

# The Kommandeur



Volume 44 Number 3

A Publication of AHIKS

June 2009

## FROM THE PRESIDENT CHARLES MARSHALL

### The 20<sup>th</sup> versus the 21<sup>st</sup> Century

There's been a fair amount of talk recently about the direction of AHIKS, whether to keep the boat settled or to try some new things. Trying new things always carries its share of risk but with risk sometimes comes reward. A lot of the ideas we'd like to pursue have to do with computer-based improvements. The PBM side of AHIKS seems to be working well, so I'd like to focus on the PBEM world in this article. The computer offers many advances in terms of utilities, ease of use, and sometimes the ability to "resurrect the dead" when it comes to a game which suffers in face-to-face play but can be given a new lease on life through a computer application.

Take AH's **Guadalcanal**, for example. It was released in 1966 but discontinued in 1972. Back in the 20<sup>th</sup> century, in the late seventies to be more precise, I found a copy of the game listed for sale in the ads of *The General* and picked it up, along with **1914** and the 1958 version of **Gettysburg**. (I was apparently on a quest for discontinued games!) A few of my buddies and I played **Guadalcanal**, and we quickly realized why it was shelved by AH. As the Basic game was good for little more than presenting the basic concepts of wargaming, we took a look at the Tournament game, and it seemed promising. It featured zones of control that varied according to terrain, ranged artillery fire, psychological effects, some unit specialization, and by far the best: hidden movement and step reduction. The last two were great ideas on paper but when it came to playing the game, it became a nightmare. The step reduction had to be accounted for on a Casualty Reduction Pad. Imagine **Midway**'s "Hit Record" sheet. Rather than handling a handful of ships, the Casualty Reduction Pad had to account for 107 ground units. Keeping track of actual unit strengths became a paper-work nightmare, requiring constant

checking and double-checking to verify that the units you were preparing to send into battle really were as strong as they looked. Fast forward to the 21<sup>st</sup> century. Using even the admittedly clumsy Aide De Camp PBEM game utility, units are represented by a computer graphic which can have their combat strengths adjusted by a click of the mouse. If a 4-strength unit takes a two-step loss, you simply click a button twice to convert it to a 2-strength unit. The image on the screen updates to the new strength which avoids any future possible confusion.

The other innovation that **Guadalcanal** attempted was hidden movement; any Japanese unit in a jungle hex could be removed from the board and moved secretly. We tried this—once. Again, another nightmare. In the 20<sup>th</sup> century version, the only seemingly feasible way to accomplish this was to own two complete copies of the game and set them up with a divider between the two. My buddies and I had only my single copy so we tried it by requiring the Japanese player to write the coordinates of all his hidden units on a sheet of paper every turn. In effect this created a face-to-face play-by-mail game. Slow, tedious, and still prone to errors as the Japanese player was also forced to scrutinize the exact path of every U.S. unit's movement in the event that it attempted to move into a Japanese-occupied hex. How does this work in the 21<sup>st</sup> century version? It's much simpler; Japanese hidden units are not visible on the computer map until a U.S. unit attempts to move into its hex. Information indicating the presence of a Japanese unit then appears in a Unit Data Box. (Another bonus of the ADC2 version is that the artillery units have their ranges showing on their "counters"—something missing from the original physical version.)

All of these things make a once (nearly) unplayable game very playable and much more fun. In the old days the only way to really play the game was to forget about the hidden movement rules and use a simpler form of step reduction. Even if we were willing to accept a longer playing time and use the Casualty Reduction Pad, the absence of the hidden movement option almost always doomed the Japanese player. Play balance went into the toilet with even the most inept U.S. player being able to create a fortress out of Henderson field with half of his troops while sending the other half out to destroy the numerically inferior Japanese force.

I can say from a first-hand account that the newer 21<sup>st</sup> century game is a marked improvement. I've recently finished a PBEM game of **Guadalcanal** with Mike Scott (#1555) using the Aide De Camp utility, and, despite getting whipped, I had a lot more fun with the "computerized" version than I ever did with the original. As the U.S. I was, for the most part, in a state of constant paranoia. Mike kept his Japanese forces hidden for much of the early part of our game. My reaction was to slowly expand the perimeter I'd built around Henderson field turn by turn, hoping to uncover the IJA under some banana leaves. Inevitably when I overreached my boundaries, Mike came bounding out of the jungle in a series of sneak attacks. He took Henderson for a turn, and, although able to retake it, I was never the same after that. I tried desperately to shift my forces and keep him at bay but in the end I'd suffered so many casualties that my point deficit was mathematically impossible to regain. More important than the end result was the process. It taught me that you *can* teach an old dog new tricks and this cyber-**Guadalcanal** is jumping through flaming hoops!

(Continued on page 10)

## 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: 6 June 2009  
 Alan Poulter  
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### Battles magazine

A new quarterly wargaming magazine is in town! The premier issue of *Battles*, featuring the game **Striking the Anvil**, on Operation Anvil Dragoon, is just out. It was designed by Luc Olivier, who designed many games for *Vae Victus*. What is unique about this magazine is that, along with a game, each issue will contain over 100 pages of reviews, analysis, general articles, and scenarios. The first issue is still available for purchase, and subscriptions will be available.  
<http://www.battlesmagazine.com/eshop/index.php>

### Decision Games moves into computer gaming

From their online customer support forum:  
 “We’re starting to convert many of our board games to computer games. All will be fully refereed; this means the software will enforce all the rules of movement, combat, supply, etc, and will resolve combat for the players (unlike ADC2, Cyberboard, and Vassal). Games will work as in our **War in Europe** computer game. Board games that are solitaire will be playable with the system AI (as in our computer version of Wolfpack). Some two-player games may have AI added to them. All games will be stand-alone (one time purchase, not a periodic payment web site such as HexWar).”

Planned for this new move are versions of current, past and future *Strategy & Tactics* and *World at War* magazine games. As well as individual purchase, these computer versions board games will also be available by subscription.

### Lost Battles

Philip Sabin, a professor of military history at Kings College in London, has written a new book on reconstructing battles of the Ancient World enti-

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itled “Lost Battles: Reconstructing the Great Clashes of the Ancient World.” This book is relevant to wargaming as it uses wargames to recreate and explore ancient battles. The games in the book can be played using Cyberboard. There is a Yahoo group supporting play of these games and Decision Games is hoping to produce a deluxe board game upgrade for the book.

