

The Kommandeur



Volume 44 Number 6

A Publication of AHIKS

December 2009

From the President Charles Marshall

The Year in Review and What's Ahead!

Hello Members! As 2009 draws to a close I'd like to thank each and every one of you for your membership and participation in the greatest wargaming society around! We've made some progress this year on both a regional and worldwide level. Your input and, in some cases, your direct involvement deserves much of the credit. I'd like to mention a few names in particular: Thomas Ten Eyck (#826) represented and promoted AHIKS last March at Imagicon in Birmingham, AL. He's volunteered to do so again next May and is planning to run several wargaming tournaments there including **Axis and Allies**, **Panzerblitz/Panzerleader**, and **Squad Leader**, to name a few. If you're a Southeast member, mark your calendar for May 21-23, 2010! Another member who volunteered for us was Alan Murphy. Mr. Murphy (#1321) both promoted AHIKS and volunteered to run the Ironman Tournament for us at the World Boardgaming Championships in Lancaster, PA, last August. Finally thanks go out to Duncan Rice (#1394) who promoted AHIKS at this year's BottosCon in Surrey, BC, earlier this month. Thanks guys!!!

We also appreciate everyone who responded to our surveys this year. Your input was invaluable, and we used it to direct our efforts toward projects that you expressed an interest in. One of these projects was our online forum. If you haven't been to the forum yet, go check it out! Simply go to our website

(www.ahiks.com) and click on the box that says "AHIKS Forum." There you'll see several forum categories such as Opponent's Wanted, Wargame Design, Wargame Rules Interpretations, After Action Reports, and Online Games just to name a few. When you select a category, it will open and display various topics applicable to that category. For instance, the Wargame Design category has a topic discussing combat factors and another concerning stacking. In the Online Games category we're providing users a place to play wargames online via the forum. In this way, other members can follow along as a game is played. This is a great way to learn a new game or simply find out how a game works. As an extension of that idea, we also have a Featured Online Game category. The Featured Online game will change from time to time, but the intention is to present a game which can be easily played via the forum as well as offering the materials necessary in a downloadable form to "play before you pay." Simply download the rules, maps, counters, etc and try it out! Our current featured online game is **Air Force**. MC Paul Qualtieri is gamemastering a scenario pitting 18 B-17s against a dozen FW-190A's. If you've ever wanted to play this game but didn't know how or couldn't find an opponent, now's your chance! This is a "learner's game" so we're accepting all comers. You can find a copy of the rules, aircraft cards, sample counters, and everything else you'll need at the forum

so you don't even have to own the game! This will be one of the great aspects of having a forum category like this: you can try out a game that you don't own to see if you really like it or not. Obviously this idea won't work with some games (**World in Flames**, etc.) but for low-counter density games it will be great.

Finally, the AHIKS Die Roller is still in the works. Unfortunately we've run into a technical snag with the email functionality, but we've got some extra help coming our way to get it online before the year is out. Keep an eye on your inbox for an email from me as soon as we go live with it. I know it's been a long time coming, but I think it will have been worth the wait!

We have a few ideas in the works for the future as well. How would you like to have every issue of *The General* at your fingertips just for being a member? Well, we're looking at obtaining a CD of all 32 volumes of *The General* and providing them for our membership at no cost to you. Keep checking the AHIKS website for more details! Another project in the works is a social networking map available only to AHIKS members. VP Schneider has been researching the possibilities of providing this useful tool to those members who would mutually like to get together for a face-to-face match.

That's all for now, but again, I want to thank you for your membership and continued support of our Society. I wish everyone a safe and happy holidays!

Until next time.

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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: 22 Nov. 2009.

Alan Poulter

grognard@grognard.com

NEWS

Advance notice of a new book

George Phillies, a member of AHIKS, says in an email:

"I am hard at work on my next book "The Collector Supreme's All the World's Wargames" a doubtless imperfect list of all published board wargames, or as close as I can get.

"For each game, I plan to list title, publisher, a few descriptive variables, and year of publication. I would estimate that there are 4-4.5 thousand titles, though my list is not complete."

Recipient of the 2009 International Gamers Award announced!

The International Gamers Awards committee announced the recipient of the 2009 IGA Award in the Historical Simulations category. The award went to **Unhappy King Charles!**, by designer Charles Vasey and published by GMT Games.

"Set in 1640s England, **Unhappy King Charles!** allows two players to decide whether Commons or Cavalier shall rule in England. Both seek to establish control over the country and of its economic structures. They seek not only to defeat their opponents in battle but also to seize control of the local government of England and Wales."

