

The Kommandeur



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FROM THE PRESIDENT CHARLES MARSHALL

The High-Tech Comfortable Old Shoe

Odd title, huh? Well, let me try to explain. It stems from some very interesting discussion currently going on within the AHIKS officer corps and let me tell you right now, fellow AHIKS members, a more passionate, intelligent, and concerned group of individuals could not be found outside of your officer corps. Each officer has only AHIKS' best intentions in mind, and I applaud their dedication and commitment. You're in good hands.

One officer has told me that he likened AHIKS to a comfortable old shoe; the kind of shoe that, while maybe showing a bit of its age, is the first one you'll put on to relax after a hard day's work. I may have far fewer years of involvement in AHIKS, but I know exactly what he means. That analogy applies to many things in my life: a sturdy, reliable Volvo wagon instead of a flashy sports car, a quiet evening at home rather than fighting the nightlife traffic of San Francisco. You get the idea.

There's a lot of history in AHIKS. I would venture that AHIKS is the longest running wargaming Society in the country. And from that history comes a sense of pride and nostalgia. And by "nostalgia" I don't mean any wistful yearnings of days long gone but instead a fond remembrance of good, fun times. We've been around some 40 plus years, and I hope to be able to talk with my fellow AHIKS members about these times 40 years from now with fond remembrance.

But I'm afraid that may just be a "hope" if we don't start to modernize and take advantage of what today's technology has to offer us. Now I'm not saying you're going to wake up tomorrow to a completely new AHIKS. Far from it. I believe that adding some functionality to our already substantial foundation will only better AHIKS and help it grow into the future. It's like

going to a buffet line that you know well and have your favorites. If one day the restaurant adds a strange new dish, you don't have to take it if you don't want to. Your old favorites are still there, just as good as ever.

Since I'm on the analogy kick, I'll toss another one out: I see AHIKS, right now, as a Hybrid car. It's got the awesome, old reliable, internal combustion engine, but it's got clean, green, electric power as well. While it can run on one or the other, it makes sense for both to work together. And by utilizing both our power sources, AHIKS can grow and modernize without anything or anybody getting left by the wayside. While we probably can't be everything to everybody, we can be a lot of different things to different folks. That's what I mean by the High-Tech Comfortable Old Shoe.

AHIKS Members Are Involved!

I want to thank all the AHIKS members with whom I've had the privilege of discussing both the current state of AHIKS and some excellent ideas for improving the Society as we look to the future. I'm slowly working my way across the country contacting all members to find out their concerns, ideas, and suggestions. If you haven't heard from me yet, I apologize! But I promise to get a personal word out to each and every one of you before the next K is issued!

From these communications I can tell you that good things are happening in the AHIKS member ranks! Thomas Ten Eyck (#826) will have run his first "AHIKS Imagicon Panzer Commander Tournament 2009" by now at Imagicon in Birmingham, Alabama. Tom's volunteerism is truly commendable and appreciated. He not only ran the tournament but acted as a good-will ambassador, promoting AHIKS to conventioners with

flyers while sporting a slick, AHIKS T-shirt!

Eric Seadale (#1436) is working on an idea to create and publish (online dtp or larger!) an AHIKS-created wargame. VP Schneider and I have had preliminary talks with Eric, and he's got some good ideas. (See K Vol. 43 #2) This is still a work in progress, and a poll of AHIKS member interest and skill-sets will be forthcoming.

Keep the good ideas coming, and I'll talk to you soon!

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From the Editor

The next issue will be delayed a week because your editor will be away. The deadline will be June 12, but articles are always welcome sooner.

Thanks to all those who contributed to this issue and thanks for their promptness.

As you will read in this issue, the European AHIKS has stopped being a PBM group and will now meet twice a year to play games face-to-face. We wish them the best of luck, and we will welcome any of them who would like to continue receiving *The eK*.

The code word this month, "balista," needs no elaboration, except maybe its spelling, but that is the way it is spelled in "A Glossary of the Construction, Decoration and Use of Arms and Armor."

The History channel has been showing a series entitled Battles BC. I saw Hannibal and Alesia, but I won't watch any more. They have been able to expand twenty minutes of information into an hour. Most of the graphics are computer generated, and there is a lot of hacking and slashing and gore flying about (repeated quite often) on the screen.

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: March 28, 2009

Alan Poulter

grognard@grognard.com

NEW BOARD WARGAMES

Avalanche Press

Imperial and Royal Navy is a new game supplement in the **Second World War at Sea** series which assumes an Austro-Hungarian fleet being available. **Iron Wolves**, the latest game supplement in the **Panzer Grenadier** series, covers hypothetical Lithuanian Army actions in World War Two. Both are available only as downloadable games.

Also new in the **Panzer Grenadier** series are the game supplements **Secret Weapons**, covering weapons under development but not deployed, and **Siege of Leningrad**, covering fighting in and around the city. The latter requires ownership of **Eastern Front** and **Road to Berlin** and the game supplements **Red Warriors** and **Sinister Forces**. Finally, **South China Seas** is a game supplement in the **Great War at Sea** series, covering hypothetical battles between American and British forces in the Far East during a potential naval war in the early 1920s. It requires ownership of **Sea of Troubles**, **Jutland**, and **Plan Gold**.

www.avalanchepress.com/index.php

Compass Games

Spartacus!, **Crisis in the Roman Republic** is a two-player, card-driven game on the rebellion against the Roman Republic.
<http://www.compassgames.com/>

Critical Hit

Bloody Omaha is the latest game in the **Advanced Tobruk** series and covers in detail the D-Day landing at Omaha Beach. It has three maps depicting the beach.
<http://www.criticalhit.com/>

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Dan Verssen Games

Down in Flames: Aces High is a new edition of the classic World War Two dogfighting card game.
<http://www.dvg.com>

DDH Games

June '44 is a division-level game covering the Battle of Normandy in 1944. <http://ddhgames.com/>

Fiery Dragon

Solar Marine is a science fiction game simulating future ground battles in various locales in the Solar System. The designer is Kerry Anderson.
<http://www.fierydragon.com/>