<http://www.kcl.ac.uk/schools/sspp/ws/people/academic/professors/sabin/lostbattles.html>

### NEW BOARD WARGAMES

#### Avalanche Press

**Strait of Magellan** is the latest supplement for the **Second World War at Sea** series. It contains ten hypothetical scenarios for battles that might have happened in these remote sea lanes. The supplement is not playable by itself, but requires ownership of **Cone of Fire**, **Midway**, **Bismarck**, and **Leyte Gulf** and the **East of Suez** supplement.  
<http://www.avalanchepress.com/index.php>

#### Critical Hit

**Snakeshead Ridge** is the latest expansion pack in the **Advanced Tobruk System** and covers the Battle of Casino.  
<http://www.criticalhit.com/>

#### Dan Verssen Games

**Alexander** is the second game in the **Field Commander** series of solitaire strategy games. The player tries to emulate Alexander the Great in his efforts to extend the Macedonian empire. **Down in Flames: Aces High Extra** cards expands the earlier game by adding extra decks for extra players. <http://www.dvg.com>

#### Days of Wonder

**Memoir '44 Battle Maps: Tigers in the Snow/Operation Market Garden** covers operations in the Courland Pocket on the Eastern Front and Monty’s paratroop drop, both of which feature scenarios with Tiger tanks. To play, this game expansion requires one copy of **Memoir '44** and the **Operation Overlord** expansion, or two full copies of **Memoir '44**.  
<http://www.daysof wonder.com/>

### Decision Games

Unusually, two solitaire games are new. **RAF: Lion vs Eagle** is a redesign of the earlier **RAF** and is three games in one: Lion updates the original, Eagle reverses the solitaire control to that of the Luftwaffe while there is also a two-player version. From the same designer, John Butterfield, comes **D-Day at Omaha Beach**, which covers the US 1st and 29th Divisions landing under fire in Normandy. The game is playable for two players playing cooperatively, each controlling one US division. <http://www.decisiongames.com>

### Europa Simulazioni

**Guelphs and Ghibellines** covers early medieval tactical combat and focuses on three battles: Montaperti (1260), Benevento (1266), and Campaldino (1289).  
[http://www.geocities.com/italian\\_wars/](http://www.geocities.com/italian_wars/)

### GMT

Two expansions are new. **Battles with Gringos** is an expansion for **Gringos!** and covers the battles of Palo Alto (1846), Resaca de la Palma (1846), Contreras (1847), and Puebla (1862). **Ship of the Line** is an expansion for **Flying Colors** and covers major fleet actions during the period of the American Revolution, adding sixteen new scenarios.  
<http://www.gmtgames.com/>

### Hexasim

**Kawanakajima 1561** is the first game in the **Sengoku Jidai** series on 16<sup>th</sup> century warfare in Japan and covers the fourth battle of Kawanakajima.  
<http://www.hexasim.com>

### MMP

An old favourite returns! **Panzerblitz: Hill of Death** covers the battles in Normandy for Hill 112 using a modern game system based upon **Panzerblitz** and **Panzer Leader**. And another game on Japan! **A Most Dangerous Time: Japan in Chaos, 1570-1584** is the latest in the **International Games Series** and covers the attempt of Oda Nobunaga to become master of all of Japan.  
<http://www.multimanpublishing.com>

### Treefrog

Not a name you will have seen here before. It is for games designed by Martin Wallace, a noted general board

game designer (**Age of Steam, Brass** etc). He has returned to his wargame roots with **Waterloo**, a rather innovative game on the famous battle, using wooden pieces and clever rules to mimic combined arms operations on the Napoleonic battlefield.

<http://www.warfroggames.com/Treefrog%20Line.html>

### Victory Point Games

There are four new offerings from VPG. Two are expansions: **Na Berlin!** is an expansion for Carl Paradis' highly praised East Front game, **No Retreat!**, and extends the time frame of the game to 1945. **Strange Ordnance** is the third expansion for Mike Nagel's **Ancient Battles Deluxe** series which adds early gunpowder units. **Zulus on the Ramparts!** is the third game in the solitaire **Siege** series and covers the defense of Rorke's Drift. **Operation Veritable: The Battle for the Reichswald** is an updated version of Paul Rohrbaugh's classic game.

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

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #256 contains **Marlborough's Battles: Ramillies and Malplaquet**, designed by Richard Berg.

*World at War* #5 contains **The Greater East Asia War** which covers the land/air/sea war on that continent from 1941 through 1945. Designer is Joseph Miranda.

<http://www.decisiongames.com>

*Vae Victis* #86 contains **Irlande 1798** (using a small map and 50 counters), covering General Humbert's expedition in Ireland. <http://www.vaevictis.com/> Note that *Vae Victis* magazine and games are in French but rules translations are made available via: <http://grogard.com/vaevict.html>

### NEW DTP WARGAMES

#### Firefight Games

**Rommel's Nightmare 1940: The Allied Counterattack at Arras, May 1940** is a company-level game on Rommel's efforts to halt the Allies. **Fighting the Taliban: Pakistan's Operation Sherdil, Aug 2008**, covers the offensive against the Taliban in the Battle of Bajaur.

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

#### Minden Games

*Panzer Digest* #6 has just been released and comes with three wargames: **Day of Infamy** is a two-player tactical game covering the attack on Pearl Harbor, **Invasion of Canada** is a two-player operational game covering the American invasion in 1775, and **Monitor vs Merrimack** is a tactical, ship vs ship game of ironclad combat covering the Battle of Hampton Roads, March 1862.

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

#### Wargamedownloads.com

New from TCS Games, **This Is Sparta!** features the battles of Nemea and Coronea, 394 BC, and is the third game in **The Glory that Was Greece** game series.

