

The Kommandeur



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FROM THE PRESIDENT CHARLES MARSHALL

Members Die Roller Feedback

Thanks to everyone who responded to my email request for online die-roller suggestions! While the number of responses wasn't quite what I'd wished, we did get some good feedback and, as expected, some really good suggestions that we hadn't thought of. There was a fair amount of overlap in these responses so what I've organized below is a list of the suggestions in order of most common to least. You'll notice numbers 2 through 5 have multiple entries because each response was mentioned equally, earning them a tie for their respective slots. And they are:

1. Email the roll results to all players
2. Keep it simple; Allow for multi-sided dice; Archive roll results for verification
3. Incorporate game/turn-specific rolls (weather, alliances, etc.); Make it reliable
4. Incorporate password protection/make it secure; Easily allow for successive and/or multiple die rolls; Allow users to save customized roll "defaults"
5. Allow for modifiers to die rolls; Include a comment field; Number and show results in order rolled; Leave a record of the roll on the site

You listed four preferred on-line die rolling sites. And they are:
<http://pbegames.com/roller/>
<http://www.wargalley.com/>
<http://www.rpglibrary.org/software/securedice/>
<http://www.hamete.org>

This is great information! We needed it and, thanks to you, we got it. And while we have multiple qualified talents to pick from amongst our ranks, I finally had to decide upon one person to be our main programmer for this task. I chose Brian Jenkins (#1579). In the past few weeks I've had several email and phone conversations with Brian regarding programming for our online die-roller. Brian has a great attitude and is willing to listen closely to

understand exactly what you want. And he has the talent to produce what we ask of him. Having provided him with the results of my email questionnaire and the die-roller questions from Match Coordinator Paul Qualtieri's survey, Brian and I discussed both what was requested by you, the membership, and what was possible in the short term. While we'd like to provide everything to everybody immediately, that's not realistically feasible, so the project was broken down into three chunks. Here's what resulted from those talks:

AHIKS online die-roller, Version 1:

This will be a basic, more-or-less generic, die-roller. Its feature-set will include those of pbegames.com's die roller but with the end-user functionality more along the lines of hamete.org's. It will also incorporate one specific element of wargalley.com's die-roller, which I've detailed below. Here are the particular specifications:

1. Email the results to all players (2 or more)
2. Allow for multi-sided dice
3. Allow for modifiers to the roll
4. Number results and display results in order rolled
5. Include a comment field
6. Locate the page behind the secure side of ahiks.com (incorporate user names/passwords)
7. Leave a record of the roll on the webpage (similar to wargalley.com's die roller)

The last specification means that we will both store the roll results within a database and display those results on the die-roller page, roll by roll. This also means that each die-roller page will be both member and game specific. Now don't get me wrong: this version won't be "game-specific" in terms of turn-specific rolls (*i.e. Stalingrad weather rolls*) or die-roll formulas catered to an exact

game (*i.e. War at Sea multiple die rolls*), but it will be "game-specific" in that each member will click on a link to *his* game to get *his* die-roller page. Why? Well, simply because many members are playing more than one game at a time, so making a correlation between a member and his die-roller page isn't enough; we will need to make a correlation between a member, *the specific game he is currently playing*, and his die-roller page. This isn't a difficult thing, technically, and in this way we can lay the foundation for future game/member-specific die-roller pages while in the near term being able to do things like show game-specific roll results on each member's individual die-roller page. This won't mean any more trouble to you, our members, than an initial log-in with a user name and password. Once you've logged in and are secured through a password authenticator, you'll be directed to your own personal "game page." There you'll see a list of all the games you're currently playing. Clicking on one of those games will take you to your own die-roller page for that game. It will be as described above and will show a running tally of previous die-roll results for that game (populated from the database).

Once we have that free of error, we will progress to the next stage:

AHIKS online die-roller, Version 2:

This will be the exact same die-roller as in Version 1 with the exception that the end-user can customize it. Think of it as an "Easy Button" version or perhaps, on a more detailed level, as a page that allows an individual user to save his "default" configurations, so that the next time you call up the page it would look just like you left it. In other words, if you only need to use 6-siders in your game, you won't have to click on the "number of sides" option again; it will remember that you only

(Continued on page 8)

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: 7 Aug. 2009

Alan Poulter

grognard@grognard.com

NEWS

Legion Wargames

Legion Wargames is a new board wargame company dedicated to covering unexplored conflicts. Initially, they are publishing games that were coming out through Khyber Pass Games. <http://www.legionwargames.com/>

Pax Baltica

This new game from Three Crowns (a Swedish company) is a block game on the Great Northern War between Sweden and Russia. http://www.3cg.se/Pax_Baltica.html

NEW BOARD WARGAMES

Avalanche Press

Aachen 1944: Germany Invaded is a supplement for the **Panzer Grenadier** series which requires ownership of **Cassino '44**, **Road to Berlin**, **Battle of the Bulge**, and **Elsenborn Ridge**. It contains ten scenarios covering battles between the United States First Army and the German Seventh Army. **Romanian Soil: Battles for Targu Frumos 1944** is a supplement for the **Panzer Grenadier** series which requires ownership of **Eastern Front**, **Road to Berlin**, **Battle of the Bulge**, and **Elsenborn Ridge** and the **Red Warriors** supplement. It contains ten scenarios on the battles of April 1944 between the Soviet 2nd Tank and 27th Armies and the German 8th and Romanian 4th Armies. **Kokoda Trail** is a supplement to the **Panzer Grenadier** series which requires ownership of **Afrika Korps** and **Guadalcanal**. It contains 30 scenarios on the fighting in the Owen Stanley Mountains in 1942. **The King's Officers** is volume two in the **Panzer Grenadier: Campaigns and Commanders** series that adds campaign games and World War Two role playing to the **Panzer Grenadier** se-

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ries. It requires ownership of **Afrika Korps**, **Desert Rats**, and **Beyond Normandy**. Finally, a new game in the **Panzer Grenadier** series is **Cassino '44: Gateway to Rome**, which covers all of the battles for Monte Cassino. <http://www.avalancheexpress.com/index.php>

Clash of Arms

The Hell of Stalingrad uses a new card-driven game system to cover the pivotal struggle for Stalingrad. <http://www.clashofarms.com>

Critical Hit

ASLComp First Wave at Omaha contains three linked maps to recreate the Omaha Beach landings. <http://www.criticalhit.com/>

DDH Games

Just out is **Last Gamble: The Battle of the Bulge, 1944**, which is based on the popular **June '44** game system. <http://ddhgames.com/>

