9	G	11	I
10	746	D	Tierney	1625	44	J	17	J	14	J
11	444	F	Kraus	1625	30	H	15	I	8	G
12	1345	T	Scarborough	1610	119	R	35	N	15	K
13	1243	E	O'Connor	1605	24	G	10	G	8	G
14	544	L	Jerkich	1605	14	E	6	E	6	F
15	305	W	Klitzke	1585	194	V	50	Q	40	R
16	1263	C	Xanthos	1585	9	D	5	E	4	D
17	243	P	Martin	1565	39	J	18	J	6	F
18	914	R	Shurdut	1565	13	E	5	E	5	E
19	341	L	Deck Sr	1560	38	J	23	K	13	J
20	1264	J	Unnerstall	1560	8	D	5	E	5	E
21	988	B	Lindow	1550	43	J	21	K	12	I
22	1413	C	Longest	1545	29	H	13	H	9	H
23	364	T	Holtz	1535	43	J	19	J	13	J
24	951	N	Markevich	1520	18	F	9	G	7	G
25	1086	M	Mitchell	1520	5	C	4	D	4	D
26	1013	R	Cottrell	1515	14	E	5	E	7	G
27	1455	S	Andriakos	1515	5	C	3	C	3	C
28	36	M	Yarwood	1505	82	O	30	M	26	N
29	916	G	Dandy	1475	13	E	6	E	5	E
30	1217	J	Harkins	1470	17	F	6	E	7	G
31	470	T	Thornsen	1470	63	M	26	L	18	L
32	711	C	Leonard	1455	57	L	19	J	7	G
32	854	D	Bergmann	1450	19	G	6	E	4	D
34	1453	R	Passow	1445	12	E	3	C	6	F
35	1075	A	Morley	1385	27	H	12	H	7	G
37	451	J	Mueller	1375	38	J	15	I	5	E
38	225	R	Segarra	1375	18	F	10	G	8	G
39	1430	P	Warnick	1350	14	E	6	E	6	F
40	416	W	Waldau	1345	16	F	9	G	6	F

**AHIKS NUMERICAL RATING CHART**

W/L: Winner gains &amp; loser loses listed value

Draw: Add value to lower player, subtract from higher

Difference in rating points	Higher rated player wins	Lower rated player wins	If a draw, lower player wins
0 to 50	70	70	0
51 to 100	65	75	5
101 to 150	60	80	10
151 to 200	55	85	15
201 to 250	50	90	20
251 to 300	45	95	25
301 to 350	40	100	30
351 to 400	35	105	35
401 to 450	30	110	40
451 to 500	25	115	45
501 to 550	20	120	50
551 to 600	15	125	55
601 to 650	10	130	60
651 to 700	5	135	65
701+	0	140	70

Note: All new players start with a rating of 1200.

**QUALIFIERS FOR THE AHIKS RATING SYSTEM**

Qualifier	Number of games	Number of different opponents played	Number of different game titles
A	1 to 2	1	1
B	3 to 4	2	2
C	5 to 6	3	3
D	7 to 10	4	4
E	11 to 14	5 to 6	5
F	15 to 18	7 to 8	6
G	19 to 24	9 to 10	7 to 8
H	25 to 30	11 to 13	9 to 10
I	31 to 36	14 to 16	11 to 12
J	37 to 44	17 to 19	13 to 14
K	45 to 52	20 to 23	15 to 17
L	53 to 60	24 to 27	18 to 20
M	61 to 70	28 to 31	21 to 23
N	71 to 80	32 to 36	24 to 26
O	81 to 90	37 to 41	27 to 29
P	91 to 100	42 to 46	30 to 32
Q	101 to 115	47 to 52	33 to 36
R	116 to 130	53 to 58	37 to 40
S	131 to 145	59 to 65	41 to 45
T	146 to 160	66 to 70	46 to 50
U	161 to 175	71 to 75	51 to 55
V	176 to 200	76 to 80	56 to 60
W	201 to 225	81 to 85	61 to 65
X	226 to 250	86 to 90	66 to 70
Y	251 to 275	91 to 95	71 to 75
Z	276+	96+	76+

# AHIKS MATCH REQUEST FORM

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

Name \_\_\_\_\_ AHIKS number \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_ email \_\_\_\_\_

Initial here if you *do not object to having your email address included in the open match request list* \_\_\_\_\_

Note: This will allow other members to contact you directly. Your email address will only be included in *The K* and the ahiks.com match request lists.

Additional instructions/comments:

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

- \* Enter any or all of the following codes:
- A = Area match only
  - G# = Will game-master this number of players
  - N = Will play new member
  - E = Send my match assignment by e-mail
  - F = Will play fast opponent only
  - M = Desire multiplayer match with this # of players
  - O = Will play opponents outside of US/Canada
  - S = Desire slow play

**AHIKS Match Coordinator**

Paul Qualtieri  
 143 Wainwright Manor  
 Summerville, SC 29485  
 (843) 709-5396  
 paul@pdqsc.com