<http://wargamedownloads.com>

### NEW WEB RESOURCES

#### Free games

**Cod Wars: Iceland vs. Great Britain in the 1970s** (Pete Belli) <http://www.boardgamegeek.com/boardgame/41671>

**German Eagle vs. Russian Bear** (Lou Coatney) <http://www.coatneyhistory.com/GEvsRB.htm>

**Lions at Sea: Lepanto, October 7th 1571**, No Turkeys #4 [http://www.valgame.eu/noturkey/NT4\\_2009.pdf](http://www.valgame.eu/noturkey/NT4_2009.pdf)

#### Official Rules

**Lords of the Sierra Madre** (Sierra Madre/DG) <http://www.boardgamegeek.com/file/download/4po7r3vknk/LordsSierraMadreRules.pdf>

**Russia Besieged** (L2) <http://www.boardgamegeek.com/file/download/48wg8214em/RB-25Mar09.pdf>

#### Errata

**Down in Flames—Aces High** (DVG) <http://grogard.com/errata1/difah.txt>

**Field Commander: Alexander** (DVG) [http://www.boardgamegeek.com/file/download/4rfrw5ogw2t/alex\\_faq.pdf](http://www.boardgamegeek.com/file/download/4rfrw5ogw2t/alex_faq.pdf)

**Fields of Fire** (GMT) [http://www.boardgamegeek.com/file/download/4otcshjgx4/Fields\\_of\\_Fire\\_Errata.pdf](http://www.boardgamegeek.com/file/download/4otcshjgx4/Fields_of_Fire_Errata.pdf)

**Halls of Montezuma** (GMT) [http://www.boardgamegeek.com/file/download/4811jkmul1/errata\\_halls.doc](http://www.boardgamegeek.com/file/download/4811jkmul1/errata_halls.doc)

**Italia** (Phalanx) [http://www.boardgamegeek.com/file/download/4pyb3rchqw/italia-clarifications\\_v1.7.pdf](http://www.boardgamegeek.com/file/download/4pyb3rchqw/italia-clarifications_v1.7.pdf)

**Liberia Descent Into Hell: The Liberian Civil War 1989-1996** (FD) <http://www.boardgamegeek.com/thread/399969>

**Marlborough's Battles, S&T #256** (DG) <http://grogard.com/errata1/st256.txt>

**A Most Dangerous Time: Japan in Chaos, 1570-1584** (MMP) <http://www.boardgamegeek.com/thread/402243>

**Napoleon's Triumph** (Simmons) [http://www.boardgamegeek.com/file/download/49yczt3sep/NTFAQ\\_v1.6.pdf](http://www.boardgamegeek.com/file/download/49yczt3sep/NTFAQ_v1.6.pdf)

**No Retreat** (VPG) <http://grogard.com/faqs/noretreat.doc>

**PanzerBlitz: Hill of Death** (MMP) [http://www.boardgamegeek.com/file/download/4p6pgyp4kw/PB\\_Hill\\_of\\_Death\\_Errata\\_QA.pdf](http://www.boardgamegeek.com/file/download/4p6pgyp4kw/PB_Hill_of_Death_Errata_QA.pdf)

**Pursuit of Glory** (GMT) <http://www.boardgamegeek.com/thread/400161>

**Spartacus** (Compass) <http://www.boardgamegeek.com/thread/410758>

**Storm Over Stalingrad** (MMP) [http://www.boardgamegeek.com/file/download/4o3o2f0fa1/SoS\\_Q%26A\\_-\\_9\\_April%2C\\_2009\\_-\\_color.pdf](http://www.boardgamegeek.com/file/download/4o3o2f0fa1/SoS_Q%26A_-_9_April%2C_2009_-_color.pdf)

**Striking the Anvil, Battles #1** <http://talk.consimworld.com/WebX?233@551.KC5Eeb4Gash.76@.1dd388f5!enclosure=.1dd39a86>

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## Survey

Question	T1	T2	T3	Diff
1	27	34	30	3
2	27	33	26	-1
3	-17	-21	-8	9
4	-17	-23	-25	-8
5	-1	4	-6	-5
6	-19	-12	-3	16
7	-19	-14	-5	14
8	-1	12	9	10
9	-9	4	9	18
10	22	28	27	5
11	27	29	26	-1
12	17	23	21	4
13	-19	-12	-14	5
14	21	23	27	6
15	24	31	29	5
16	9	13	9	0
17	18	23	19	1
18	22	27	29	7
19	17	20	20	3
20	14	20	13	-1
21	15	18	17	2
22	-13	-13	-17	-4
23	-7	-7	-8	-1
24	-11	-7	6	17
25	14	19	17	3
26	-3	21	14	17
27	4	5	9	5
28	-3	-1	6	9
29	-14	-6	-15	-1
30	8	16	17	9
31	3	18	18	15
33	19	28	19	0
34	-17	-15	-12	5
35	12	16	14	2
36	11	17	12	1
37	19	26	19	0
38	-13	-13	-8	5
39	-14	-18	-6	8
40	-9	-11	-3	6
41	20	20	16	-4
42	22	20	14	-8
43	14	13	16	2

## SURVEY ANALYSIS

BY PAUL QUALTIERI

I took a look at the survey data from a chronological point of view for the relationship between groups of members. There is chronology here which is subject to analysis even if only by virtue of the order of joining the society. The actual dates of enlistment are irrelevant for this analysis.

The data was coded and analyzed as follows. Any "No" answer was given a value of (-1), "Yes" answers are coded (+1). No opinion is encoded as "0."

The respondents were split into thirds numerically by member number from lowest member number to the highest. The responses were summed using the coded values given above for each question.

T1 is the first third and longest serving group, T2 the middle third, and T3 contains the latest members to join AHIKS. If the votes by group were evenly split between Yes and No the total in a column would be zero, as it would if everyone had offered no opinion on the matter. A large positive number or negative number shows strong Yes or No respectively in answer to the question.

The "Diff" column is a calculation subtracting T1 from T3 to gauge the difference in opinion between the newest and oldest members. Large numbers in the Diff column reflect a difference of opinion between the groups and small numbers indicate general agreement.