GMT

The Halls of Montezuma is a two-player, card-driven game on the American war with Mexico. The designers are David Fox and Michael Welker. <http://www.gmtgames.com/>

Grenier Games

In the Trenches: Opening Engagements is the first game in the **First World War** tactical series.
<http://www.greniergames.com/>

Lock 'n Load Publishing

Blood and Bridges is the latest game in the **World at War** series, and it covers the British Army of the Rhine. **Noville—Bastogne's Outpost** is an expansion to **Band of Heroes** that depicts the intense fighting for the small town of Noville during the Battle of the Bulge.
<http://www.locknloadgame.com/>

MMP

Action Pack 5: East Front is a supplement in the **Advanced Squad Leader** series, with new scenarios for East Front battles throughout the Russian campaign, while **Turning the Tide** is a scenario pack in the same series containing twenty upgraded scenarios from **Squad Leader—GI Anvil of Victory**. **Rock of the Marne** is the latest in the **Standard Combat** series and covers the final German offensive in July 1918 and the Allied response.
<http://www.multimanpublishing.com/>

Victory Point Games

Soviet Dawn, on the Russian Revolution: 1918-1921, is the latest soli-

taire game in the **States of Siege** series. Designer Darin Leviloff also designed the first game in this series, **Israeli Independence**. **Bussaco 20**, on a hypothetical battle in the Spanish Campaign, is the latest the **Napoleonic 20** series. Designer is Lance McMillan. **Bulge 20**, designed by Joe Miranda, is a quick playing game on the Battle of the Bulge.
<http://www.victorypointgames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #255 contains **The First Battle of Britain, 1917-18**. Designer is Joseph Miranda.

World at War #5 contains **The Finnish Front, 1941-42**. Designer is Joseph Miranda.
<http://www.decisiongames.com>

Against the Odds #24 contains **Death-ride: Mars-la-Tour 1870**, a division level simulation of the Franco-Prussian War. Designer is Charles Vasey.
<http://www.atomagazine.com/>

Vae Victis #84 contains **La Fronde 1648-1653**, on the civil war in France. *Vae Victis* #85, the first issue of the revised *Vae Victis* magazine, features a game insert, **Mious 1943**, on battles on the Eastern Front.
<http://www.vaevictis.com/>

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

NEW DTP WARGAMES

Firefight Games

Rommel in France: Panzers at Dinant is the latest in the **French Blitzkrieg** series. **Rommel at El Alamein** is a pair of games covering the battles fought in July and August 1942.
<http://firefight-games.com/>

Wargamedownloads.com

Cadmea, on the siege of that fortress, is the latest in the **Glory that was Greece** series while **Marston Moor** is the seventh game in the **English Civil War** series. Both games are from TCS.
<http://wargamedownloads.com>

NEW WEB RESOURCES

Free games

Au Pont de Lodi (NoTurkeys!) (NB in the La Bataille series)

http://www.valgame.eu/noturkey/noturkeys1_09.pdf

Vector 3 (SPI) (re-designed version)

<http://playthisthing.com/vector-3>

Official Rules

1776 (AH) (3rd ed. rules) <http://www.boardgamegeek.com/file/download/41418>

Clash of Monarchs (GMT) <http://www.boardgamegeek.com/file/download/41447>

Conflict of Heroes: Awakening the Bear! —Russia 1941-1942 (Academy)

<http://www.boardgamegeek.com/file/download/41457>

<http://www.boardgamegeek.com/file/download/41458>

The Glory That Was series: Vol. 1: Greece (TCS/Roberto Chiavini) <http://grogard.com/info1/tgtwv1gre.doc>

No Retreat (VPG) <http://www.boardgamegeek.com/file/download/41301>

Errata

Conflict of Heroes: Awakening the Bear! —Russia 1941-1942 (Academy)

<http://www.academy-games.com/index.php/q-a-a>

Crusader Rex (Columbia Games)

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

Deathride, ATO #24 (Charles Vasey/ATO) <http://grogard.com/errata1/deathride.pdf>

Fields of Fire (GMT)

<http://www.boardgamegeek.com/file/download/41263>

Golden Horde: Kulikovo 1380, ATO #18 (ATO)

http://www.atomagazine.com/extras/amended_kulikovo_charts.pdf

Italia (Phalanx)

http://www.boardgamegeek.com/file/download/45qd8eekoj/italia-clarifications_v1.5.pdf

June '44 (DDH)

<http://grogard.com/faqs/j44.pdf>

Kutuzov (GMT)

http://www.boardgamegeek.com/file/download/44yvmrumtk/KUTUZOV_Gaffes&Errata_9.08.doc

Napoleonic Wars (GMT)

<http://www.boardgamegeek.com/file/download/44y0yiw5kg/NappyFAQ.pdf>

Solar Marine (Fiery Dragon) <http://grogard.com/errata1/solarmarine.txt>

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

Successors: Alexander's Empire (AH/GMT)

http://www.boardgamegeek.com/file/download/40847/FAQ_&_Errata_SUC_2-2-09.pdf

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PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: June 12, 2009.**

GENERAL INFORMATION

The Kommandeur (K) is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. AHKS 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.

WHO WANTS A T-SHIRT!?

As I mentioned in my cover story, Thomas Ten Eyck proudly represented AHKS at Imagicon 2009 by donning a T-shirt bearing the AHKS logo. I know T-shirts aren't everyone's cup of tea, but if you're interested in owning one for yourself, drop me a line! Some members have told me they have no desire for a Society T-shirt while others have said they'd love one. Each opinion is perfectly fine. I'm throwing this out to find out how many members would like to have one. Based on that number I can calculate costs. I have a fair amount of screen-printing skills as well as a four-color press, so, being that I'll be making them, the labor's free!

These are Hanes Heavy weight 100% Cotton tees in Light Steel (gray) with the logo in Deep Pine (dark blue-green). S-M-L-XL sizes, with 2XL and 3XL being slightly more expensive. I'm estimating these will run in the \$5 to \$10 range. I have a decent amount of ink still, but I might need to purchase more if demand is high. At any rate, there's no commitment here; just let me know if you're interested and by the next issue of *The K* I'll be able to give everyone who's interested an estimate.