The International Gamers Awards were founded in 1999 for the expressed purpose of recognizing outstanding games, their designers, and the companies which publish them. The awards have gained widespread acclaim and have helped bring these outstanding games to the public's attention.

www.internationalgamersawards.net

The Kommandeur

New Award

The 2008 BGG Wargamers' Award is a new, community-based award organized by wargamers on BoardGame-Geek (BGG). They used the 30 top-rated wargames on BGG published in 2009 as a voting list for BGG members. The winner was **Unhappy King Charles!**, with **Combat Commander: Pacific** and **The Devil's Cauldron** as runners up.

<http://www.boardgamegeek.com/geeklist/46988>

NEW BOARD WARGAMES

Academy Games

Conflict of Heroes: Storms of Steel!—Kursk 1943 recreates the greatest tank battle in history and develops the game concepts introduced in **Conflict of Heroes: Awakening the Bear**.

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

Avalanche Press

There are two new "print and play" supplements in the **Panzer Grenadier** series. **Siegfried Line** comes with 10 new scenarios covering engagement along the Siegfried Line during November 1944, while **Waltzing Matilda** is a "What-If" showing Australia's Citizen Military Force defending their country from a Japanese invasion. New in the **Second World War at Sea** is **Spice Islands**, a print and play expansion for **Strike South**, that shows the Dutch fleet defending the East Indies from the Japanese.

<http://www.avalanchepress.com/index.php>

Columbia Games

Hammer of the Scots is back in print in a 3rd edition featuring a new map.

<http://www.columbiagames.com>

Critical Hit

Pointe du Hoc contains nine scenarios for the **Advanced Tobruk System** on the 9th Battalion's assault on the cliffs of Pointe du Hoc.

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

Decision Games

Middle East Campaigns, also known as **Osmanli Harbi: The Ottoman Fronts: 1914 to 1918** is the latest in the Der Weltkrieg Series on World War One, covering all three Ottoman fronts (Trans-Caucasus, Mesopotamia, and Palestine).

<http://www.decisiongames.com>

GMT

There are two new **Commands & Colors** expansions, numbered 4 and 5: **Imperial Rome** and **Epic Ancients 2** respectively. **Hellenes: Campaigns of the Peloponnesian War** is a two player game on the Peloponnesian War. Designed by Craig Besinque, it uses a game system derived from **Hammer of the Scots** and **Liberty**. Finally, **The Caucasus Campaign** is a game on Hitler's late summer 1942 drive south. Designer is Mark Simonitch.

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

Legion Wargames

There are two new games on exotic subjects. **Ici, c'est la France** covers the Algerian War of Independence, 1954-1962, while **A Splendid Little War** covers the Santiago Campaign, in the Spanish-American War, July 1-14, 1898.

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

Lock 'n Load Publishing

Battle Pack Bravo contains 12 new scenarios for the second edition of **Band of Heroes**.

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

MMP

Starter Kit Bonus Pack #1 is a three scenario bundle and one map all specifically designed for use with the **Advanced Squad Leader Starter Kit #1**. **Baltic Gap** is the eleventh game in the **Operational Combat Series**, and covers the Soviet drive into Latvia, Estonia, and Lithuania during the summer of 1944.

<http://www.multimanpublishing.com>

Victory Point Games

There are two new expansion kits. **Nemo's War Expansion Kit** adds new enemy ships, adventure cards, and optional rules for use with the

solitaire game, **Nemo's War. The Art of War** is the fourth expansion kit for **Ancient Battles Deluxe** and adds war chariots and sixteen new scenarios. The latest in the Napoleonic 20 game series is **Dresden 20** on the famous battle of 1813. <http://www.victorypointgames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #259 contains **Battle for China** by designer Brian Train, on the Chinese Civil War. <http://www.decisiongames.com>

Against the Odds #17 contains **The Pocket at Falaise**, covering the crucial engagement in France in 1944. Designer is Ted Raicer. <http://www.atomagazine.com/>

Vae Victis #89 contains **First Bull Run**, covering the first battle of the American Civil War. <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>

Battles #2 contains **Counter-Attack! Arras**. Designed by Michael Rinella, it uses an area/impulse system to cover the British and French attempt to stop the advance of Rommel and his 7th Panzer Division. <http://www.battlesmagazine.com>

Alea Magazine #33 contains **Kursk 1943: The Southern Pincer**. Ownership of previous issue *Alea* #31 depicting The Northern Pincer is necessary to play the game. http://www.simtacludopress.net/ingles/Alea_magazine_ing.htm