Fiery Dragon

Counter Strike: Battle for China Deluxe, is an update of the original **Battle for China**. It includes additional maps, sheets of counters, expanded rules and tables. <http://www.fierydragon.com/>

GMT

Kaiser's Pirates is a re-issue of the World War One commerce raiding game. **Dead of Winter II** is a remake of the earlier game designed by Richard Berg on the battle of Murfreesboro, in the **Great Battles of the American Civil War** series. <http://www.gmtgames.com/>

Grenier Games

In the Trenches: The Lost Generation is the second game in the **In the Trenches** series and covers nine operations from the Somme, Verdun, and the Brusilov Offensive. <http://www.greniergames.com/>

Hasbro

Axis & Allies: 1942 is the latest revision of this famous game. <http://www.hasbro.com>

Hexasim

Liberty Roads is a division-level game on the Allied liberation of France and the Low Countries. <http://www.hexasim.com>

Legion Wargames

Ici, c'est la France! covers the bitter FLN struggle against France fought in Algeria from 1954-62. <http://www.legionwargames.com/>

Lock 'n Load Publishing

Battles Within Battles is an expansion for the **World at War** series and contains 14 new scenarios, map, and counters and a few new rules. **Heroes of the Blitzkrieg** is the latest in the Lock 'n Load series and covers the battle for France in May 1940 at the tactical level. <http://www.locknloadgame.com/>

MMP

GD'42 is the 15th game in the **Tactical Combat Series** and covers the battle between the GD Division and the entire Soviet 3rd Mech Corps. <http://www.multimanpublishing.com>

Victory Point Games

New games in Joe Miranda's **Napoleonic 20** series are **Austerlitz 20** and **Vittoria 20**, both from designer Kim Meints. There is now also a **Napoleonic 20 Expansion Kit** for all **Napoleonic 20** series games which adds new events, a tactical combat matrix, and more. There are also new expansion kits for other games: **Soviet Dawn Expansion Kit** is an add-on for the solitaire game of the Russian Revolution, while **Zulus on the Ramparts! Expansion Kit** adds more heroes such as Major Spalding and Privates Hitch and Jones to the solitaire game on the Battle of Rorke's Drift. Finally, two new non-series games are **Nemo's War**, a solitaire game based on Jules Verne's "20,000 Leagues Under the Sea" and **Trenches of Valor**, on trench raids during World War One, designed by Pelle Nilsson. <http://www.victorypointgames.com/>

Worthington Games

There are two new games from Worthington, both designed by Richard Berg. **MedWar Sicily**, covering the 1943 Allied invasion of Sicily, was originally titled **Bitter Victory** and desktop published by BSO Games but is now boxed and features a combat system using special dice. **Chainmail** covers four battles, Bannockburn, Bouvines, Lewes, and Legnano and has a simple, diceless, system. <http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #257 contains **Chosin**, covering the Korean War, by designer Joseph Miranda.

World at War #6 contains **Greater East Asia War**, covering the World War Two campaigns in China and Southeast Asia, was designed by Joe Miranda and uses the system from his earlier game **Twilight of the Ottomans**.

World at War #7 contains a Richard Berg design, **Greek Tragedy**, which covers Mussolini's ill-fated invasion of Greece late in 1940.

<http://www.decisiongames.com>

Against the Odds #25 contains **Storm Over Taierzhuang**, designed by Terence Co, covers the Japanese offensive to take the city in 1938.

Against the Odds #26 contains **There Must Be a Victory**, designed by Paul Rohrbaugh, and covers the naval war between Italy and Austria-Hungary.

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

Vae Victis #87 contains **Normans & Byzantians** covering the battles of Civitate 1053 and Kalavryai 1078.

Arnheim 1944 is a brand new version of the one published in *Vae Victis* #13. The game is linked with *Vae Victis* magazine *Hors séries* #11, which is available separately.

<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

BSO and Canons en Carton Epées Normandes (Norman Swords) is the ninth game in the **Au Fil de l'Epée** series and features three separate battles won by William of Normandy: Valès dunes 1407, Varaville 1057, and Ascalon 1099.

http://pagesperso-orange.fr/jours.de.gloire/CeC_US.htm

Firefight Games

Wadi Saluki: Hellfire from Hezbollah, August 2006, covers the battle involving 24 Merkava IV and Hezbollah units armed with Russian Kornet AT missiles. **Panzer Corridor: German Nightmare Along the Flanks, May 22, 1940** covers action by the British and French during the Battle at Arras. <http://firefight-games.com/>

Wargamedownloads.com

Somewhere Far Beyond: Prairie Grove 1862 is a brigade level American Civil War battle game and uses the same system as **Innocence Lost: the Battle of Bull Run. White Mountain**, a battle from the Thirty Years War, uses a variant of the system used for **Edgehill. Ill Met in Flanders: Fleurus 1622** is the second entry in the **Thirty Years War** series and covers the Bohemian phase of the war.

<http://wargamedownloads.com>

NEW WEB RESOURCES

Free games

Bailen (Gottick)

<http://www.gottick.com/napop/>

The Battle of Sharpsburg (Wayne Wesenberg)

<http://www.boardgamegeek.com/file/download/3ptsd4dfyn/> BOS_Rules.pdf

The Battle of Ayrene's Woods

(TCS) <http://www.thewargamer.com/grogard/ayrene.pdf>

Campagne 1815 (Pratzen)

<http://didier-rouy.webs.com/campagne1815.htm>

Official Rules

Guns of August (AH)

<http://www.boardgamegeek.com/file/download/4yz6u7qucz/> GoA_Rules_4th_ed.pdf

Lords of the Renaissance (Sierra

Madre)

<http://www.boardgamegeek.com/file/download/4po7r3vknk/> LordsSierraMadreRules.pdf

Errata

Combat Commander: Pacific (GMT)

http://www.boardgamegeek.com/file/download/4yqzbzb9v4/CC-P_Official-FAQ.pdf

Fields of Fire (GMT)

<http://www.boardgamegeek.com/file/download/4v489s6ouy/> Fields_of_Fire_Errata_4_17_2009.pdf

Fury in the West (AH)

<http://www.thewargamer.com/grogard/furywest.gif>

From Valmy to Waterloo (COA)

<http://www.boardgamegeek.com/file/download/4x9kljz11k/valmy-waterloo.pdf>

Guerra a Muerte, ATO #23 (ATO)

<http://www.boardgamegeek.com/file/download/4ahc937ghb/> GaM_Addenda_as_of_Dec_28_2008.pdf