If you're interested, send me an email: chasmarsh@sbcglobal.net

Regards, [Charles Marshall](#)



BACK ISSUES AVAILABLE ON CD

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

SECRETARY'S NOTES

BOB BEST

The AHIKS Executive Committee is considering some very interesting new additions for our members. With the new administration have come proposals for an expanded AHIKS website that will possibly contain a forum where members can meet and discuss games and gaming topics. Also being considered is an electronic dice roller for those interested in doing email or on-line games. The discussions are in the preliminary stage but the next several months should contain some new technology for AHIKS. We will continue to keep all of the existing features of AHIKS, but we hope to add some new items to the website. Paul Qualteri, our Match Coordinator, and Bert Schneider, our Vice-President, are gathering opinions and working on member surveys for this project. Anyone interested in voicing an opinion should contact either of them with their input. There will be more on this as the projects unfold.

I would like to welcome new member David Lanphear, from Stockton, CA. David likes to play **Victory in the Pacific** and hopes to find some good opponents here in AHIKS.

I would also like to welcome returning member Dennis Sheppard, from Camp Hill, PA.

A number of members have still not renewed their 2009 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.

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UNIT COUNTER POOL NEWS

BRIAN LASKEY

The UCP lists did not get in the last *K*, but they are in this issue. As for UCP happenings, there were two new additions, those being parts and counters to Avalon Hill's **B-17** and counters to Avalon Hill's **Stalingrad** thanks to Ray LaBarbera and Randy Heller respectively. Please note that the **Stalingrad** counters are the re-printed ones by AHgeneral.org so the UCP now contains both the original and new versions. There are also a few "wanted" items that I'll throw out here since the UCP was not able to provide the parts requested. First, a member is looking for a map to **US Navy Plan Orange** by Avalanche Games. While an original would be preferred, a color photocopy or even a PDF file would be fine. On another request, there is a need for the Russian 4-10 208th Motorized counter for AH's PGG since the UCP currently contains only those for the SPI version. If anyone can help on either of these requests please let me know. Thanks.

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UCP PARTS LIST

Advanced Civilization (AH map, rules, cards)
 Alexandros (Command #10 Mag, map, rules)
 Anzio (AH rules 2nd ed, SRT, map)
 Afrika Korps (AH battle manual)
 Air Assault on Crete (AH rules-h, OOBs)
 Armada (SPI rules and errata)
 B-17 (AH map, charts, rules, cards, Tournery Scenario?)
 Battle of Britain (Gamescience misc parts)
 Battle of Moscow (SPI rules)
 Birth of a Nation (3W rules)
 Bitter Woods (AH map, OOBs 1st ed)
 Blenheim (3W map, rules)
 Bloody Buna (3W rules)
 Blue Max (3W rules)
 Breakout Normandy (AH map, charts, rules, OOBs)
 Breitenfeld (SPI map, rules)
 Bulge '81 (AH OOBs 2nd ed)
 Bull Run (AH map, charts, rules-h)
 CA (SPI rules)
 Caesar's Legions (AH rules)

Cassino (SPI rules)
 Chickamauga (West End map, rules, un/conf chart)
 Condor (3W rules)
 Crescendo of Doom (AH rules-h, ref charts, scenario cards)
 Cross of Iron (AH rules 2nd ed-h, scenario cards)
 Decision at Kasserine (3W rules)
 Devil's Den (AH map, rules-h, charts)
 Desert Rats (Simulation Games Cover sheet fair)
 Destruction of Army Group Center (SPI rules)
 Dien Bien Phu (SDC rules)
 Divine Right (TSR rules)
 East is Red (SPI rules)
 1809 (VG map, org displays)
 Fall of Rome (SPI rules)
 Fighting Sail (SPI rules)
 First Blood (AHIKS map, rules)
 Fortress Europa (AH rules 1st ed, charts)
 Forward to Richmond (3W rules & 2nd ed. supplement)
 Gettysburg 77 (AH map, rules, charts)
 G.I. Anvil of Victory (AH rules, scenario cards)
 Great War in the East (SPI rules- standard & Tannenberg)
 Hitler's Last Gamble (3W map)
 Hundred Days Battles (Both OSG & AH versions map, rules-h)
 Kharkov (SPI map, rules)
 Lawrence of Arabia (3W rules)
 Legend Begins (Both Rhino 1st ed map, rules, charts & Terran 3rd ed rules, charts)
 Lost Battles (SPI rules)
 Marston Moor (3W rules)
 Merchant of Venus (AH map, rules-h, misc)
 Napoleon at Waterloo (SPI 2nd ed map, rules)
 Never Call Retreat (3W rules)
 Panzer Blitz (AH map boards, rules, scenario cards)
 Panzergruppe Guderian (SPI map, rules)
 Panzerkreig (AH rules-h, study folder, CRT)
 Panzer Leader (AH map, rules)
 Reinforce the Right! (SPI S&T 180 map, rules)
 Russian Campaign (AH rules 2nd ed., map, charts)
 Scrimmage (SPI rules)
 1776 (AH map, charts, rules)
 Squad Leader (AH rules 3rd ed., charts, scenario cards- no 4/10)
 Soldiers (SPI map, rules-h)

Stalin's Tanks (Metagaming rules, map)
 Storm Over Arnhem (AH map, rules)
 Sturm Nach Osten (3W rules)
 Tactics II (AH map board, rules, Time-Weather chart)
 Tank (SPI rules)
 Triplanetary (GDW map)
 Victory in the West (GMT map B)
 War and Peace (AH rules, charts)
 Westwall (SPI rules standard & Bas togne)
 Wilderness War (GMT map, charts, rules, playbook, clips)
 Wooden Ships & Iron men (AH rules)

Note: The "-h" after rules denotes highlighting.