Command & Strategy #7 contains **Blitzkrieg 1940**, a tactical level game system which includes two scenarios: Hannut and Stonne (The Battle for Sedan). The game was originally published in *Vae Victis* #63. <http://www.commandandstrategy.de/>

NEW DTP WARGAMES

Firefight Games

Two games on the Russian Civil War are **The Last Hurrah**, covering the White Army's last offensive under General Denikin that recaptured Rostov from the Reds, and **Hell From Above: The RAF Descends on Dumenko! 1919**, in which the Red Dumenko Horse Corps attempted to retake Tsaritsyn opposed only by the RAF. **Little Stalingrad: Komsomolskyoe, March 2000**, covers a devastating battle in the Second Chechen War. <http://firefight-games.com/>

Wargamedownloads.com

New from TCS Games, **Against the Covenant** contains three battles from the English Civil War, Tippermuir, Aberdeen, and Kilsyth. <http://wargamedownloads.com>

NEW WEB RESOURCES

Free Games

Tomorrow a Corps (White Dog) <http://www.whitedoggames.com/TAC.html>

Overland (Rich Trevino) <http://grogard.com/board.html#o79>

Official Rules

Crusade and Revolution: the Spanish Civil War 1936-1939 (MMP) http://www.boardgamegeek.com/file/download/50nfp9enbt/C%26R_-_Rulebook_4.1_%28October_2009%29.pdf

Hammer of the Scots (CG) <http://www.columbiagames.com/resources/3161/hammerrules.pdf>

Prussia's Defiant Stand (Worthington) http://www.boardgamegeek.com/file/download/52oycronnw/PDS_Ver_1.2.zip

Richard III: Wars of the Roses (CG) <http://www.columbiagames.com/resources/3171/R3-Rules.pdf%20>

Errata

Chainmail (Worthington) <http://grogard.com/errata1/chainmail.doc>

Dead of Winter (GMT) http://www.boardgamegeek.com/file/download/4mvwo1bbbh/Dead_of_Winter--Draft_10-1-09.doc

Elusive Victory: The Air War over the Suez Canal, 1967-1973 (GMT) http://www.boardgamegeek.com/file/download/4khx5zcg4u/EV_ERRATA_FILE_28_Sep_09.pdf

Irlande 1798, VV #86 (HC) <http://grogard.com/errata1/irlande.doc>

MedWar Sicily (Worthington) <http://grogard.com/errata1/medwar.doc>

PQ-17 Arctic Naval Operations 1941-43 (GMT) http://www.boardgamegeek.com/file/download/53a78fqcvp/ERRATA_31OCT09.pdf

Rules Translations

A la Charge!, VV #87 (HC) <http://grogard.com/info1/atthecharge.doc>

Irlande 1798, VV #86 (HC) <http://grogard.com/info1/irland1798.doc>

Maria (HC) http://www.boardgamegeek.com/file/download/4knav2mgd3/Maria_English_Rules.pdf

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Unit Counter Pool News

from Brian Laskey

For starters, there were some new additions to the UCP, those being two map-board sections to AH's **Third Reich**, *S&T* #259 (magazine only), three Die Macher cards (purpose unknown), Envoy cards for a mini-expansion of **Dominion**, and a few as yet unidentified parts. Thanks go to Roger Cox and Chris Geggus for their donations. On the other hand, there were no deletions from either list.

On a personal note, I was finally able to make my somewhat delayed annual pilgrimage to New Hampshire for a long weekend of R&R at Randy Heller's house. As always, it was a great time, great hospitality and we found more than enough things to do to keep us busy. Plenty of good food, good brews, a few hobby store visits, a tour of the decommissioned submarine USS Albacore (AGSS-569), and a down to the wire UNH-Villanova football game. And yes, we did some gaming, too, facing off in a match of the Avalon Hill classic **Stalingrad**, a game in which Randy ultimately prevailed. And if any of you are saying to yourself **Stalingrad?**, like I did when Randy first made the suggestion, it actually proved to be the perfect game choice for the time we had available. In my opinion, there is still something to be said for those earlier games and their straightforward play without having to consult 8 charts, cross reference 3 tables, calculate 7 die roll modifiers, and read 45 pages of basic rules before even rolling the first die!

And finally, seeing as this will be the last K of 2009, I would like to wish you all the Best for the Holidays and a Very Happy New Year!

Happy Gaming.

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Brian Laskey, Randy Heller, and T-shirts.