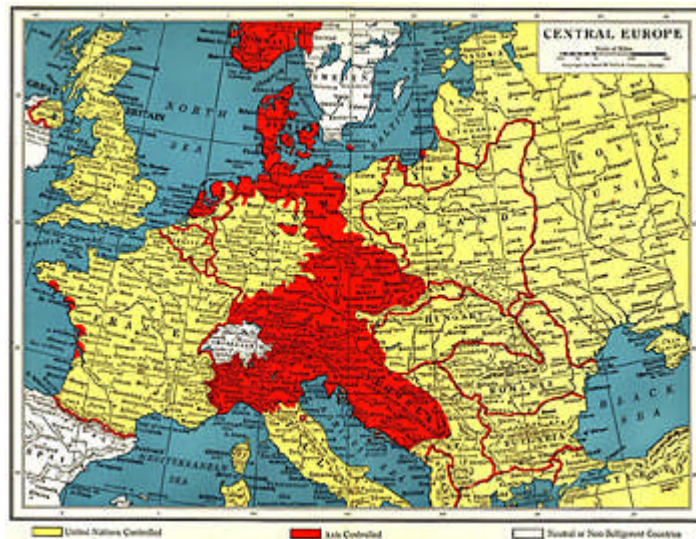
For example, as would be expected, the questions concerning computer use, 6, 7, 8, 9, 24, and 26 show a large difference between new and longer term members in the use and planned use of computers.

The tournament question (31) supports the opinion that longer term members enjoy and plan to enjoy the hobby differently than the relatively newer members. Tournament approval was slightly positive among T1 and overwhelmingly positive in groups T2 and T3.

Several questions indicate possible trends applicable to group opinions, e.g. 14 and 42.

You may find more interesting things here if you take a look.

The survey is on page. 6.



# OPEN MATCH REQUESTS from Paul Qualtieri

Game	Pub	Member #	Codes
	1776	AH Bob Herbst	1442
	1914	AH John Trosky	1554 M
	1914	AH Colin Mulligan	1580 E, Cb or ADC2
ASL – Operation Veritable	AH	Lee Massey	1382 E or Cb
Advanced Third Reich	AH	Paul Warnick	1430 Cb
Afrika Korps	AH	Paul Heiser	1051 M
Afrika Korps	AH	Greg Dilbeck	1363 M
Afrika Korps	AH	Sid Driver	1567 ADC2
Afrika Korps	AH	Colin Mulligan	1580 E, Cb or ADC2
Agincourt	GDW	Albert Bowie	200 M
Anzio	AH	Tom Oleson	111
Anzio	AH	Melvin Yarwood	36 A, NM, O
Battles for the Ardennes	SPI	Tom TenEyck	826 M
Battle of the Bulge '65	AH	Colin Mulligan	1580 E, Cb or ADC2
Battle of the Bulge '65	AH	Michael Paul	1578 M
Bitter Woods	AH	Melvin Yarwood	36 A, NM
Blitzkrieg '75	AH	George Betros	11 E/M, Cb or ADC2
Blue & Gray I	SPI	Melvin Yarwood	36 A, NM, O
Blue & Gray II	SPI	Melvin Yarwood	36 A, NM, O
Breakout Normandy	AH	Clyde Longest	1413
Breitenfeld	SPI	Albert Bowie	200 M
Bull Run	AH	Ron Brooker	1252 M
Bull Run	AH	Bob Herbst	1442
Civil War	VG	Kevin Reid	1315 E
Destruction of Army Group South	SPI	Tom TenEyck	826 M
Diplomacy	AH	Bob Herbst	1442
D-Day 77	AH	Sid Driver	1567 ADC2
Drive on Paris	Gamers	Bill Scanlan	275 E
Gettysburg '88	AH	Chuck Leonard	711 E (prefer Vassal)
Guns of August	AH	John Trosky	1554 E/M
Invasion America	SPI	Lee Massey	1382 Cb
Jutland	AH	John Trosky	1554 M
Luftwaffe	AH	John Trosky	1554 E/M
Midway: Turning Point	Avl	Mel Yarwood	36 M
Midway	GDW	Bill Scanlan	275 E
Napoleon at War	SPI	Melvin Yarwood	36 A, NM, O
Napoleons Last Battles	SPI	Melvin Yarwood	36 A, NM, O
NATO	VG	Kevin Reid	1315 E
Paths of Glory	AH	Ed O'Connor	1243 E
Richtofen's War	AH	John Trosky	1554 E/M
Russia Beseiged	L2	Martin Svensson	1466 ADC2, Xcel
Russian Campaign	AH	Tom Scarborough	1345 M
Russian Campaign	AH	Art Dohrman	1551 Cb
Russian Campaign	AH	Colin Mulligan	1580 E, Cb or ADC2
SOPAC	Avl	Graeme Dandy	916 E
Stalingrad	AH	Sid Driver	1567 ADC2
Storm Over Arnhem	AH	Greg Dilbeck	1363 Mail/Phone
Thirty Years War Quad	SPI	Omar DeWitt	44 E
Twilight Struggle	GMT	Lee Massey	1382 Cb
A Victory Lost	MMP	Ed O'Connor	1243 E
Vietnam	VG	Kevin Reid	1315 E
War and Peace	AH	John Trosky	1554 E/M
War at Sea	AH	Tom Scarborough	1345 E
Waterloo	AH	Paul Heiser	1051 M



Standby games for new members			
Afrika II	MMP	Paul Qualtieri	757 Cb
Afrika Korps	AH	Paul Heiser	1051 M
Anzio	AH	Tom Oleson	111
Bulge (1965)	AH	Bob Johnson	73 E
Bulge (1981)	AH	Bob Johnson	73 E
Downtown	GMT	Paul Qualtieri	757 CB
Gettysburg '88	AH	Paul Heiser	1051 M
Russian Campaign	AH	Bob Johnson	73 E
Stalingrad (Holcombe variant)	AH	Bob Johnson	73 E
Waterloo	AH	Paul Heiser	1051 M
VITP	AH	Rick Rokiewicz	1108

A/AR Area Rated only  
 F Desires Fast Opponent  
 O/OT Will play member outside US  
 M Postal Mail  
 N/NM Will play new member  
 E Email

## 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:  
 Paul Qualtieri  
 143 Wainwright Manor,  
 Summerville, SC 29485

or email the equivalent information 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.