June '44 (DDH)

http://www.boardgamegeek.com/file/download/4v9cfh2zhw/J44_FAQ_6-8-09b.pdf

Salerno, S&T #150 (DG)

<http://www.thewargamer.com/grogard/salerno.gif>

Spanish Eagles (Compass)

<http://www.boardgamegeek.com/file/download/4yxel07dgv/> SpanishEaglesFAQ041309.pdf

Spartacus (Compass)

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

Waterloo (Treefrog)

<http://www.boardgamegeek.com/file/download/4xamnj7xxj/> Waterloo_FAQ.pdf

Rules Translations

Storm over Port Arthur (Game Journal)

<http://www.boardgamegeek.com/file/download/4y6i7rpjvi/> StormoverPortArthur.pdf

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The web version of this issue (in color and with more photos) is available at our website (www.AHIKS.com).
User name = "AHIKS"
Password = "Cluden" (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 Cluden.)
If you still have trouble accessing the web version, contact Tom Thornsen at the address on page 12.

Midwest Open 2009 Victory In The Pacific

by: Glenn E. L. Petroski, Tournament Director

Kenosha Junction, WI, Mar 7-8, 2009

John Sharp Claims Championship!

Patrick Richardson second

Tom Baruth third (finally)

Bryan Eshleman claims Halsey

Andy Gardner claims Nagumo

John Sharp adds to his collection of *Midwest Open* plaques. It should go well next to his 2006 Championship, above his 2003 third place, below his 2004 Phillips.

Patrick Richardson overcame last year's dilemma of tying for third, by simply moving up to second place. His only loss was against John Sharp.

Tom Baruth finally makes the winner's circle! His first trophy since his first *Midwest Open* in '96. Tom didn't have the opportunity of facing Patrick, who edged him out by only one point. Leaves the question open for next year? Tom, too, suffered his only loss to the dice of John Sharp.

This makes all of the offers of "Challenge Of The *Midwest Open*" safe for another year, as no "defender" held on to any award. It is a tough competition, and through the years all of us have sharpened our skills to a fine edge. It is hard to stay "King of the Hill". Thus the challenge.

26 players registered, 9 in our gallery. 73 games actually played. 21 games went 7 turns. 18 games went a full 8 turns! 18 players stuck it out for all 6 rounds. Bidding reached 6 POC. 12 games changed sides on the bid! No new players this year.

Midwest Open continues to be the gathering of camaraderie and friendship that we have come to expect and relish. With changes in my family and personal life over the past four years, I ask myself, "Can I keep doing this?" With responses I continually receive, how can I not! These are my friends! To quote my wife, "Characters of your own caliber."

And the winners are:

Our Champion: John Sharp, Sarasota, Florida. 2 USN wins, 3 IJN wins, 1 IJN loss.

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Second Place: Patrick Richardson, Ava Mira, Florida. 1 USN win, 4 IJN wins, 1 IJN loss. The one loss was against the champ—on the last die roll!

Third Place: Tom Baruth, Shoreview, Minnesota. 3 USN wins, 2 IJN wins, 1 USN loss. Tom's one loss was also against John Sharp, also at the bitter end!

Halsey Award: Bryan Eshleman, Kernersville, North Carolina. 3 USN wins, 1 USN tie, 1 USN loss! Played IJN once?

Nagumo Award: Andy Gardner, Fairfax, Virginia. 4 IJN wins, 2 IJN losses. Played 'em all—earned the plaque.

Next Year:

Midwest Open 2010 will remain at the Executive Inn, Kenosha Junction.

The Dates Have Changed! Due to numerous requests to avoid the variable weather of March, we shall give the first of May a trial. The game room will be open for gaming after 3:00 Friday, April 30.

The room rate remains at \$60 per night. The pre-registration fee remains \$40. This includes lunch at noon on both days.

While there is no restaurant on the premises, light breakfast is included with the room rate in a lounge area. Of course all of the establishments of Kenosha Junction are available and in walking distance for dinners or breaks.

Monday morning brunch at Perkins has become a tradition.

Midwest Open 2010

May 1 & 2, 2010

Kenosha Junction!

AREA1@ATT.net

Hobby resources to investigate:
A.R.E.A. Web Site: <http://wolff.to/area/>

BoardGame Players' Association:

www.boardgamers.org

Wargame Academy: <http://www.wargameacademy.org>

Play By Email competition:

John@gameaholics.com

ConQuest: [rayfree-](mailto:rayfree-man3@comcast.com)

man3@comcast.com

Pre-Con: <http://mysite.verizon.net/vzn05zmf/johnsdad/VITP>

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From the Editor

We will be back on schedule with the next issue. The deadline is September 30.

The password for this issue is "cluden," which was a Roman juggler's "shutting" sword. The blade ran back into the handle.

I just finished reading "Hitler's Blitzkrieg Campaigns, The Invasion and Defense of Western Europe, 1939-1940" by J.E. Kaufmann. It is a very detailed book, including many maps, photos, and lists. In my Combined Books edition, the photos were all dark and the maps needed close scrutiny to be read. However, the writing is well done and the wealth of information is great. The bibliography runs 17 pages! According to the French government, the loss of the fight for France was due to the British for not sending enough troops and airplanes; this is probably right—who would expect a country to defend itself! The authors put the blame on the French. Poor organization, general confusion, and slow-moving command were the main problems.

Thanks Bill Watkins and Alan Murphy for sharing their experiences at the WBC with us. It sounds like it was a great event. Alan sent many photos, too many for inclusion in *The K*. We thank him for those.

Alan



DC's Arnheim.