Open Match Requests

 from Paul Qualtieri

Game	Player/Match Codes	Match Codes
1776 (AH)	Bob Herbst (1442)	A Area Rated Only
1914(AH)	John Trosky (1554) /UNOV	C Cyberboard
A Victory Lost(MMP)	Ed O'Connor (1243) /E	D ADC2
Advanced 3R(AH)	Paul Warnick (1430)/ C	E Email
Afrika Korps(AH)	George Betros (11) /EUC	F Fast Play Desired
Afrika Korps(AH)	Paul Heiser (1051)/ UN	G Will Gamemaster This Game
Afrika Korps(AH)	Greg Dilbeck (1363) /UFNO	I Will teach in "L" game
Afrika Korps(AH)	Sid Driver (1567)/D	L Learning Game Requested
American Revolution(SPI)	Omar DeWitt (44)	M Will Play New Member Only
Anzio(AH)	Melvin Yarwood (36) /ANO	N New Member OK
Anzio(AH)	Tim Brittain (1582) /NOV	O Outside USA OK
Anzio(AH)	Tom Oleson (111) revised map/6th ed rules	P Phone
ASL Starter Kit(MMP)	Duncan Rice (1394)/ UEV	S Slow Play Desired
Bulge '65(AH)	Michael Paul (1578) /UN	T Acts
Bulge '65/'81(AH)	Tim Brittain (1582) /NOV	U Snail Mail
Bulge (65/81)(AH)	Bob Johnson (73)/EM	V Vassal
Bulge 81 2nd Ed(AH)	George Betros (11)/ EUCD	W Warhorse
Battles for Ardennes(SPI)	Tom TenEyck (826) /NOV	X Non-rated Match
Bitter Woods(AH)	Melvin Yarwood (36) /A,N	
Blue & Gray I-II(SPI)	Melvin Yarwood (36) /ANO	
Breakout Normandy(AH)	Clyde Longest (1413)/ OT	
Breitenfeld(SPI)	Richard Passow (1453)/ESO	
Bull Run(AH)	Ron Brooker (1252) /U	
Bull Run(AH)	Bob Herbst (1442)	
D-Day 77(AH)	Sid Driver (1567)/D	
D-Day 77(AH)	George Betros (11)/ EUC	
Diplomacy(AH)	Bob Herbst (1442)	
Downtown (GMT)	Paul Qualtieri (0757) CIN	
Drive on Paris(Gamers)	Bill Scanlan (275)/E	
Gettysburg '88(AH)	Paul Heiser (1051)/UM	
Invasion America(SPI)	Lee Massey (1382)/ C	
Jutland(AH)	John Trosky (1554)/U	
Luftwaffe(AH)	John Trosky (1554)/EU	
Midway (Avl)	Mel Yarwood (36)/U	
Midway(GDW)	Bill Scanlan (275)/ENOU	
Napoleon at War(SPI)	Melvin Yarwood (36) /ANO	
Napoleons Last Btles(SPI)	Melvin Yarwood (36) /ANO	
NATO(VG)	Kevin Reid (1315) /E	
Panzerblitz	Richard Passow(1453)/ESL	
Paths of Glory(AH)	Thomas Scarborough (1345)/WT	
Richthofen's War(AH)	John Trosky (1554)/EU	
Russia Beseiged(L2)	Martin Svensson (1466) /ED	
Russian Campaign (AH)	George Betros (11)/ EUCNOF	
Russian Campaign(AH)	Ron Brooker (1252) U	
Russian Campaign(AH)	Tim Brittain (1582) /NOV	
Russian Campaign(AH)	Paul Heiser (1051) /U	
Russian Campaign(AH)	Bob Johnson (73)/EM	
SOPAC(Avalanche)	Graeme Dandy (916)/EO	
S'grad (Holcombe)(AH)	Bob Johnson (73)/EM	
S'grad(AH)	George Betros (11) /EUC	
S'grad(AH)	Sid Driver (1567)/D	
Storm Over Arnhem(AH)	Greg Dilbeck (1363)/UPFNO	
Thirty Years Quad(SPI)	Omar DeWitt (44)/E	
Twilight Struggle(GMT)	Lee Massey (1382)/C	
Victory in the Pacific(AH)	Rick Roksiewicz (1108)	
Vietnam(VG)	Kevin Reid (1315) /E	
War and Peace(AH)	Tim Brittain (1582) /NOB	
War and Peace(AH)	John Trosky (1554)/EUO	
Waterloo(AH)	Paul Heiser (1051)/UM	

From the Match Coordinator.