### Members willing to gamemaster

Achtung! Spitfire Clash of Arms Bill Lindow 0988  
 History of the World AH (Orig) Jeff Miller 1303  
 Midway GDW Bill Scanlon 0275 E

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## SURVEY TOTALS

Question	No Opinion	Yes	No	% With Opinion Voting Yes	% With Opinion Voting No
1. I have access to email.	2	101	6	94%	6%
2. I have access to the internet	3	98	8	92%	8%
3. I play my games exclusively by email	9	25	75	25%	75%
4. I play my games exclusively by postal mail	10	16	83	16%	84%
5. I play both by postal and email	10	48	51	48%	52%
6. I use/have used Cyberboard	3	35	71	33%	67%
7. I use/have used Vassal	5	33	71	32%	68%
8. I plan to try a computer assist program like Cyberboard or Vassal	29	49	31	61%	39%
9. I use/have used an online die rolling web site	7	53	49	52%	48%
10. AHIKS should have an online die roller available for members	17	86	6	93%	7%
11. I would use an AHIKS die roller if it met my needs	13	90	6	94%	6%
12. I prefer a die roller to show the die results on the screen and e-mail them to myself and my opponent	28	72	9	89%	11%
13. I prefer a die roller which uses a database but no email, where I and my opponent would log in to get our results	32	15	62	19%	81%
14. There should be an AHIKS forum online to discuss matches and Match Coordinating	17	83	9	90%	10%
15. The AHIKS forum should also be available for general AHIKS discussion and coordinating Society activities among members	11	93	5	95%	5%
16. The AHIKS forum should be restricted to members of AHIKS	14	64	31	67%	33%
17. I would like the ability to arrange my matches with other members in an AHIKS forum	23	75	11	87%	13%
18. I would like an area in an AHIKS website where I could personally list the games I am interested in and other information	17	87	5	95%	5%
19. AHIKS should have a full service website for its members	28	70	11	86%	14%
20. AHIKS should have a full service website even if dues are charged again	28	65	16	80%	20%
21. I am willing to pay dues for upgraded services in order not to have the cheapest web site possible	22	70	17	80%	20%
22. I would prefer to not pay dues and not use the web based services	26	19	64	23%	77%
23. AHIKS should have different levels of membership with dues to access the web services	20	35	54	39%	61%
24. I am aware the AHIKS has an area on Consimworld in the Clubs and Organizations section where some members are already posting. <a href="http://talk.consimworld.com">http://talk.consimworld.com</a>	5	46	58	44%	56%
25. The Match Coordinator should periodically e-mail a list of open matches to members who sign up for it	17	73	19	79%	21%
26. I want to receive the e-mail match list	13	66	30	69%	31%
27. I would like to participate in games for After-Action-Reports to be published in the K and on the Web Site	24	51	34	60%	40%
28. The Match Coordinator should be accountable, in detail, to the membership for his reasoning and votes in the Executive Committee	28	42	39	52%	48%
29. Match Coordinator activities in executing his responsibilities in the Executive Committee should be kept secret from the membership	29	21	59	26%	74%
30. Put me on the Match Coordinators general mailing list	18	68	23	75%	25%
31. I would like to see AHIKS offer more tournaments	29	60	20	75%	25%
32. List any games you might play in a tournament.					
33. Tournament results should be tracked on the Web Site and in the K	18	80	11	88%	12%
34. AHIKS should offer cash prizes for tournament winners.	22	21	66	24%	76%
35. Web services should be upgraded this year	39	57	13	81%	19%
36. We should not delay upgrading services	39	56	14	80%	20%
37. We should have a quality web site	24	76	9	89%	11%
38. We should have the least expensive web site available to keep dues free	29	22	58	28%	73%
39. The time it takes to get my matches filled is too long	34	18	57	24%	76%
40. The time it takes to get things done in AHIKS is too long	38	24	47	34%	66%
41. The Match Coordinator should fill open match requests from outside AHIKS if no current member is available and if the outsider is willing to join AHIKS and abide by its guidelines prior to starting the match	19	75	15	83%	17%
42. AHIKS meets my current gaming needs	22	72	15	83%	17%
43. I want results and peoples comments sent to me after everything is put together.	24	66	19	78%	22%

## THE VP'S CORNER BERT SCHNEIDER

### Honoring the Real Heroes

This month I thought I would divert a little of my focus to the real heroes of this world. If it wasn't for some of these people, we wouldn't be where we are today, and none of us would have the luxury of playing war games. As I am writing this article, people around the globe are remembering the many sacrifices of thousands of unsung heroes at Normandy, 65 years ago on D-Day.

Another important battle, after D-Day was Operation Market Garden. In September 1944, the U.S. 101st Airborne Division dropped and took the bridges northwest of Eindhoven at Son and Veghel. The 82nd Airborne Division dropped near Grave and Nijmegen and took those bridges. The British 1st Airborne Division and the Polish 1st Independent Parachute Brigade dropped near the bridge at Arnhem. The entire plan was suppose to keep the bridges open, so that a column of tanks in the British XXX Corps could drive all the way up the road to cut off the Germans.

The reason I bring up this particular battle is because for years I have been trying to find out what happened to a friend of mine, who was in the 101st Airborne Division, in World War II. I met Bill Chivvis in Colorado Springs, during the time I was teaching at the Air Force Academy back in the early 1990s. On a weekend, I took our kids to the park to launch model rockets. While there, we saw a man riding one of those old high-wheel bicycles. It was Bill. We struck up a friendly conversation, and the next thing you know, we were friends. Bill's first jump in World War II was Operation Market Garden. He was also in Bastogne when the city was surrounded by the Germans during the Battle of the Bulge. His last action was in Berchtesgaden, where he said the Army forgot about his unit, and he went hiking, swimming, and enjoyed sports until he was recalled back to the U.S. I remember him showing me his Jump Map from Operation Market Garden. It was a full-color map printed on a handkerchief. I recall him telling me about the briefing his commander gave his unit before he jumped at Market Garden. He said his unit was told not to kill or torture a wounded German soldier behind enemy lines. If word got

out how they treated the Germans, and they were captured, then the Germans would return the favor. Sad how time has changed how we behave, even during times of war.

Over the years, I lost track of Bill after we moved to Florida (my last Air Force assignment) and then to Arizona twelve years ago. It is because of AHKS that I was able to track down what happened to my friend. Since Charles Marshall and I were going to start playing a PBEM game of **Battle of the Bulge**, I started doing some research, to get into the mood of the game. I found the following web pages, with incredible detail about the 101<sup>st</sup> Airborne Division: <http://506infantry.org/index.htm>

I did manage to locate my friend, Bill. He passed away in 2002: <http://www.506infantry.org/Memorial/index.htm>

I discovered that Bill is even quoted a couple of times in George Koskimaki's "The Battered Bastards of Bastogne."