★★

BOOK REVIEW

Quartered Safe Out Here A Harrowing Tale of World War II
 by George MacDonald Fraser
 231 pages, one map
 © 2007 (originally 2001)
 Skyhorse Publishing \$15
 Reviewed by Omar DeWitt

If you have read none of Fraser's Flashman novels, you are in for a treat when you do. This book, too, is very well written and interesting, but it is not a "harrowing tale." The original title "Quartered Safe Out Here: A Recollection of the War in Burma," covers it better. There are several instances when Fraser is in combat, but most of the book, like most of military life, is about things that happen in his unit.

The time frame is the last year of the war when General William Slim was outsmarting the Japanese in Burma. The author was involved in the fighting for Meiktila and Pyawbwe and along the Sittang River when the Japanese remnants tried to get across it into Siam.

My biggest complaint about the book was that Fraser wrote the conversations in British dialect. I have some trouble the first ten minutes of some British movies; this was worse.

"W'ee wuz doin' the shuttin', then?"

"Aye? There's summat up, doon theer. Feller in HQ Company was sayin' Jap's mekkin' a big push—aye-aye, Nick, hoo'sta gan on?"

"Nut sae bad. Any news?"

It was a pleasant read but not a must read.

★★

UNIT COUNTER POOL

Avalon Hill-Victory Games

Across Five Aprils
 Advanced Civilization
 Afrika Korps
 Air Assault on Crete
 Anzio
 B-17
 Bitter Woods (1st ed. No utility)
 Breakout Normandy
 Bulge '81
 Bulge '91
 Bull Run
 Caesar's Legions
 Desert Storm Expansion
 Devil's Den
 1809
 Firepower
 Flat Top (no markers)
 Fortress Europa
 France 1940
 Gettysburg '77
 GI Anvil (German & SS Inf & Small arms)
 Hells Highway (German)
 Hundred Days Battles
 Merchant of Venus
 Panzer Blitz
 Panzerkrieg
 Panzer Leader
 Russian Campaign
 1776
 Stalingrad (original)
 Stalingrad (AHgeneral.org version)
 Storm Over Arnhem
 Squad Leader
 Submarine
 Tactics II
 Third Reich
 Tobruk
 Turning Point Stalingrad
 War at Sea

General 25-2 Counter Insert

Bulge '81
 Empires in Arms
 1776

Tac Air

General 26-3 Counter Insert

Flight Leader
 Firepower
 Merchant of Venus
 Civil War

General 28-5 Counter Insert

Midway/Guadalcanal Expansion

SPI

Battles for the Ardennes (some Allied)
 Fall of Rome
 Fighting Sail
 Kharkov
 Operation Typhoon (Soviet)
 Panzergruppe Guderian
 Raid
 Reinforce the Right! (S&T 180)
 Soldiers (off-center)
 To The Green Fields Beyond

MISC

Alesia (GMT)
 Alexandros (Command #10)
 Ardennes (Gamers)
 Barbarossa (TSR)
 Bastogne or Bust (Terran Games)
 Battle of Britain (Gamescience)
 Blank Counters (various)
 Blitzkrieg '41 (XTR)
 Case White (GDW: Polish-Soviet)
 Chickamauga (West End)
 Clash of Steel (3W)
 Colonies in Revolt (TSR)
 Desert Rats (Simulation Games)
 Dresden (3W & Simulation Games)
 First Blood (AHIKS)
 Hundred Days Battles (OSG)
 Lawrence of Arabia (3W)
 Legend Begins (Rhino 1st ed & Terran Games 3rd ed)
 Moscow '41 (TSR)
 1944 (3W: Germans)
 Objective Schmidt (Gamers)
 Operation Crusader (FGA)
 Proud Monster (XTR)
 Race for Tunis (3W)
 Stalin's Tanks (Metagaming)
 Sturm Nach Osten (3W)
 Victory in the West (GMT: German)
 Wilderness War (GMT)

Command Magazine Asst- Black Gold, Blood & Iron, Buena Vista, Mississippi Banzai, NNN- D-Day 90, Olustee, Triumph of the Will

Gamers Repl/Variant Counters 92 & 94

1992: Barren Victory, Bloody 110, Bloody Roads South, Force E's War, Guderian's Blitzkrieg, Omaha, Stalingrad Pocket 1994: Enemy at the Gates, GD '40, Guderian's Blitzkrieg, M'Kau

FROM THE MATCH COORDINATOR

WITH HITS AND BITS IN NO PARTICULAR ORDER
FROM PAUL QUALTIERI

I will be emailing a survey to the full membership within a couple of weeks. Those of you without email will receive a copy via snail mail. If you haven't provided AHIKS an email address or yours has changed, please send your current address to the Secretary or me at paul@pdqsc.com.

As incentive, one lucky respondent will be selected randomly from those who reply to the survey to receive a brand new, never played, shrink wrapped copy of the best operational air war game ever produced: GMT's **Downtown**. In addition to receiving the game, at the winners' option, I will play them an email Cyberboard **Downtown** scenario to teach them the program and the game or just have a game.

Downtown examines the air war over North Vietnam. The introductory scenario appropriately named "Surfin Bird" depicts a typical route recon. A pair of A-4s from the USS Coral Sea are taking a trip along the coastal highway in October 1966, trying to rustle up some trade. The scenario plays quickly, and the game uses incremental rules introduction to ease learning. Air games are my favorite and this one is simple, fun, and the best of the lot.

Here are the URL's of some online die rollers you can use until we get our own.

<http://www.pbm.com/dice/>

<http://kenware.com/>

<https://dicelog.com/maildice>

<http://www.rpglibrary.org/software/securedice/>

<http://dice.evildm.net/>

<http://pbegames.com/roller/>

Some of these are die rollers and some are random number generators capable of "rolling" a D11 or D67 if required and adding notes to each die roll. I have had good luck using <http://pbegames.com/roller/> and have run several test strings. In a test of 1,000 rolls, shown in the bar graph, none of the totals for each number vary significantly from the expected value (check me on this, Bob).

I haven't found any cyclic variations which indicate a repeating pattern, but I'll keep looking.

AHIKS has a forum on Consimworld in the Clubs/Organizations folder, please check it out. This is where AHIKS members can communicate.