Photo by Alan Murphy

OPEN MATCH REQUESTS from Paul Qualtieri

| <u>Game</u> | <u>Member-AHIKS#</u> | <u>Play Mode</u> |
|---------------------------------------|----------------------|--------------------------------|
| 1776-AH | Herbst-1442 | |
| 1914-AH | Trosky-1554 | M |
| ASL Starter Kit-MMP | Rice-1394 | snail mail, email, or VASL |
| Advanced Third Reich-AH | Warnick-1430 | CB |
| Afrika Korps-AH | Betros-11 | E/M, CB |
| Afrika Korps-AH | Heiser-1051 | M |
| Afrika Korps-AH | Dilbeck-1363 | M |
| Afrika Korps-AH | Driver-1567 | ADC2 |
| Agincourt-GDW | Bowie-200 | M |
| American Revolution-SPI | DeWitt-44 | |
| Anzio-AH | Oleson-111 | revised map/r6th edition rules |
| Anzio-AH | Yarwood-36 | A, NM, O |
| Anzio-AH | Brittain-1582 | NM, OT, VB |
| Battles for the Ardennes-SPI | TenEyck-826 | M |
| Battle of the Bulge '65-AH | Paul-1578 | M |
| Battle of the Bulge '65 or '81 -AH | Brittain-1582 | NM, OT, VB |
| Bitter Woods-AH | Yarwood-36 | A, NM |
| Blitzkrieg '75-AH | Betros-11 | E/M, CB |
| Blue & Gray I-SPI | Yarwood-36 | A, NM, O |
| Blue & Gray II-SPI | Yarwood-36 | A, NM, O |
| Breakout Normandy-AH | Longest-1413 | |
| Breitenfeld-SPI | Bowie-200 | M |
| Bulge 81 2nd Ed-AH | Betros-11 | E/M, CB or ADC2 |
| Bull Run-AH | Brooker-1252 | M |
| Bull Run-AH | Herbst-1442 | |
| Diplomacy-AH | Herbst-1442 | |
| D-Day 77-AH | Driver-1567 | ADC2 |
| D-Day 77-AH | Betros-11 | E/M, CB |
| Drive on Paris-Gamers | Scanlan-275 | E |
| Gettysburg '88-AH | Leonard-711 | E (prefer Vassal) |
| Invasion America-SPI | Massey-1382 | CB |
| Jutland-AH | Trosky-1554 | M |
| Luftwaffe-AH | Trosky-1554 | E/M |
| Midway: Turning Point-Aval | Yarwood-36 | M |
| Midway-GDW | Scanlan-275 | E |
| Napoleon at War-SPI | Yarwood-36 | A, NM, O |
| Napoleons Last Battles-SPI | Yarwood-36 | A, NM, O |
| NATO-VG | Reid-1315 | E |
| Paths of Glory-AH | Scarborough-1345 | warhorsesim/ACTS |
| Richthofen's War-AH | Trosky-1554 | E/M |
| Russia Beseiged-L2 | Svensson-1466 | PBEM Excel ADC2 |
| Russian Campaign 77-AH | Betros-11 | E/M, CB |
| Russian Campaign-AH | Brooker-1252 | M only |
| Russian Campaign-AH | Brittain-1582 | NM, OT, VB |
| Russian Campaign-AH | Heiser-1051 | M |
| SOPAC-Aval | Dandy-916 | E |
| Stalingrad-AH | Betros-11 | E/M, CB |
| Stalingrad-AH | Driver-1567 | ADC2 |
| Storm Over Arnhem-AH | Dilbeck-1363 | Mail/Phone |
| Twilight Struggle-GMT | Massey-1382 | CB |
| A Victory Lost-MMP | O'Connor-1243 | E |
| Vietnam-VG | Reid-1315 | E |
| Wagram-SPI | DeWitt-44 | E |
| War and Peace-AH | Brittain-1582 | NM, OT, VB |
| War and Peace-AH | Trosky-1554 | E/M |
| Waterloo-AH | Heiser-1051 | M |

Please review your game requests. If you no longer desire to play the listed game or you have any preferences in opponents please contact me. I will then issue match requests where possible from the list.

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.

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.

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: Sept. 30, 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.

CHARLES S. ROBERTS AWARDS FOR 2008

The 2008 Charles S. Roberts Award nominees and winners. The CSR Award winners were presented at the 2009 World Boardgaming Championships. The winners are in **bold**.

BEST PRE-WWII ERA BOARD GAME
 Espana 1936 (Devir)
 Manoeuvre (GMT Games LLC)
 Pursuit of Glory (GMT Games LLC)
 Unhappy King Charles (GMT Games)
Warriors of God (MultiMan Publications, Inc.)

BEST WORLD WAR II BOARD GAME
 Combat Commander Pacific (GMT)
Conflict of Heroes (Academy Games)
 Storm Over Stalingrad (Multi Man)
 The Devil's Cauldron (Multi Man Pub)
 Valor of the Guards (Multi Man Pub)

BEST POST-WWII ERA BOARD GAME
 Birds of Prey (Ad Astra Games)
 World at War: Death of the 1st Panzer
 (Lock n Load Publishing, LLC)
 Fields of Fire (GMT Games LLC)
 Day of Heroes (Lock n Load Pub)
Red Dragon Rising: The Coming War with China (Decision Games)

BEST GRAPHIC DESIGN
Conflict of Heroes (Academy Games)
 Monmouth (GMT Games LLC)
 The Devil's Cauldron, (MMP)
 Unhappy King Charles (GMT Games)
 Warriors of God (Multi Man Pub)

BEST DESKTOP PUBLISHED GAME
 Caesar XL (Victory Point Games)
 First Strike (Schutze Games)
 Israeli Independence (Victory Point)
June '44 (DDH Games)
 No Retreat! (Victory Point Games)

BEST MAGAZINE GAME
 Cobra: The Normandy Campaign
 (Strategy & Tactics, Decision Games)
 Guerra a Muerte (Against the Odds)
 Day of the Chariot: Kadesh (Against the Odds, LPS)
Iwo Jima: Rage Against the Marines (Operations, MMP)
 Red Dragon Rising: The Coming War with China (S&T)

BEST PRO. GAME MAGAZINE
 Against the Odds (LPS)
C3i Magazine (RBM Publication)
 Operations (Multi Man Publications)

Strategy & Tactics (Decision Games)
 World at War (Decision Games)

BEST AMATEUR GAME MAGAZINE
 Armchair General (The Weider History Group)
 Dispatches from the Bunker (Vic Provost)
Line of Departure (Jim Werbaneth)
 No Turkeys (Valgames)
 Panzer Digest (Minden Games)

JAMES F. DUNNIGAN DESIGN ELEGANCE AWARD
Uwe Eickhart
 Nicolas Eskubi
 Chad Jensen
 Nick Richardson
 Adam Starkweather

BEST HISTORICAL/SCENARIO ARTICLE
Combat Commander: Variant Rules by Chad Jensen (C3i)
Flying Colors: Trafalgar Campaign by Mark Barker (C3i)
 Making Waves by Brian Youse (Operations Magazine)
 Throttling Up The Drums: The Luftwaffe & Operation Paukenschlag by J.D. Webster (AtO)
 Twilight Struggle: The Chinese Civil War by Jason Matthews (C3i)