November has been busy. As you can see from the new address, I've moved. Please direct correspondence to:

Paul Qualtieri
 AHIKS Match Coordinator
 114 Barrington Court
 Summerville, SC 29485

More fun than moving has been setting up a multi-player email game of **Air Force** on the AHIKS forums. Please stop in and check it out. We can always fit in another pilot.

One new Match Code is "L" for a learning game. "L" games are unrated learning games. These games could be an experienced player teaching a novice or two novice players working through the game together. Our **Air Force** game is an "L" game. "I" is the flip side of "L" as an offer to teach someone in an "L" game.

AHIKS is one of the few places in the hobby where quality of play still matters. If you would like to hold court in discussing a particular game I am sure you can find an attentive audience on the Forums. See you there

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.

AHIKS MATCH REQUEST FORM

Complete this form and send to the AHIKS Match Coordinator via postal mail or email.

Name _____ AHIKS number _____ Date _____

Address _____

Phone _____ email _____

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

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

Additional instructions/comments:

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

* Enter any or all of the following codes:

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

AHIKS Match Coordinator

Paul Qualtieri
114 Barrington Court
Summerville, SC 29485
paul@pdqsc.com



Upcoming Events

Dec. 5-6, Ipswich, Suffolk, UK
LUDICRUS 09
<http://www.ludicrus.co.uk/>

Jan. 3-10 Long Beach (Los Angeles), CA
RPG AND BOARD GAME CRUISE
<http://www.gameradventures.com/>

Jan. 5-7 Williamsburg, VA
WILLIAMSBURG MUSTER
<http://www.odms-club.com/convention/>

Jan. 15-18 Cambridge, MA
ARISIA
<http://2010.arisia.org/>

Jan. 15-18 Harrisburg, PA
GAMERS OF WINTER 2010
<http://pocketchangeproductions.net/gowc2010.html>

Jan. 29-31, Champaign, IL
WINTER WAR 37
<http://winterwar.org/convention.do?method=getCurrentCon>

Jan. 30 Knoxville, TN
THREE RIVERS CON
<http://forums.knoxgamers.org/viewforum.php?f=558>

Feb. 12-15 Rockville, MD
SYNDCON
<http://www.syndcon.net/>

Feb. 12-14 Troy, NY
GENERICON
<http://genericon.union.rpi.edu/23/>

May 1-2, Kenosha Junction, WI
MIDWEST OPEN 2010
Glenn E. L. Petroski
AREA1@ATT.net

Aug. 2-8, Lancaster, PA
WBC 2010
<http://www.boardgamers.org/>

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

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Secretary's Notes Bob Best

I would like to welcome two former members back into our ranks this month.

Andy Watts, AHIKS ID 1138 is a former member of AHIKS Europe. Andy enjoys playing wargames and wants to continue his association with the play-by-mail community, so he decided to join us here at AHIKS.

Mike Rowles, AHIKS ID 1446 is a returning member who returned to AHIKS after finding our on-line **Air Force** game that is being played on the AHIKS Forum website.

Gentlemen, *welcome back* to AHIKS!

The AHIKS Forum now has an **Air Force** game in progress. Paul Qualtieri, our Match Coordinator, is game mastering the event. The scenario features a Combat Box of B-17G Flying Fortress bombers (18 bombers) that he is flying. All the other players are members of German Fighter Squadron J.G. 26 "The Abbeville Kids." J.G. 26 players are flying the FW-190A-8 "Butcher Bird" variation trying to bring down the bombers. It's a great "12 O'clock High" type scenario.

The game is set up so players can join at anytime. No experience is necessary as the game is set up as a learning game. You will only need a copy of the Avalon Hill or Battle Line version of the **Air Force** rules and charts to play. Either version of the game can be used, as they are compatible. We are just getting started so there are plenty of B-17s to go around. You won't have to worry about not getting a "target" to shoot at! ☺

Come visit us on the forum and join in the fun! Just go to the AHIKS website at: www.AHIKS.com, click the brown AHIKS forum button, and you will be at the main forum menu. Go down the menu to the "Featured On-line Game – **Air Force**" and click the button. Hope to see you there soon! ☺

If you have a change of address or new email address please contact me at the address listed in the contact information of *The K* so that we can update the membership roster. As the Secretary, I will update the roster and

forward your new information to the Editor and the Match Coordinator.

I would like to wish everyone a Very Happy Holiday Season!

Until next time, Happy Gaming to you all! ☺

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Games wanted

Alexander
Battle of the Bulge 65 or 81
Chickamauga (SPI)
D-Day 65 or 77
Devil's Den
Fortress Europa
Frederick the Great
Fury in the West
Gettysburg 77
Victory in the Pacific
Wagram (SPI)
War at Sea

Send me your phone number, and I will call.