I am working on making match coordinating easier by building an Excel spreadsheet with the membership roster on one page, the issued matches on another, and several pages of random number generating formulas. Sheet one is the match form in which I need only enter the member numbers, and it automatically pulls in the relevant information for the match. It is a work in progress.

I know some of you have spreadsheets or other electronic document files with OOB's for various games. Please send me copies. I am putting those I have into a common format with the plan of having them on the

web site for download in PDF and excel format.

It will be easier to find an opponent and arrange a match once we have our forums up. In the meantime, if you send me an email with "Open Match Requests" in the subject line I will put you on a mailing list for a weekly email of game matches available. Insert a match request in the body of the email, and I will include it in the current mailing as well.

Remember to watch for the email survey, fill it out, and email it back and send in those electronic OOBs.

★★

BOOK REVIEW

Agincourt—a novel

by Bernard Cornwell

451 pages, maps

© 2008

HarperCollins \$28

Reviewed by Omar DeWitt

Although the battle is included, this is not a novel about the fight in France on October 25, 1415. It is the story of Nicholas Hook, a longbow archer. More pages are filled during the siege of Harfleur than at Agincourt.

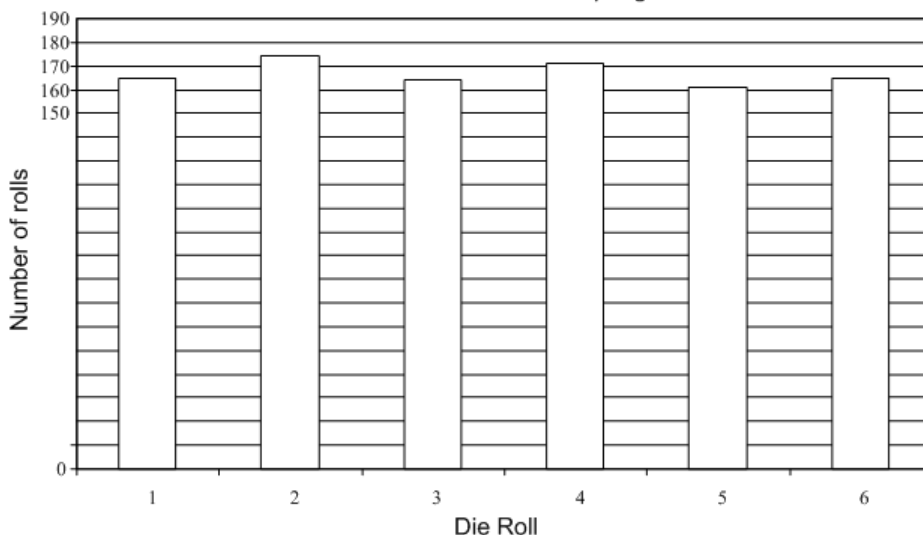
There is a map of Agincourt, but most of the writing is about man-to-man combat. Cornwell spends a lot of time describing the slaughter. While the battle is going on, Hook's wife is being attacked by a demented English priest, which makes the battle last longer.

The novel is OK, but I was disappointed that it didn't describe the battle of Agincourt better. John Keegan did a much better job in "The Face of Battle."

★★



Results of 1000 Die Rolls from pbegames.com



THE VP'S CORNER BY BERT SCHNEIDER

AHIKS: Back to the Future

In Steven Spielberg's 1985 blockbuster movie a character named Marty McFly (played by Michael J. Fox) goes back to 1955 to try and make things better so that when he returns to 1985, everything will be all right. I feel like I'm Marty McFly only I'm traveling back to my past to discover fond memories of playing war games, and I'm trying to make AHIKS a better organization, now. Take a look at Figures 1 and 2. You'll notice two Opponents Wanted ads from yours truly, only these ads are from over thirty years ago.

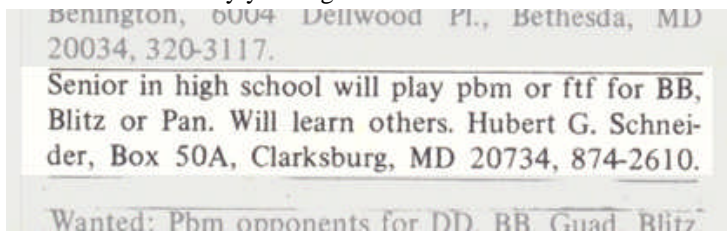


Figure 1 Opponents Wanted: Avalon Hill General Nov-Dec 1975

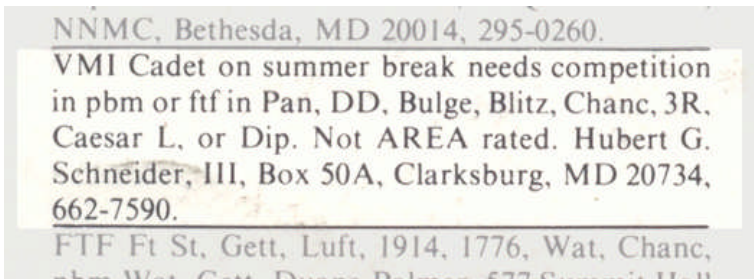


Figure 2 Opponents Wanted: Avalon Hill General Jul-Aug 1977

I am honored to be a member of AHIKS, and I'm especially honored to be part of the new AHIKS leadership team. Charles Marshall (AHIKS President) and I have had many conversations about how we can make AHIKS better. As in the movie, we yearn to go back to when things were simpler, and we had fewer distractions (we now have 500 channels on TV, satellite radio, HDTV, the Internet with millions of blogs, not to mention tons of war gaming web sites, *and the current world economic crisis*). Charles and I feel we can "raise the bar," so to speak, on making AHIKS a place war game enthusiasts will flock to. We need to take the best of what AHIKS has to offer and "turn the gain up a little" with some more recent technology and capabilities. Now I'm not trying to compare Charles Marshall to Doc Brown from "Back to the Future" and me to Marty McFly, but we have had some similar discussions. In the movie there is an interesting exchange between Marty and his best friend Doc Brown, who supposedly has built a time machine, out of a DeLorean sports car:

Marty: "Wait a minute. Wait a minute, Doc, are you telling me you built a time machine... out of a DeLorean?"