BEST GAME REVIEW OR ANALYSIS ARTICLE
Empire of the Sun: Opening Strategy by Mark Herman (C3i)
Top 20 Games - A Look Back by Steve Carey (C3i Magazine)
 Card Driven Games, A False Choice by Mark Herman (AtO)
 Keeping the Colonies Loyal by Andrew Mulholland (AtO)

BEST PRE-20TH CENTURY ERA COMPUTER WARGAME
 Not awarded this year

BEST 20TH CENTURY ERA COMPUTER WARGAME
 Not awarded this year

CLAUSEWITZ AWARD HALL OF FAME
 Not awarded this year

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Upcoming Events

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

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. 4-7: Laurel, MD
 TCEP 16: CRAIG & TAD AGAINST THE WORLD CRIME LEAGUE
<http://barkingmad.org/>

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/>

Sept. 26-27: Lake Geneva, WI
 2009 FALL GAMING HOOPLA
<http://www.gaminghoopla.com/>

Oct. 1-4: Columbus, Ohio
 BUCKEYE GAME FEST X
<http://www.buckeyegamefest.org/buckeyegamefest.htm>

Oct. 2-3: Kansas City, MO.
 NORTH KANSAS CITY GAME CONVENTION
<http://www.abgms.com/>

Oct. 3-4: Pittsburgh, PA
 CHUCK-A-CON
<http://www.chuck-a-con.net/ChuckCon.html>

Oct. 10-11: Oshkosh, WI
 OSHCON 2009
<http://www.oshcon.org/>

★★

THE SOUTHERN CAMPAIGN BY ALAN MURPHY

It has been some time since my words have graced the hallowed halls of *The K*. Editor Omar suggested I write a blurb on the recent WBC 2009, which just concluded a mere three days ago. So, with memories still fresh inside my head, I attempt to recall events that made this year's WBC one of the more significant game conventions I've attended in quite some time.

I have to say it actually was not the gaming that made the convention so wonderful but simply meeting with old comrades and gaming partners, friends whom I otherwise never get a chance to simply chat with or simply enjoy some fun gaming with. The usual crowd was there, more or less. As I attend these functions more and more over the years, I'm sensing a feeling of unparalleled camaraderie emerging. I find myself engaging more gamers simply because, amongst all my other friends and associates, we share something so wonderful—a love and appreciation for history and geography. That more or less leaves us in our own small realm. This esprit de corps gives me a feeling that, I believe, must be similar to that shared among war veterans who gather year after year, simply enjoying one another's company and sharing past experiences together. There is a spirit of camaraderie not many others can grasp, nor care to. We gamers are certainly a different and rare breed indeed, and that spirit resonated throughout the WBC this year.

Indeed, it was this esprit de corps that compelled me to volunteer to serve as the AHIKS representative for the WBC. It was all arranged on the fly, less than a week prior to the WBC. President Charles Marshall hastily mailed out 2 AHIKS t-shirts to my home. Shirts in hand, we immediately headed out the door to Lancaster, PA.

I recall the dark days of the early 1990s when gamers lamented the death of the hobby. However, what we saw at the 2009 WBC was a far cry from those days. Over the years, it is apparent that Don Greenwood and company have realized that, in order to succeed, the convention had to be more conducive to families—particularly to spouses and young children. In this I believe they have overwhelmingly succeeded. I was struck by the number of young fami-

lies; dads with young, drooling babies on their shoulders happily engaged in their games. I noticed that other gamers were very patient with the occasional temper tantrums and diaper-change breaks, and I was very happy to see this. I also noticed lots of spouses, for which special accommodations were made while their husbands gamed away for hours on end. A fine and careful balance appears to have been reached, compliments of Don and company's careful attention to detail on this sensitive subject. Finally, residing at the Lancaster Host is like being on vacation in Florida; all that is missing is the palm trees. There are many, many things to do outside of the gaming realm.

This was the second time in attendance for my teenage son, Marc, who is 17. When he first attended last year, I was concerned he might not have a positive reaction to all the gaming abruptly falling into his lap. My concerns were alleviated this year, as he could hardly wait to truck on up to Lancaster, PA, for the gaming action this year. He quickly immersed himself in some really fun tournaments. His first tournament was GMT's **Combat Commander**, a game he had never even heard of before. He found the event, GM'ed under the capable hands of my friend Joel Tamburo, so entertaining that he purchased a copy of the game. Now I'm groping through the rules myself so we can play it here at home. Both of us participated in the **Axis & Allies** tournament, even making it into the second day of that event. For me, my first game was a round in the new upcoming release from the GCACW series, **Battle Above the Clouds**, the Chattanooga Campaign of 1864. It is a beautiful game, map work compliments of veteran cartographer Kurt Miller.

GMT's **Twilight Struggle** was attended by 80+ players. Alas, I never made it past the first game. Again, not a problem. From this point on we progressed into the Open Gaming room, a huge meeting room that quickly filled with hundreds of gamers. We set up GMT's **Command & Colors: Ancients Epics**, the Battle of Ilipa. I must say I was amazed how

quickly we assembled 8 gamers, really in a matter of minutes. A unique feature of this game is its brevity. We played a huge multi-player game in less than an hour. We had a *great* game; you should have heard the talk flying across the table. I couldn't stop laughing!

Not having gotten our fill of **Axis & Allies**, we set up **Axis & Allies Europe**, playing two games with various players, again simply by setting it up in the Open Gaming room and luring players in as they passed by.

Those of you who know me are probably wondering, what happened to the old grognard Alan; the Alan who only played in monster games encompassing the course of several days? Perhaps I'm just getting older and, with that, less patient to spend all my precious convention time plugging away at the various monster game series. Granted, these games were there, but there were not a lot of them. My Baltimore OCS associates had their **OCS Case Blue** set up, playing the Drive for Oil Campaign for at least four days straight. Sorry, but I did that last year and also at this year's Consimworld Expo 2009. This time I was simply looking for lighter fare. Besides, the WBC is simply not the tournament for the hardcore type of games, although they certainly were there. One immense and wonderful looking game was MMP's **Devil's Cauldron**, a beautiful game about Operation Market Garden.

Being so wrapped up in so many games, I found it was easy to forget that I had volunteered to serve as the AHIKS representative. At the start of the convention I put out AHIKS flyers at various public locations, including the Registration Desk. I also went table to table with our AHIKS flyers and, of course, wore my AHIKS shirts on two occasions, as well as fielding questions and inquiries. On the Open Gaming bulletin board I had advertised to assemble a AHIKS photo opportunity, wherein all members in attendance were to meet at the front entrance of the hotel on Friday at 1800 hrs. Alas, I got so wrapped in my gaming that I totally forgot about the gathering I myself proposed. Good grief, Charlie Brown! My apologies to those who did show. I hope maybe somebody managed to get a photo despite my absence.