Greg Dilbeck
1915 Eisenhower Dr Unit 2
Savannah, GA 31406

BOOK REVIEW

War, A Short History

by Jeremy Black
184 pages © 2009, Continuum \$20
Reviewed by Omar DeWitt

As wargamers we are primarily interested in specific battles. If your interest sometimes broadens, you might find this book of some interest. Black covers the battles of whole countries in a paragraph. His view is world wide, covering China, the Muslims, Incas, and Christian Europe.

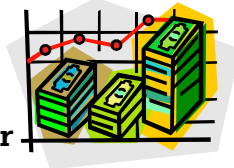
He is interested in how wars changed and how they related to the political situation in the country. How did a naval force affect a country?

"The England of the Wars of the Roses...was a society in which war-lords, such as Richard, Earl of Warwick...played a central role: whereas, by 1800, Britain was a state with organizations designed to control violence and to ensure that it was directed only against foreign powers."

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Treasury Notes

Brian Stretcher



Dues Announcement

We came out ahead again for the year despite the Great Recession. So, we are once again offering free membership in AHIKS for 2010! If you want to continue to receive the *eK*, you need do nothing. Your membership will be continued as is, just remember to update your contact information with either Omar or Bob Best.

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

With no election this year, dues should be sent directly to me. My mailing address is listed with the Officer Contact information.

By the way, AHIKS continues to offer a lot for very little or, literally, nothing. Please take advantage of what your membership offers. Peruse the new forum. Start a new game with someone you've never played before. AHIKS is here for you, just like always. And, for those of you who use those services, contributions are always welcome, even if you are not sending money anyway.

Making the Right Game Choice

I think I have finally figured out the best way to handle some of the burnout issues I've written about in the past. The key is picking games that fit with your schedule. I rarely have time anymore to sit down for hours at a time to work on a move. Even for a small game, resolving your opponent's combat, figuring out your move, writing down your move, listing your combats, and figuring out all of the variables for advancing or retreating after combat can take a significant amount of time. It

The Kommandeur

becomes a real drag even if you're playing a simple game, like **Napoleon's Last Battles**. Enjoying the strategic complexity of playing the campaign game, for example, becomes a tremendous amount of work. Writing down the moves of some 100+ units and perhaps 15 combats a turn is not a whole lot of fun. Figuring out all the permutations of advances and retreats in even an old warhorse like **BB '65** can be a lot more work than a new player might realize.

One can easily grow weary of playing nothing but folio-sized game like the **Blue and Grey** series, a small **Panzerblitz** situation, or low-unit density games like **Anzio**, too. While all fun, sticking to a limited number of titles can become a drag after awhile, and one yearns for a bit more of a challenge; something different (never could understand those guys who played only one or two titles during their entire wargaming existence—bleah!)! That's why, after all of these years, I have begun to move away from some of the old classic wargames and started playing games with more interactive sequences. And, yes, doing moves by email, rather than regular mail, has made things a lot easier in that regard. **Paths of Glory**, a game of moderate complexity by today's standards, is far more complex than the AH classics. But, in a lot of ways, it is easier to play with the help of your computer, to both draw the cards necessary for play, and to send moves back and forth. With six "operations phases" per game turn per side, there is a lot of back and forth. But each reply is mercifully easy to make, because rarely are you ever going to move more than a stack or three per mailing. So, your time is spent more on figuring how to make the best move instead of writing it all down. I look forward to receiving my **PoG** moves, and I can't necessarily say that for all of the games I have played recently.

It seems that breaking the turns down into manageable chunks is key for me. So, I still find **SPI/DG's** old **World War One** easy to play, since there are few units, little movement, and few combats per mailing. It is a game that is easy to PBM only, be-

cause the workload per mailing is light. **Third Reich** isn't particularly bad either. Even though it is rather complex, each turn has so many segments that the only real busy-work that has to be done is typing out one's actual movement, assuming you don't have some sort of PBEM software to use to show the moves by email. Others that have or should work well are **War at Sea, Victory in the Pacific, Midway, Wooden Ships and Iron Men, Submarine**, and similar games. Some recent titles make use of chit pulls to alternatively activate different HQ's, which control a limited amount of units. Those should make some good additions to the PBEM repertoire. Although fine games, we don't have to be stuck with endless replays of **The Russian Campaign** and **Afrika Korps**.