Doc: "The way I see it, if you're going to build a time machine into a car, why not do it with some style?"

If we're going to make AHIKS better, why not go with a "DeLorean"? We could use with some more robust services and capabilities (like a dedicated die-roll server). If Marty saw our AHIKS today, he would think he went back into the past as not much has really changed. Speaking of Marty, I just played several scenarios of **Arab Israeli Wars** with my good friend, Marty (McCleary). Marty lives near Fort Huachuca, which is 90 miles from my home north of Tucson, AZ. Neither Marty or I had ever played **AIW**, before. We really like the game and plan on playing this game a great deal more. In fact, we are developing better playing aids (as the rules are a bit quirky). Since we live 90 miles apart, we try to get together about once each month, to play all kinds of war games. Now playing by email or mail is fun via AHIKS, but there is nothing like playing a war game, face to face! I discovered Marty about a year or so ago through a war game social networking

group, that included a map-based opponents wanted web page (<http://www.frappr.com/>). Sadly, that war game social network is now defunct. It sure would be nice if AHIKS had a map showing where some of our members hail from. Who knows, there might be a fellow AHIKS war gamer right up the road from your home. This brings me to a final point about AHIKS and war games.

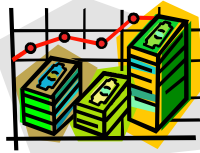
I feel our new AHIKS leadership team needs to reach out to existing members of AHIKS like you and find out what you want and need from AHIKS and each other. We also need to reach out to fellow war gamers who are not yet affiliated with AHIKS. But before we do that, I feel that we need to get our house in order. Your AHIKS officers have been working on specific actions to tackle this year. We're working on a list of high priority actions that will bear much fruit and will help kick start some badly needed change. While we are working to make AHIKS a better place, we'd also like to hear from you about what you would like to see AHIKS become. So stay tuned for a membership survey that will make its way to your doorstep.



Bert Schneider



**TREASURY
NOTES
BRIAN
STRETCHER**



'The Times, They Are a Changin'

It would appear that there are a number of good things for AHIKS on the horizon. A lot of those changes are geared toward getting AHIKS solidly into the 21st century, with an improved, interactive web-site, die server, and a member forum. These changes will allow us to serve the general membership better, and hopefully attract some attention from those who might believe that AHIKS is too far behind the times.

Now, I don't mind being behind the times a bit. Still no cable TV in the Stretcher household, for example, and I pretty much use my cell phone to only make and receive calls. I don't need 24-hour access to email and have *never* sent a text message. I use the internet, but I don't plant myself in front of Myspace or Consimworld for hours at a time (I've actually visited Myspace only to gather evidence in a divorce case I was working on). It's not my thing. I still enjoy reading a newspaper, although it would seem that the days for that particular medium might be numbered. Both Omar and Bert know far more about the use of spreadsheet programs than I do. And I'm OK with that. The days of regularly purchasing new wargames and having the latest wargame magazine is past for me, too. And I'm OK with that as well. I have little interest in plunking down \$80 for a game that I will probably never play when I already have hundreds in my closet. "More" and "new" are not always better.

I know there are a fair number of you out there who still don't use a computer regularly or at all or have no internet access. AHIKS will continue to offer its services to all members, regardless of their level of technical expertise. However, there is one caveat: if few use the services, then it will become increasingly difficult to continue to offer them. And, if we don't hear from those of you who PBM only, then we won't know what services continue to be important to you. I can surmise, for example, that tournament offerings

The Kommandeur

are a low priority for the membership at large and even lower for those of you who play only by mail (see the next section).

So, what is important to you? Over the next few months, your officers will be setting priorities for the years ahead. We need to hear from you. *All* of you. For those of you who might be playing an officer, jot down your thoughts with your next move. Write to any of your officers directly, or send Omar a letter for *The K*. If we don't hear from you, we can't consider your opinion. And I know each and every one of you out there has one. Let it be heard.

B&G Tourney a Bust

I just couldn't drum up the six players I needed to get the **Blue and Grey** PBM tournament off the ground, despite the efforts of some of the participants to scrounge that last player. I thought about playing myself, but participating in my own tournament could create the appearance of a conflict of interest in the event of a rules dispute or other issue. So, I'm calling the tourney off, at least for now. I have a feeling that most of you who play only by mail have concerns with time limits on play or time commitments to play. I will keep the five players who were interested on file for a while, just in case there is someone else who steps forward. If there is another game any of you would like to see run in a tournament format, so long as I have it I would be willing to run it. Feel free to email or mail your requests to me.

Treasurer's Report

Most of the dues are in! I'm sure there will still be a few stragglers through the year, as there always are. If you are reading this as part of your print membership and you haven't paid yet this year, it will almost certainly be your last issue until you cough up the \$9.00.

Starting Checking Balance 2-1-09:

\$ 2051.07

Income:

Dues and contributions: \$ 515.00

Expenses:

K Jan/Feb '09 Printing \$ 85.06

Transfer to Perpetual Fund \$ 0.00

Checking Balance as of 3-31-09:

\$ 2481.01

Perpetual Fund Balance, 2-1-09:

\$ 2666.14

Interest Income:

\$ 0.00

Contributions transferred from

checking: \$ 0.00

Perpetual Fund Balance 3-31-09:

\$ 2666.14

Operating funds in CD, 2-1-09:

\$ 5660.62

Interest Income:

\$ 0.00

Operating funds in CD, 3-31-09:

\$ 5660.62

Total balance in CD, 3-31-09:

\$ 8326.76

Total Treasury, 3-31-09: \$ 10,807.77

Interest on our CD won't be reported again until it nears its maturity this coming August. Unless and until we start spending money, we could surpass the \$11,000 mark this year, at least temporarily.