Another part of my assignment as

(Continued on page 8)

SECRETARY'S NOTES BOB BEST

I would like to welcome two new members into AHIKS. Our first new member is:

Michael D. Cox, AHIKS ID number 1583. Michael is from Summer-ville, SC, and has been playing wargames with our Match Coordinator, Paul Qualtieri, and has decided to join AHIKS.

Our second new member is:

Patrick Jones, AHIKS ID number 1584. Patrick was a former member of the European AHIKS and is from Dorchester in the UK.

Welcome Aboard Michael and Patrick!

We still have 43 members who have not checked in for 2009. If your name is on the list below or if you are playing a game with a member listed below. Please contact me at the address or email on page 12. Thanks!

Corbett, Robert 1403
 Cornelison, Donald 800
 Cottrell, Richard 1013
 Dunphy, Phil 1575
 Dwerlkotte, Mark 1474
 Ford, Jeff 880
 Geryk, Bruce 875
 Heatherdale, Robert 1506
 Hoewisch, Kirk 1540
 Humphries, Mark 1192
 Jarek, Walter 1011
 Jones, James 1548
 Kaye, Charles 1324
 Lavarini, Dennis 1300
 Lenard, Derek 251
 Lentz, William 1503
 Lohr, Steven 1375
 Manoff, Philip 1311
 Martin, Paul 1085
 McCabe, Phil 1561
 Millard, Gene 1460
 Minshew, Chuck 1222
 Morley, Alan 1075
 Palmer, Mark 1074
 Passacantando, Bruno 1473
 Penner, Elroy 1072
 Ryan, Robert 1512
 Schneggenburger, Robert 1265
 Snider, John 1055
 Truesdell, Paul 334
 Unnerstall, Jay, 1264
 Viloría, Alphonso 1533
 Waldau, Walter 416
 Welage, John 1307
 West, Michael 1163
 Whitaker, Richard 1513

Wiernicki, Maurice 1332
 Witkowski, Ed 1576
 Wojahn, Steven 305

Also we are trying to locate David Berroth, AHIKS ID #346 from Colorado Springs, CO. If you know how to locate him, please have him contact us as his K was returned as undeliverable last issue.

Until next time.

★★

HATS OFF TO ALAN MURPHY

Alan Murphy really stepped up to the plate for AHIKS during this year's World Boardgaming Championships in Lancaster, PA! And he did so in the bottom of the ninth! Alan's 11th hour act of goodwill was to volunteer to run the AHIKS **Ironman IV** tournament at the convention. Alan represented AHIKS by answering questions about the tournament, handing out promotional flyers, and even sporting an AHIKS t-shirt to show his pride. Thanks a million, Alan!

Charles Marshall
 President
 AHIKS

(Continued from page 7)

rep, which I failed miserably, was to collect the AHIKS **Ironman** trophy. When I reported to Don Greenwood for collection, he informed me that another gentlemen had already picked it up. (See page 8—editor)

On Sunday we again played lighter fare, and I managed to get in another quick game of **Command & Colors: Ancients** with a fellow named Riko from Finland.

That's the WBC 2009 convention in a nutshell. I had a wonderful time, and it is my wish that all AHIKS members can one day attend as well. It is truly the Mecca of wargaming and a "must do" on any gamer's list.

★★

(Continued from page 1)

need a 6-sided die for this game. All of the other options will be customizable as well so that once a pattern is set up (i.e. two 6-sided dice with +2 added to each roll and the results summed) it will continue to appear that way until you change it. While a considerable improvement on Version 1, this version is still little more than a go-between to the final and ultimate version:

AHIKS online die-roller, Version 3:

This die-roller will embody all the elements of a game-specific and member-specific die-roller page. Specific rolls such as weather, reinforcements, or alliance, just to name a few, will appear or disappear on a turn-by-turn basis, depending upon the game you are playing. Games that require multiple rolls of multiple dice (*i.e. War At Sea, VITP, Tobruk, etc*) will be accommodated through this version. At this point you can, I hope, imagine that we will have a **Battle of the Bulge** die-roller page as well as a **Russian Campaign** die-roller page as well as a **Third Reich** die-roller page and a **Victory in the Pacific** die-roller page. The starting point for creating these game-specific die-roller pages will obviously be (a) those that are the easiest to create (*i.e. most probably the AH Classics*) and (b) those that are most played by AHIKS members (*i.e. Russian Campaign, etc.*). As time allows we should be able to create game-specific pages for all AH games and even branch out to other game publishers.

I hope that gives everyone an idea of our long-term goals for this project. The timeline on this project will necessarily need to be flexible. We will do everything in our power to get each version accomplished as rapidly as possible, but, with that, there is also the reality that this is a project for a volunteer organization and while extremely enthusiastic, both Brian and I also hold full-time jobs so our progress needs to be tempered with those realities in mind. There's always time for feedback and positive criticism, so let us know if you'd like something thrown into the mix that you feel has been left out. Our intention is to create a die-roller page that will meet all the needs and requests of you, our membership. It won't be a success, in my mind, otherwise.

★★

WBC 2009 BY BILL WATKINS

Good thing I rescued our **Ironman** Trophy Saturday afternoon. The bored Registration staff had decorated AHIKS' Iron "Chet" (after our former President, if you can stand it) with a little itty bitty paper crown and paper trousers.

Luckily, they were about the only ones bored last week! The rest of us had a great time. If I judge by the postings on our local gaming club email list, this may have been about the best WBC convention ever.

We were up to our ears in new games, new and hard-fought tourneys, smiling dealers, and the usual tons of Amish food, for those of us who actually left the con hotel every once in awhile.

The only nervous person seemed to be our inimitable host and con master Don Greenwood. I saw him Thursday looking like his cat had been run over. He looked so bad I asked him what was wrong. "I'm waiting for the other shoe to drop," he replied. By Saturday, I was able to take a quick cellphone picture of him actually leaning back in his chair, half asleep, and almost smiling.

Actually, Peg says I was extremely anxious leading up to the con. I had vowed I was going to get serious about the **ASL** Starter Kit tournament, even though I hadn't played in two years. Also, I had promised the President of our local group, Jeff Shulte, I would play in his **World At War** tournament. Jeff having designed some of the scenarios, I didn't want to disappoint him. Of course, I hadn't played **WAW** in at least 6 months, and that was one game against Jeff.