One of those rare infantrymen of "I" Company who came through the actions unscathed was Pvt. Bill Chivvis who described how men made choices when offered platoon assignments:

Going into the attack one day, we were given a man named Florenzio Valenzuela. He was offered the job of 2<sup>nd</sup> scout behind me, (Bob Chouvan had been wounded) or the job of machine gunner (Dave Dillen was wounded). His response was that he was not interested in either job as he had heard what happened to scouts and the enemy was sure to zero in on machine gunners. So he was made a runner. The next thing you can guess—a shell came over and hit him point blank. Jim Meade took over the machine gun and he and I continued the war, unscathed.

Since Charles Marshall and I are starting a Play By Email game of the old Avalon Hill **Battle of the Bulge**, we both bought Koskimarki's book. That way, we will not only experience the game together, but we will experience history together. AHKS and war games mean different things to different people, but I feel that one common thread for everyone involved is camaraderie. We have a unique way of connecting with other people who have similar interests and

want to keep alive a hobby that is more than just gaming. Our hobby and pastime is about history, the people and heroes who made history. It's about technology; even in ancient times our warrior brethren had technology at their disposal. It is also about strategy, tactics, and taking risks. All of these aspects and attributes culminate into what I consider to be an incredible hobby. If it wasn't interesting, I wouldn't be involved. And speaking of the Battle of the Bulge, one of the guys I went to VMI with (we were in the VMI Glee Club together) was General Hasso von Manteuffel's grandson, Bob Manteuffel. Small world!

Another story I'd like to share with you has to do with my father, who was a veteran of the Korean War. A few weeks ago, I had a unique opportunity to help honor the forgotten veterans of the Korean War, another major conflict the United States got involved in, shortly after World War II. I had a chance to not only honor all of the men and women of the Korean War, but a chance to honor my father.

May 17, 2009, was a very emotional day for me. My father passed away five years ago on that date. We had a special Mass said on his behalf at noon. Then at 2:00 PM I attended a special screening of the PBS Documentary, "Tucson Remembers: The Korean War." What an event. There were several Korean War veterans there from every service and some from other countries who retired in Tucson. There were even a few veterans from World War II in attendance. The theater was packed, at the University of Arizona Center for Photography. After a few opening remarks from the Wing Commander (Col. Paul Johnson) from Davis Monthan AFB, the producer spoke. He said his team had a difficult time finding movie footage, as movie footage from the Korean War is very rare. They could only find about 20 minutes of footage from the National Archives. I donated several cans of 16mm color movie film and still photographs that my father took while he was in the Army during the Korean War. As a young man in his twenties, he bought and took with him overseas a small wind up movie camera and shot movies, while he was on active duty. I recall seeing those movies as a child.

*(Continued on page 10)*



## SECRETARY'S NOTES BOB BEST

Welcome to new member Tim Brittain, AHIKS ID number 1582. Tim is from Richmond, VA. Tim submitted several game requests to the Match Coordinator when he applied so you might consider playing him in one of your future games. Welcome Aboard Tim!

I would like to mention a game that I have been playing between rounds with my other AHIKS games. It is called **B-29 Superfortress** by Steve Dixon and Shawn Rife. The game is similar to **B-17 Queen of the Skies** for you older hands. It's a fun solitaire game dealing with the B-29 bomber campaigns over Japan in 1944 and 1945. You can play it alone or you can join a B-29 Squadron at [www.skd-gaming.com/B29/](http://www.skd-gaming.com/B29/). This is Steve Dixon's webpage, and he runs the 30<sup>th</sup> Bombardment Wing's B-29 missions over Japan from Tinian Island for the **B-29 Superfortress** game.

Currently 42 bombers are flying mission 11. Steve posts the next mission and the players have about 2 weeks to fly that mission and report the results to the website. My B-29 "Sweet Sue" just finished the current mission. Here is the narrative I sent to the 30<sup>th</sup> BG webpage.

"Sweet Sue" is assigned to 902<sup>nd</sup> Bomb Squadron of the 781<sup>st</sup> Bomb Group. Our first mission (Group mission number 11) was a low-level night mission to Kawasaki, an urban target on 11 January 1945. The 902<sup>nd</sup> BS was the high squadron. Resistance was expected to be moderate.

With some apprehension we moved from the briefing to our aircraft. This was our first mission, and it was a low-level night mission. My mind was reeling. The tactics being used on this mission were a complete departure from the design objective of the airplane and was tantamount to a suicide mission for us. Gen. LeMay, over the objections of his planners, ordered the low-level mission. He felt by leaving guns off the planes we could increase the bomb load and do more damage to the target and take fewer losses. I hoped he was right.

We started engines and pulled out onto the taxiway. We inched along behind other 781<sup>st</sup> ships. I was worrying about the gas. Both auxiliary tanks had been removed from the bomb bays. Too much idling now would use precious fuel. We were taking off at one

minute intervals. The first ship took off and climbed to 400 feet; one minute later the second ship followed and climbed to 600 feet; the third ship leveled off at 800 feet; and so on up to 1200 feet at which point the stack started over again. This created a stair step formation with 200 feet and 1 minute flying time between ships.

Soon it was my turn. I pointed "Sweet Sue's" nose down the runway, stood on the brakes, and moved the throttles to the stops. I released the brakes, and with the roaring of the engines in my ear we started to roll. At 135 knots she began to get light on her wheels, then she came unstuck and we were airborne. Gear up at 25 feet and we climbed to take our place in the bomber stream. It was 1600 hrs and we were on our way...

The weather was good and the sky was clear, but we had difficulty staying on course. I don't know if it was lack of experience on the part of our navigator and radar operator or what, but we had many course corrections, which ate up additional fuel. More training seems to be needed. I ran the mixture lean but the fuel gage needles seemed to fall at a rapid rate. It was an easy flight with no mechanical problems.

I was still worried about our fuel state when we crossed the Japanese coastline. The crew kept a sharp lookout for Japanese fighters and our own bombers. Risk of collision in the dark was great. We missed the IP for the bomb run and had to come around again...more fuel used. We dodged the searchlights and made a good bomb run with bombs "on-target." So far no fighters, and the flak was light. A few flak bursts but nothing close, and we were not hit on either the inbound or the outbound legs. We kept a sharp lookout for fighters, but none showed themselves. I was glad as we only had our tail gun if they attacked.