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**MAKING SAUSAGE
BY BRIAN STRETCHER**

I was supposed to prepare this article for the previous issue of The K, as alluded to elsewhere in that issue. However, I was remiss in getting it done in time. My excuse? I simply forgot. I was lucky to get my regular column to Omar, which was uncharacteristically late. No cover up, I assure you and all those conspiracy theorists out there.

As with governments and other administrative bodies, both large and small, occasionally the Executive Committee actually has to read the Bylaws and implement rules in order to keep our Society running smoothly. Such was the case with our recent election for President.

While looking through the Bylaws for other reasons, Bob Best discovered that we actually have eligibility requirements (go figure!) for our elected offices: five years continuous membership to run for Treasurer, and two years for all other offices, including president. Bob then discovered that Paul Koenig, one of our candidates, had

been a member for less than two years. A proposal was made to suspend the eligibility requirement for the election, given that a) this was the first time in a long time that we even had an election; and b) the first time in recent memory that we actually had two candidates (qualified or not) to choose from. If the eligibility requirement was enforced, then Paul would have been disqualified and Charles would have ascended to the throne by default.

First, you may ask, how is it possible to suspend the eligibility requirement? Well, in their infinite wisdom, the Founding Fathers put into the Bylaws a provision that allows the Executive Committee, by $\frac{2}{3}$ majority vote, to waive portions of the Bylaws. Article XV allows such a waiver if strict adherence would have a damaging effect on the Society as a whole, so long as 1) it is a temporary and non-recurring waiver; and 2) the waiver is not otherwise specifically prohibited (for example, we can't vote to waive the complaint procedure).

Not all of the officers were comfortable with voting to waive the eligibility requirement. Changing the rules to fit the instant situation can set a dangerous precedent. One alternative that was discussed, therefore, was to declare Paul ineligible, and start a search for another candidate to run against Charles. But, this was just a few weeks before the election results were supposed to be determined, and many members had already sent in their votes. In the end, we collectively decided that this is a hobby organization, run by people who volunteer their time and effort (and sometimes their money), not a government, and that simply declaring Charles the winner or starting the vote over would do more harm than allowing the election to continue. We voted overwhelmingly to waive the eligibility requirement, 6-1 with one no response.

I must say both Charles and Paul were very good sports about all of this. Either one would no doubt have been a fine choice. But now you know the rest of the story.

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AHIKS EUROPE CLOSURES ITS DOOR

Chris Geggus, Secretary of AHIKS-Europe, was kind enough to send me the following.

The AHIKS-European Region was formally folded as of 7 March 2009. A number of members attended in person, and mailed responses were detailed. After much discussion a vote formally approved the folding of the Region with immediate effect. Past and present officers were thanked for their work over many years. The disposal of the money presently held in the bank account will be determined over time. This will primarily involve paying for the last couple of mailings plus a refund of 2009 subscriptions and also 2008 where the member requests same. There will also be the deposit due on the forthcoming October convention. After that what little is left will be passed to a nominated charity (it will not be more than a few pounds).

It is and was a sad occasion, but situations do change and whilst there was some debate about what functions the Region now performed for its members, the greatest problem was the paucity of volunteers stepping forward to take up any officer roles. In a voluntary society if no-one volunteers, it dies. As simple as that.

I am now advising all our members and recent ex-members of the outcome, and I will also be making clear that AHIKS in the rest of the world is still going strong and if anyone wants to join you directly, they will be more than welcome. I think you will have some approaches on that basis. We do intend to continue our conferences under a different name as they have been the one successful activity that we have kept going over the last few years. They will endeavour to be self-sustaining.

Thanks for all your support and interest over the years.

Chris



Tom Oleson was a member of AHIKS-Europe as well as a member of AHIKS. He sent me the following.

I lived in Europe 1978-93 and enjoyed many wargaming sessions with European members of AHIKS and after that, by mail and email. I was grateful that they allowed me to remain a European member after returning to the USA and sorry that as a repeat member of their team at the WBC convention, I was not able to win more laurels. Over the past year or so many European members have wrestled with the question of what the club means today, and in the end with regret decided not to continue its existence. So rich are my memories, that I hesitate to say that AHIKS Europe no longer was relevant, but the majority there felt that the era of the internet had so changed its role in the hobby that discontinuance was preferable. I hope this will be a wake-up call for the new leadership of AHIKS in the USA.

Tom

Tom Oleson received the following from AHIKS-Europe.

Tom,

The decision to bring AHIKS Europe to a dignified close was based solely on the redundancy nowadays in this internet age of the "play by mail" idea. Board wargaming continues as a vibrant pursuit, albeit one whose participants are ageing together!

I recently attended the annual wargame auction of the local wargame community and was trebly amazed: at the vast number of games auctioned, the huge turnout of would-be purchasers, and the fact that everything sold!

Personally, I am about as hooked on **Advanced Squad Leader** as you are on **Anzio**. This never was a game that could sensibly be PBM'ed: too much interaction between players at every phase of the game. And yet... I have played it by email. All boards, counters, overlays, etc are available (freely!) online, and using Skype for (free) conversation, I have seen the counters on my screen moved by a player 120 miles away, while he narrates: "tank enters hex, commander buttons up, move across wall for 2

(Continued on page 11)

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. 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
1914 (AH)	(1580)	Mulligan E, ADC2
1914 (AH)	(1554)	Trosky M
Adv. Squad Leader (AH)	(1382)	Massey E
Adv. Third Reich	(1430)	Warnick Cy
Afrika Korps (AH)	(1580)	Mulligan E, ADC2
Afrika Korps (AH)	(1363)	Dilbeck 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)	(0826)	TenEyck M
Battle of the Bulge '65	(1580)	Mulligan E, ADC2
Battle of the Bulge '65	1578)	Paul M
Blitzkrieg '75 (AH)	(0011)	Betros Any
Breakout Normandy (AH)	(1413)	Longest
Breitenfeld	(0200)	Bowie M
Bull Run (AH)	(1442)	Herbst
Bull Run (AH)	(1252)	Brooker M
Chickamauga (SPI)	(0044)	DeWitt E
Civil War (VG)	(1315)	Reid E
Destruction of Army Gp S (SPI)	(0826)	TenEyck M
D-Day 77 (AH)	(1567)	Driver ADC 2
Diplomacy (AH)	(1442)	Herbst
Drive on Paris (Gamers)	(0275)	Scanlan E
Gettysburg '88 (AH)	(0711)	Leonard E
Guns of August (AH)	(1554)	Trosky E/M
Inkerman 1854 (SPI)	(0044)	DeWitt
Invasion America (SPI)	(1382)	Massey Cy
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
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 Cy
Russian Campaign (AH)	(1580)	Mulligan E, ADC2
Russian Campaign (AH)	(1578)	Paul M
SOPAC (Avalanche)	(0916)	Dandy E
Stalingrad (AH)	(1567)	Driver ADC 2
Twilight Struggle (GMT)	(1382)	Massey Cy
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) **Cy** (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

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.