As these things usually go, I had planned two weeks of practice gaming before the con. Instead, my game time was restricted to our PBEM of **HIS**, in which I had the most incredible, greatest turn in my 50 years of gaming! Ended up running through two quick **WAW** scenarios and one quick run through **SK**.

Luckily, WBC has the demo process down to a science. There is a separate quiet area set aside for demos. There is a master list of what is to be demo'ed at each hour, and each table has a list of the games—and only those games—that will be shown at that table. Almost all the games are demoed

right before their tournament, and beginners are invited.

It didn't help. I asked a lot of questions in the **SK** demo, then couldn't figure how to get my German reinforcements to catch up with those stinkin' Russians who kept dragging their guns through the fields without a single adverse die roll. Luckily, I had told Perry Cocke I'd only be able to do the first round anyway, as I had the **WAW** mulligan round right after.

I won my mulligan, but it really wasn't fair. My opponent and I really were newbies. We spent most of our time calling out, "Oh, Jeff!"

That did get me to Saturday's official first round. Once again, I couldn't stay past the first round. My youngest son, a new gamer, was coming in from Philly. My opponent couldn't stay either. He asked if I'd mind playing a certain scenario, as he was doing them in order as a learning experience. Sure, said I, and that should earn my opponent, Mike Nagel, and me plaques for "Dumbest ending to a wargame *ever*."

If you don't know the game, I've heard it described as **Panzerblitz** 1985. The Soviets invade West Germany, and you get to defend at the platoon level. The game is chit driven, so each time you play a scenario can be very different than the previous attempt.

The scenario we tried had massive amounts of Soviets guarding a town and a bridge. My Americans had way too few units and the worst luck. Half of my troops were delayed, I didn't notice that rotten infantry platoon sitting up on the hill with a sagger, and the Soviet reinforcements came on the map right behind my main force at pointblank range! Looked like a short game. My wife came in and I reported I was getting my tail blown off.

Then, as it does, karma got hold of the chits and the dice. Everything went my way. I had one miserable Abrams platoon left, facing a dozen of his units, all of which were out of position. Hmmm. We figured out there was only one way for me to win. Mike was drawing the chits that turn. He would have to draw both of

my chits, followed by drawing both end-of-turn chits. He would have to do all four in order without drawing any of his Soviet chits. And that's precisely what he did!

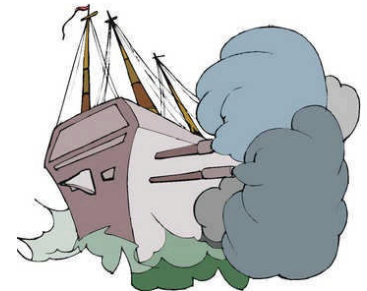
We definitely deserve a plaque. I really think our ending was nuttier than one of our locals, who lost his B-17 on turn one, when an ME 109 patrolling off the English coast blew him out of the sky with a lucky burst into his bomb bay!

Plenty of new good games around. Card game from COA called **Hell of Stalingrad** got rave reviews. MMP's **A Victory Denied** and **Storm Over Stalingrad** got lots of positive play. GMT's **Kaiser's Pirates** showed up, although I didn't get to play it.

I did see John Butterfield, showing off his great D-Day solitaire game for Decision (yes, the one I raved about last year). Mark Herman was there running **We The People**.

All in all, a very nice con. If I go by the smiles ratio, it was a very highly rated week. And I managed to put on five pounds from all the great Amish food. Everything was wonderful, right up to the point where we arrived home exhausted in northern New Jersey, to be greeted by a phone call from our new gamer son who informed us he had left his keys in our car and was back in Philly and in desperate need of the keys. Sigh.

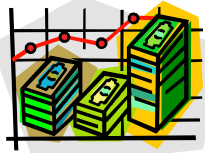
★★



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.

1583 Michael D. Cox, Summerville,
SC
1584 Patrick Jones, Dorchester UK



The Kommandeur

course there is the overall general plan, such as Poland first, France, then Russia, and the timetables used to effectuate those plans. But there is one additional element in games like these that players often overlook: planning for opportunity. You can't plan much for strategic opportunity on the turn in progress. You have to plan for such opportunities one or two turns ahead. For example, if you commit all of your units to front-line defense, that may leave you with nothing to take his capital or something else important if your opponent leaves it open. If there is no unit placed to make an amphibious invasion somewhere next turn, you aren't generating future opportunities, and you're allowing your opponent to ignore certain defenses, and so he can concentrate where he needs to. This is as important when you're on the strategic defensive as well as the offensive, because your opponent will have to prepare in turn to block your opportunities, which ties up units that could be used in the attack elsewhere. In games where you get to choose the number and types of units you build, your construction strategy must reflect your future needs. I love those games with the production spirals. Nothing forces players to think about future needs better, when you have to build your armor, air, and fleets three to six turns in advance.

Some of the newer games make it more difficult to plan ahead. In **Paths of Glory**, for example, your current turn activity is going to be driven by the cards you have in your hand, most of which were probably drawn at the beginning of the turn. There are two challenges in these games. Making the cards you get on each turn fit into your overall game plan, and making the hand you have into a workable turn to forward those goals. As each card has multiple possible functions (e.g. use as an event, move, or attack) and there are six or more opportunities to play a hand of seven cards in a turn, the game forces you to try to plan out your turn in advance, which actually consists of six mini-turns. It rarely works completely, as your opponent will likely screw your plan up by the play of his cards, but it is a worthy challenge to make the best out of what you're dealt. When you're

new to these types of games, the possibilities and choices seem overwhelming. But they do work and, as with almost all strategy games, planning ahead will be rewarded.

Many different design elements are used to make it more difficult to lay perfect plans. Weather, random events, use of cards, hidden movement, untried units, command control rules; the list is nearly endless. But if there is a fundamental philosophy to follow in wargaming, it's probably this: *Hope for the best, expect the worst*. Your plans will be driven by hoping for the best outcome of your combats, but you have to back up those hopes with the expectation that the worst will happen. If you prepare better for contingencies than your opponent, more often than not you will prevail. But preparing for those contingencies requires you to play not only the turn in progress, but one, two, or even several turns in the future.

I Shot an Arrow in the Air...