Navigation was still a problem on the return flight and when our base came into view the fuel gauge needles were riding on empty. We made a good landing, and, as we made our roll out, number 3 engine quit from lack of fuel. I was able to get "Sweet Sue" off the runway, but we had to be towed in to the revetment. First mission down!

There is lots of fun stuff here in this game! It gives you the feeling of really flying the missions with a bomb group. There is a waiting list to join the group, so get your name on

the list if you want to play. For those that are interested in the game and for those who may want to know what it was like to fly there, I recommend "Bringing the Thunder" by Gordon Bennett Robertson, Jr. This is a Stackpole Military History Series book about the missions flown against Japan by Robertson and his crew. You can find the book on line or at your local bookstore. The background material from the book and flying with the 30<sup>th</sup> Bombardment Wing at their website gives a lot of flavor to the game and makes for a rewarding gaming experience. I highly recommend it!

The results of the member survey have been tabulated, and it appears that the Executive Committee is generally moving in the direction that the membership wish us to go. We are working on getting a dice roller incorporated into a new AHIKS website and probably also having an AHIKS forum where members can meet, talk and arrange games. Other features will most likely also be incorporated as time and talent permit. Stay tuned; more to come on this.

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, 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*.

I recently contacted one of our members about his incorrect address listing in the AHIKS records. His address was four years out of date. He was concerned that the record was not updated, and he stated he had given the address to different people over a two-year period when he first moved four years ago. For whatever reason the prior Secretary did not get "the word" on the address change, and the old ad-

(Continued on page 9)



## BOB BEST BOMBS “GERMANY”

For those who like World War II war birds and enjoy flight experiences, I have just returned from a “time of your life” adventure. The Collings Foundation has preserved a number of World War II bombers and fighters including a B-17, a B-24, and a B-25 bomber along with a P-51C Mustang and several later jet fighters and trainers. Each year several of the planes tour the U.S. flying at air shows and giving rides to the paying public. This is the first time the Collings Foundation has offered a Fantasy Bomber School.

The school began with a day in the life of a bomber crewman at an Army Air Force training base circa 1944. The Collings Foundation arranged to have re-enactors dressed in period uniforms and using period vehicles and period equipment provide us with a slice of life training day for a B-24 Liberator bomber crew. We were the “crew.” The bomber was their B-24 Liberator “Witchcraft.”

We started the day by being picked up at our “Holiday Inn Express” billet in downtown Manteca, CA. We were ferried to crew in-processing at Stockton Municipal Airport where a hanger had been reconstructed to look like a World War II barracks and training area. Stockton Air Field was a large USAAF training base during World War II. At the hanger we received flight suits and had photos taken for replica USAAF ID cards that were issued. In the morning, we received training on a working Nordan Bomb Sight, Aerial Navigation, Army Air Force radio procedures, and Aerial Gunnery. In the afternoon and early evening we spent time on a gunnery range practicing target lead on skeet with shotguns and a turret truck with a functioning turret just like the ones used to train the original gun crews. (You actually can break skeet with a shotgun mounted in a power operated turret!)

We also fired the Browning M-2 .50 caliber machine gun. I hadn’t fired an M-2 since my Army days. It was a Real Treat! 😊. That evening was spent drinking beer and chatting with the ground crew re-enactors, Collings Foundation pilots and support personnel, and our own bomber crewmates at the hanger. It was just like old times

after duty hours when I was in the Army.

The following day the P-51C Betty Jane was waiting outside the hanger when we arrived. I flew this plane last June, a 60<sup>th</sup> birthday present from my wife. The B-24 “Witchcraft” was parked just down the apron from the hanger where she was being prepared for two bombing missions to be flown that day. Our group was divided up into two crews for two separate bombing missions. Blank .50 caliber ammunition was issued, and 250 lb bombs were loaded aboard. The machine guns were fitted and the planes were readied. We had plenty of time to get into the planes, play with the equipment, and help the ground crew get the planes ready before the flights. Lots of photo opportunities. For the members of our crew who were limber (and young enough!) to get into the ball turret, there was practice time on the ball turret trainer that was available. The B-24 ball turret retracts into the belly of the plane where a hatch is unbolted so you can get inside. The hatch is closed and you are then lowered about four feet and out through the belly of the bomber. The turret has to have the guns pointed straight down and be aligned fore and aft before it can be raised. It gave a fantastic view from several thousand feet in the air but was somewhat unnerving for claustrophobic people! After lunch, we received our mission briefing. Think “12 O’Clock High” here, and we took off.

Originally it was hoped that a new Collings Foundation member, a two-place German Me-262 jet fighter was going to be available to “bounce” the B-24 in route to the target, but the Me-262 was not available because of mechanical issues.

Our mission included the B-24 being escorted by the P-51. We had two liaison type “Bird Dog” aircraft accompanying us for target damage assessment after we bombed the target. The P-51 also made simulated attacks against the bomber to give us an opportunity to practice our target-leading skills and to shoot all that blank ammunition we were issued. We had a ton of empty shell casings and MG links in the waist gun posi-

tions after these “attacks.” We also had a photo plane accompany the group that took movies of the action. We should get copies later on from the Collings Foundation. I can’t wait to see it! 😊

We made several separate bomb runs on the target (we had six 250lb practice bombs on board), and then we returned back to base for debriefing and a dinner afterward.



All in all it was a fantastic adventure. I never thought that I would ever get to crew a B-24 bomber, shoot machineguns at attacking aircraft, and fly what will probably be the closest thing to a real mission “over Germany” that anyone who wasn’t really there will ever experience.

And, it gives me some great memories as I move German fighters into the attack on my **B-17 Queen of the Skies** game!

Bob

*(Continued from page 8)*

dress was still in the records. The moral of this story is: If the member in question had contacted me with his current address information for the 2009 registration year as I have been requesting in the past several Ks, this would have been a non-event. So, if you haven’t checked in for 2009 yet, please contact me at the email or snail mail address on page 12.