Speaking of **Wooden Ships and Iron Men** and thinking back to that game's origin, I was pleased to see the recent offering of a game of **Air Force** on the AHIKS forum. At first I thought I was out of luck and wasn't going to be able to participate, having only the Battleline version of the Pacific-front companion game **Dauntless**. But with a little help from my AHIKS friends, I am now flying a couple of FW 190A's against a flight of B17s, as featured on our new online forum. With two pieces and one move per week, I think my schedule can handle it. My old **European Air War** flight-simulator computer game recently stopped working, and it made me dizzy playing it anyway, so I am looking forward to some air combat! Please join us on the forum for news on the game, plus turn-by-turn commentary and aircraft positions. And, as your President, Secretary, and Treasurer are all involved in the same game with some other well-known AHIKS characters, you gotta know there will be some lively "radio traffic!" Come join us and see how long we survive!

Treasurer's Report

Here are the numbers since last time:

Starting Checking Balance 10-1-09:	\$ 2,017.67
Income:	
Dues and contributions:	\$ 9.00
Expenses:	
K October Printing	\$ 74.38
Transfer to Perpetual Fund	\$ 0.00

Checking Balance as of 12-1-09: \$ 1,943.29
Perpetual Fund Balance, 10-1-09: \$ 2,980.72
Interest Income reported: \$ 0.00
Contributions from checking: \$ 0.00
Perpetual Fund Balance 12-1-09: \$ 2,980.72
Operating funds in CD, 10-1-09: \$ 5,790.49
Interest Income reported: \$ 0.00
Operating funds in CD, 12-1-09: \$ 5,790.49
Total balance in CD, 12-1-09: \$ 8,771.21
Total Treasury, 12-1-08: \$ 10,714.50

As you can see, little activity. Next issue should see reported interest on our CD and dues payments coming in.

And here is how we have done for the year:

Checking Balance 12-1-08: \$ 2,139.42
Income:
 Dues and contributions \$ 553.00
Expenses:
 K printing \$ 465.13
 Transfer of contributions to Perpetual Fund \$ 249.00
 Charles Marshall, Fed Ex expenses (Ironman) \$ 35.00
Checking Balance 12-1-09: \$ 1,943.29
Net growth in Checking Account for 2009: - \$ 196.13
CD Balance 12-1-08: \$ 8,326.76
Interest Income: \$ 195.45
Transfer to CD: \$ 249.00
Total CD Balance, 12-1-09: \$ 8,771.21
Net growth in CD balance for 2009: \$ 444.45
Total treasury balance, 12-1-08: \$ 10,466.18
Total treasury balance, 12-1-09: \$ 10,714.50
Total treasury growth for 2009: \$ 248.32

This represents a total growth for the year of 2.37%. That's down from 3.69% last year. Still, with the current economy and despite charging nothing to actually belong to AHIKS now for two complete years, AHIKS remains financially healthy. Offering services at cost, plus passive income has still kept us a little ahead of our regular expenses. And, there remains a pool of money available for special projects, should the need arise. That of course is subject to change, depending on what AHIKS decides to offer in terms of new services and certain circum-

stances. I do expect, for example, for our interest earnings to be down this year, probably only about half what they were for 2009.

Remember, for the third year in a row, there are no annual membership dues. If you want the print K, I need \$7.00 by the end of January. After that, it will be \$9.00. You may add any contribution to the Perpetual Fund to your dues check if you wish the print K. For those of you who receive the eK, I would ask that you not leave all of the contributions to those who are sending in money anyway. DUES CHECKS GO TO ME, YE OLDE TREASURY MASTER, THIS YEAR!

Hope your 2010 is fun and exciting!



From the Editor

Those of you who receive your copies of *The Kommandeur* by email don't have to worry, but the rest of the membership now has to decide: should I pay my \$7 now or should I wait? It is a big decision. As many of you know, you put it off and...forget. Why not get that paltry sum in the mail this week and save yourself the trouble?

The History Channel has been offering a series of programs entitled World War II in High Definition (and color). It was interesting because it showed color movies almost exclusively. Since color photography was not in great use during the war years, there wasn't a lot to choose from. Showing WWII in color gave a rather strange view of the war. If there were no color shots of an engagement, it was glossed over. Not a really interesting program, not unlike showing a film on WWII depicting only left-handed soldiers.

The password for this issue is Crowbill. A Crowbill is a weapon with a short, curved, pointed blade on a rather long handle. The blade is sometimes forked. It is usually a kind of axe with the blade at right angles to the handle; but sometimes it is in line with it. It is quite common in India. This is another excerpt from "A Glossary of the Construction, Decoration and Use of Arms and Armor" by George Cameron Stone.

As you look through this issue, you will see something interesting. With the exception of Alan Poulter's always-excellent article, everything else was written by an officer. Aside from Tom Oleson's article, the same was true of the last issue. The officer articles are well written, informative, and important. However, is that all that the membership is interested in? I have asked many times before for more input; may I ask again? Isn't there some game or book that you particularly like that you can share with the rest of the membership? Haven't you played a game you could tell us about? Isn't there a convention others would be interested in? We would *really* like to print something from you.



PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: January 31, 2010.**

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.

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

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

The VP's Corner by Bert Schneider

Tank Battles in the Desert of Phoenix, Arizona!

On the 21st of November, 2009, a work colleague (John Gibson) and I embarked on a journey from Oro Valley, Arizona, to Phoenix, Arizona. After our two hour drive through the desert, we dismounted from our military vehicle (I have a desert camouflaged 1986 K-5 Blazer). We then embarked on a series of tank battles, that lasted most of the day. We were invited to participate in battles between German and Allied tanks on a 1/16th scale battlefield that is operated by the Desert Armor Korps (DAK). The DAK is a group of people dedicated not only to the hobby of modeling World War II armored fighting vehicles in 1/16th scale but to the pastime of conducting battles with the vehicles they build. These vehicles are controlled from a remote control radio transmitter (similar to radio control model airplanes or cars). Their tanks include a sound module, so that their tanks sound just like the real thing (engine startup, tread sounds, turret sounds, and even gun sounds). Some of the guns on these scale replicas even have a recoil feature when they fire. In some cases, the tank moves back slightly after it fires.



Tank battles are conducted in a similar fashion to LASER Tag. Each tank participating in a battle has an infrared emitter (inserted into the barrel of the gun) and a sensor (inserted into the cupola). The computers inside these sensors are programmed to score a certain number of hits, depending on the type of tank (small, medium, or heavy). Once a tank's sensor has maxed out its "hits," the tank is "out of the game." Once you "fire" your tank, a time delay prevents you from immediately firing, again. This feature simulates the time it would take to reload the main gun. Needless to say, John and I fully enjoyed our day. It was a beautiful sunny day, in Arizona. The DAK Club meets about once every six weeks to conduct these battle events. People come from all over to participate. One couple even travels from Huntington Beach, Cali-

fornia, every six weeks, just to do battle with their tanks.

You might be asking yourself why I am writing about this experience in a wargaming newsletter. Well, I'll tell you. First of all, unless you are a wargamer who is strictly into Ancients or the Napoleonic period, most wargamers have a fond interest in tank warfare (**Panzerblitz**). I thought that most of our readers would enjoy reading about this interesting hobby. If you would like to know more about this wonderful hobby (not only about the battles but how to make these vehicles), I would suggest visiting the DAK web site (http://web.mac.com/ethandunsford/DAK2/DAK_HOME.html). Ethan Dunsford is the coordinator of the group and has done a fantastic job of organizing their web page, their battle events, and other fun things (such as selling DAK T-shirts with their logo on it).

A second reason I felt it was important to report on this hobby is that there are some strong similarities to our wargaming hobby. A diverse group of interesting people enjoy the scale R/C tank hobby (you can read about some of the DAK members on their web page—men and even women). R/C tanks can be expensive but with some ingenuity, hobbyists can offset their costs by doing a great deal of the work, themselves. Some scale R/C tank enthusiasts are obsessed with the historical detail they add into their tanks (sort of like some wargame enthusiasts who pursue information about the units that participated in the some of the battles they recreate). Some "Tankers" just want to get together, socialize, and play with their tanks (we often refer to this aspect of our hobby as "beer and pretzels" gaming). Some like to find, build, and collect unique vehicles that they can share, sell, trade, or play with. Often, our fellow wargamers buy, sell, trade, and collect wargames that hold some nostalgic or intrinsic value. *In the end, what really matters is that we can come together and enjoy a hobby, with a rich, diverse group of individuals who are dedicated to their hobby and enjoy sharing their passion with*

others. For me, that was the key message I got from a day of tank battles, in the desert.

★★



Sherman scouting for Tigers



Tigers on the prowl.



One of the participants also plays miniature wargames. I took a photo of his car's license plate. Cool!

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

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



2010 Renewal Form

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

BRIAN STRETCHER
 5282 DEER PATH
 MILFORD, OH 45150-9418
 PLEASE PRINT

Name _____ Membership # _____

Address _____

E-mail _____ @ _____ ☎ _____

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

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

Paper copy by regular mail. Cost is \$7 if your letter is postmarked no later than Jan. 31, 2010. **Or \$9.**

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

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