Still not too late to make some progress on that summer reading list, so here's a mini-review for you. I recently finished "1066: The Year of Three Battles," by Frank McLynn (Pimlico 1999). As the title suggests, this is a comprehensive look at that pivotal year in English history, the year of the Norman invasion and the end of Saxon rule. I was quite impressed with this book, as it gives a very good historical background of the age leading up to 1066, and entire chapters are devoted to the early lives of the three most important leaders involved: Duke William of Normandy, Harald Hardrada of Norway, and of course Harold Godwinson, the last Saxon King of England. The book also covers other important leaders of the time, all setting the stage for the big year. Although I have read a fair amount about both ancient and medieval times, I am nevertheless astonished each time about the deviousness of royalty and those ambitious for the throne. The homicide, patricide, matricide, and fratricide perpetrated upon others by those with the power to do so, and with apparent impunity, is amazing. Eventually, of course, it was done to almost every person who perpetrated such acts on others. While each of the main players had certain virtues, none of them were saints by any stretch of the imagination.

The Importance of Planning Ahead

I thought I would get back to some gaming this issue with a brief discussion about planning ahead. I'm not talking about planning out your turn, but rather the need to plan out several turns ahead during play. In order to stay one step ahead of your opponent, your planning must go beyond the turn in progress. Simple in theory but not always so simple to put into practice.

Let's start with the basics, such as TAHGC or SPI classics. These are the IGO-YUGO games, usually with fixed reinforcement schedules and objectives, or victory points for losses and objectives. Of course, everyone starts the game with a plan. But, as we all know, the overall plan starts to unravel at least somewhat after the initial contact with the enemy. You need to know what you're going to do next turn after that 1-1 fails, before it ever happens. Planning ahead in a simple game isn't usually too difficult, whether you're playing offense or defense. First, keep a mental schedule of where you want to be at the end of each turn. If you start to fall behind schedule, you need to think about doing something a little differently or, if it gets truly bad, know when it's time to switch to desperation mode and let the dice have a larger say in the outcome. Second, make sure you're aware of both side's reinforcement schedules and how long it will take you and your opponent to get them where you need them. You need to know if you have the time to smash the Rebel right before Longstreet's Corps arrives, or how far 48th panzerkorps can get if the Germans get lucky and roll light-mud in December. It is possible to win as the East Germans in **Battle for Germany** if you know exactly how many units you need to survive each turn and what hexrow they have to defend each turn, because all it takes is one German unit in front of Berlin on turn 9 and the Soviets can't get in. That takes foresight and attention to detail.

In strategic games, such as **Third Reich**, or even simpler ones like SPI/DG's **World War One**, planning ahead takes on a slightly different form. Of

The Kommandeur

Entire chapters are also devoted to the battles that occurred in the big year, Stamford Bridge and Hastings. There was a lesser-known battle at Fulford Gate (near York) that occurred on September 20 that year as well, where a local army was defeated by the Vikings under Harald prior to Stamford Bridge. The two major battles are excellently described, particularly considering the limited sources as distorted by later propaganda. In the Hastings description, you can almost hear the thunder of hooves and the clash of armor as the knights engage the shield wall. Maps are lacking, however, so if you are looking for a move-by-move description of the battles, it's not here. One of the more interesting portions of the Hastings section is the discussion about the true cause of death of Harold. Legend has it that he was killed by an arrow in the eye, as suggested by the famous Bayeux Tapestry, but more recent evidence suggests that legend was the product of Norman propaganda, and that instead he was killed by a "Death Squad" of select Norman knights. And there's the description of how the King was hacked to pieces by the victors. Ah, yes, chivalry at its best. Our society today has nothing on medieval times, for sure. Life was brutal, cheap, and short.

Anyway, if you enjoy medieval or English history, you'll enjoy this book. It is surprisingly dense at only 241 pages in the paperback version I read, but well written without excessive heavy prose. Next up for me is "The Somme," by Martin Gilbert. English again, but this time in Flanders in 1916. Enjoy the rest of your summer!

Treasurer's Report

Only a trickling of additional dues income to report this time, but ample interest income from our CD, which is set to mature later in August.

Starting Checking Balance (3-31-09):
\$2,481.01

Income:

Dues and contributions: \$ 29.00

Expenses:

K Mar/Apr '09 Printing \$ 72.12

K May/June '09 Printing \$ 73.36

Transfer to Perpetual \$ 0.00

Checking Balance as of 3-31-09:
\$ 2,364.53

Perpetual Fund Balance, 3-31-09:
\$ 2,666.14
Interest Income: \$ 65.58
Contributions transferred from checking: \$ 0.00
Perpetual Fund Balance 8-11-09:
\$ 2,731.72

Operating funds in CD, 2-1-09:
\$ 5,660.62
Interest Income: \$ 129.87
Operating funds in CD, 8-11-09:
\$ 5,790.49

Total balance in CD, 3-31-09:
\$ 8,326.76
Total balance in CD, 8-11-09:
\$ 8,522.21
Net CD growth: \$ 195.45

Total Treasury, 3-31-09: \$10,807.77
Total Treasury, 8-11-09: \$10,886.74

About the time this issue arrives in your hands, I will be transferring this year's Perpetual Fund contributions into the CD, a total of \$249.00 so far this year. I want to thank all who gave for their generosity. We will continue to earn passive income on our CD throughout the year. If you look back to the February '09 issue, you will see that we are a little more than \$500 richer than we were then, with two more issues to go this year. We should end about \$300 to \$400 up for the year, assuming no other expenses than the remaining K's.

★★

AVALON HILL'S DAY

by Giancarlo Ceccoli, Presidente
A.S.G.S. gceccoli@omniway.sm

Our association has arranged a convention dedicated to Avalon Hill games in the month of October. The convention will be in San Marino, Italy, about 100 miles north of Rome (check it at: <http://www.sanmarinosite.com/>).

Information about our organization, in Italian, can be found at <http://www.asgs.sm/home.php> and http://www.asgs.sm/sm/c/viewpage.php?page_id=5

Everyone is welcome. www.asgs.sm

★★



Bruce Monnin, the co-creator of the Perpetual Fund.

Photo by Alan Murphy



Randy Heller running his Bitter Woods tournament.

Photo by Alan Murphy

BEEN TO THE AHIKS WEBSITE LATELY?

Well, if you haven't, you should. Our resident Webmaster, Tom Thornsen has been hard at work creating a forum for our use. Anyone can read the posts but it's really just for AHIKS members, and I think you'll find it easy to use, interesting, and, hopefully, more reliable than some other forums that have recently become inaccessible. Get online and post your thoughts! Meet some members while you're at it! Let's make AHIKS a real Society! And, by the way, great job, Tom!!

Charles Marshall, President, AHIKS



Pursuit of Glory

Photo by Alan Murphy

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