Until next time, Happy Gaming to you all! 😊

(Continued from page 1)

### Thanks for the feedback!

Thanks to everyone who responded to my email requesting your ideas, opinions and suggestions for a dedicated AHIKS online die-roller. We'll be scrutinizing your input with great care in order to begin work creating something we hope will satisfy everybody. If you didn't get a chance to respond or you didn't get my email (some addresses we have are no longer valid) you still have time! Please send an email to [chasmash@sbcglobal.net](mailto:chasmash@sbcglobal.net) and let me know what you'd like to see in an online die-roller, or, if you currently use one that has features you like, let us know what they are. We want this to be *your* online die-roller.

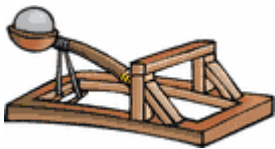
### Volunteers needed for WBC Ironman Tournament

Will you be attending the World Boardgaming Championships August 4 to 9 in Lancaster, PA, this year? Would you like to host the AHIKS' Ironman Tournament? If so, we'd like to hear from you! We're looking for someone who will be present at the convention and would like to run the tournament. Send me an email at [chasmash@sbcglobal.net](mailto:chasmash@sbcglobal.net) if you're interested.

### T-shirts are on the way!

For those who expressed interest in an AHIKS T-shirt, I'll be contacting you with prices and estimated time of delivery within the next few weeks.

★★



## 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.

1582 Tim Brittain,

## The Kommandeur

(Continued from page 3)

**Wellington** (GMT) [http://www.boardgamegeek.com/file/download/4py14v0ota/Feb\\_2006\\_WELLINGTON\\_GAFFE\\_S.pdf](http://www.boardgamegeek.com/file/download/4py14v0ota/Feb_2006_WELLINGTON_GAFFE_S.pdf)

### Rules Translations

**La Fronde 1648-1653, Vae Victis #84** (HC) <http://www.thewargamer.com/grognard/lafronde.doc>

**Invincible Armada, Vae Victis #75** (HC) <http://grognard.com/info1/invinarm.doc>

**Striking the Anvil, Battles #1** <http://www.battlesmagazine.com/eshop/doc/1/StARules.pdf>

★★

The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
User name = "AHIKS"  
Password = "Chu-Ko-Nu" (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 Chu-Ko-Nu.)

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

### PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: August 13, 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)

That was our Saturday night entertainment.

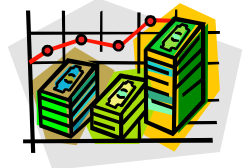


Several times throughout the documentary, I noticed some of the footage from my father's movies. The producer even included a still photo of my father and his buddies (my father on the left). My name is even included in the credits as the documentary team was extremely grateful for my donation. I still can't believe that this all happened, especially on such an important date.

★★



## TREASURY NOTES BRIAN STRETCHER



Brian will be back in the next issue. The finance picture is pretty much the same as shown in the last issue.

## From the Editor

The next issue will be delayed because of the World Boardgaming Championships. So that any of you attending can have time to write up your impressions, the deadline will be August 13. I hope, if you do attend, that you will share your experience with us. Please do.

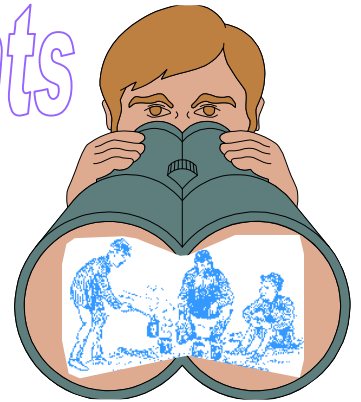
Work is going along well toward updating the AHIKS web site. It is exciting to see all this happening in a time when computer games are so popular; the boardgame keeps chugging along. AHIKS has been in existence 43 years! AHIKS is older than some of our members. A dice rolling computer program is a great step upward from the officers rolling dice and entering the results on master ICRK sheets. But those sheets were one of the reasons AHIKS was popular.

This month's password, Chu-Ko-Nu, was a Chinese repeating crossbow. To quote from "A Glossary of the Construction, Decoration and Use of Arms and Armor" by George Cameron Stone, "The bolts are contained in a box sliding on top of the stock, and moved by a lever pivoted to both. Throwing the lever forward and back draws the bow, places a bolt in position, and discharges the weapon." It was used as late as 1895.

I am sure that many of you visit our military battlefields and museums. The Society as a whole would like to read your impressions. You may have found a site that few of us have heard of, or you visited a popular site and found something interesting. If you write a few paragraphs and send it to me, we'll be happy to publish it, and the membership will thank you.



# Upcoming Events



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

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

**June 26-29** Peralta, New Mexico  
RAVEN'S HOLLOW GAMES MINI-CON 2009  
Raven's Hollow Games, 3551 Hwy  
47 Suite B, Peralta, New Mexico

**June 27** Atlanta, Georgia  
MOMOCON SUMMER GAMING FESTIVAL  
<http://sites.google.com/site/momoconontour/>

**July 8-12** Morristown, NJ  
DEXCON 12  
<http://www.dexposure.com/dexcon12.html>

**July 16-19** Lancaster, PA  
HISTORICON  
<http://www.historicon.org>

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

**Aug 4-9** Lancaster, PA  
WBC 2009  
<http://www.boardgamers.org/>

**Aug. 13-16** Indianapolis, IN  
GENCON INDY 2009  
<http://www.gencon.com/2009/indy/>

**Aug. 15-16** Farmington, ME  
N.E.G.A. CON 2  
<http://ne-con.org/tiki-index.php>

**Aug. 21-23** Marlborough, MA  
GAME UNICON  
<http://www.gameunicon.com/>

**Sept. 4-7** Santa Clara, CA  
PACIFICON GAME EXPO  
<http://www.conquestsf.com/avindex.html>

**Sept. 4-7** Los Angeles, CA  
STRATEGICON: GATEWAY  
<http://www.strategicon.net>

**Sept. 4-6** Seattle, WA  
PENNY ARCADE EXPO  
<http://www.pennyarcadeexpo.com/>

**Sept. 25-27** Rochester, MN  
GAMERS REUNION  
<http://www.gamersreunion.com/>

**Sept. 25-27** Johnston, Iowa  
FIELDS OF HONOR  
<http://www.fields-of-honor.org/>

**Sept. 25-27** Memphis, TN  
GAMECON MEMPHIS  
<http://www.gameconmemphis.com/>

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

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

Brian Stretcher

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International Wargaming Society

44/3

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