1581 David Lanphear, Stockton, CA

(Continued from page 9)

points, stops, delay, delay;" then I butt in with my defensive fire: "reveal anti-tank gun in H5 [it appears on screen!], firing APCR, range five hexes" etc.

The AHIKS guys will continue to meet twice a year for convivial play. Board wargames will go on. It's just the PBM aspect that has been superceded.

The king is dead; long live the king!

Ian Daghish

Alderley Edge, England

FROM AHIKS

We would be more than willing to accept any European members into AHIKS. At present, of course, there is no membership fee for those who receive the *eK*. Receiving a paper *K* would be much more complicated because it includes printing, extra postage, and, now, an envelope. The European officers have been getting the *eK*, and they are welcome to continue. Where else can you find Alan Poulter's insightful information?

Omar

AHIKS Perpetual Fund Donor List for 2009

Frederick Kraus	\$50
Thomas Ten Eyck	\$18
Harold McPherson	\$3
Albert Thomas	\$3
Paul Qualtieri	\$10
William H. Osmanson	\$50
Charles Marshall	\$10
Matthew J. Perna	\$25
Melvin Yarwood	\$2
Martin Roecker	\$3
James D. Mueller	\$10
Thomas W. Gaddis	\$20
Nicholas J. Markevich	\$3
Louis J. Jerkich	\$13
Stuart Schoenberger	\$3
Paul Heiser	\$11
Cameron Watson	\$11

★ ★



The Kommandeur Upcoming Events



Apr. 17-19, Buffalo, NY
UBCON XX: DELUSIONS OF GRAN-
DEUR
<http://wings.buffalo.edu/sa/sarpa/SARPAWEB/ubcon.php>

Apr. 17-19, Glen Ellyn, IL
CODCON XIV
<http://www.codcon.com/>

Apr. 17-19, Las Vegas, NV
XANADU LAS VEGAS
<http://www.xanadulasvegas.com/index.html>

Apr. 18-19, Plymouth, NH
ECONOCON
<http://psugaming.wordpress.com/>

Apr. 18-19, Corvallis, Oregon
JUST A GAME CON
<http://home.centurytel.net/GOMC/JAGC.htm>

Apr. 24-26, Houston, Texas
DELTA H CON
<http://www.deltahcon.com/>

Apr. 24-26, Dunmore, PA
MEPACON SPRING
<http://www.mepacon.com/>

Apr. 25-26, Lake Geneva, WI
2009 SPRING GAMING HOOPLA
<http://www.gaminghoopla.com/>

May 1-3, Chattanooga, TN
DICEHEAD SIEGE
<http://www.diceheadsiege.com/>

NEW WEB HOST for WWW.AHIKS.COM!

While the membership won't immediately see any significant change, the Executive Committee has voted to approve migrating www.ahiks.com to a new web host. What does this mean for you, the membership? It means that our website will be able to feature extra functionality like an online die-roller, automated forms, and a member forum, just to name a few. More good things to come!

Regards, Charles Marshall

May 15-17, Hudson, OH
ANCON '09
<http://www.anothergamecon.com/>

June 5-7, Birmingham, UK
UK GAMES EXPO
<http://www.ukgamesexpo.co.uk/>

June 5-7, Collinsville (St Louis), IL
DIE CON 9
<http://diecon.com/gamer/index.php>

June 18-21, Portland, Maine
PORTCONMAINE
<http://www.portconmaine.com/>

June 24-28, Columbus, OH
ORIGINS
<http://www.originsgames.com/>

July 31-Aug. 2, Hartford, CT
CONNECTICON
<http://www.connecticon.org/>

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>

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

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

The Kommandeur



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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

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www.AHIKS.com

AHIKS MATCH REQUEST FORM

Complete this form (please print clearly) and send to the **AHIKS Match Coordinator via postal mail or e-mail.**

Name: _____ Member # _____ Date _____.

Address: _____.

Phone: _____ E-Mail _____ @ _____.

PLEASE USE **ALL APPLICABLE** CODES FOR EACH GAME LISTED

- | | |
|--|--|
| [AR] Will play AREA rated match, only | [FA] Will play FAST opponent, only |
| [G(#)] Will game-master this game with # of players | [M(#)] Desire multi-player match with this # of players |
| [NM] Will play new member | [NR] Request non-AHIKS rated match |
| [VE] Will play by e-mail only | [VB] Will play by either e-mail or postal mail |
| [VP] Will play by postal mail only | [OT] Will play opponents outside US/Canada |
| [IE] Send my match assignment/ICRK by e-mail | [AD] Desire e-mail match using ADC2 |
| [CY] Desire e-mail match using Cyberboard | [YP] Need preprinted OOB (if available) for postal play |
| [IC] Need continuation ICRK for this match number | [I(#)] ICRKs needed with this #-sided die rolls (6, 10, 12, or other) |
| [YE] Need Excel OOB (if available) for e-mail play | or game title |

Game titles (please list in order of preference, **and be sure to include publisher's name and any dates, e.g. Anzio '69 (AH)**)

- #1 _____ Codes _____.
- #2 _____ Codes _____.
- #3 _____ Codes _____.
- #4 _____ Codes _____.

Maximum number of these requested matches that you are willing to start at one time _____

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 \$9.

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

Comments: