

# The Kommandeur



Volume 45 Number 1

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## From the President Charles Marshall

Happy New Year AHIKS members! The new year finds me and my family renovating and moving into a new house so unfortunately I've had little or no time to focus on AHIKS (or anything else for that matter!). Ask VP Schneider... The snow in our **Battle of the Bulge** game will probably be melted slush before I have a chance to make my next move. Don't you hate it when life gets in the way of wargaming?

Anyway, here's a quick update: The die-roller is complete but needs to be posted on a site which supports PHP and a SQL database. I've been working with Tom Thorsen to get our site migrated over to a new webhost, Bluehost. This has its share of technical snags but some of the heavy lifting is complete. We're hoping that the migration will be invisible to our members and, once complete, new functionality will be available like our online die-roller.

In the meantime, any **Bulge '65** aficionados out there? Bert and I like the old Classics and **Bulge '65** is definitely one of them, but we've found several grey areas in the rules. Here are a few that stumped us or at least gave us pause for thought:

1. Rule 7 in the Rough Terrain section of the Basic Game rules states:

"7. Units moving through rough terrain on roads may move one square onto a non-road rough terrain square in the same Turn." And in the Appendix of the Battle Manual, there's this Q&A: "1. Can a Unit move through rough terrain on a road and leave rough terrain, say via SS-21 or RR-21, in the same Turn? Answer: No—that Unit would either have to end its Turn on SS-21 or leave rough terrain by road square RR-22. This situation also applies to dense woods movement."

Taken together, those two say that a unit can move from a rough/road hex onto one more rough terrain hex but

not onto a clear hex (unless via the road). Can that be right?

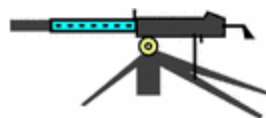
2. The rules for conducting retreats are pretty clear in **Bulge '65**: ZOC's and terrain will constrict retreats unless the optional "Retreat Through Blocking Terrain" rule is used (pg. 7 of the Battle Manual). But what about advancing units? There is no "Advance Through Blocking Terrain" optional rules and the basic/tournament rules "seem" to indicate that terrain effects are in effect for advancers but it's not implicit. So, must advancing units adhere to terrain restrictions?

3. May a unit move directly from one enemy ZOC to another enemy ZOC or must there be an intervening clear hex in between?

4. River "ends" affect play by doubling the defender as long as the attacker solely occupies a river end. The movement rules, however, state that a unit may leave a river end in any direction. Does this mean river ends are effectively clear hexes or do they still inhibit movement until the following turn?

If you have a house rule/interpretation to solve any of these, send them along! And Happy New Year!

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## The VP's Corner

by Bert Schneider

"AHIKS has been in existence since 1965 . . ." The ARPANET, which was the forerunner of the Internet, was born in 1969, during the Space Age. I personally find it interesting that we have at our disposal some pretty incredible capabilities and technologies that can enhance AHIKS, and both AHIKS and the Internet have been in existence, in one form or another, for about the same length of time.

Your AHIKS Officers are about to embark on the creation of a web-based social networking environment. This capability will allow AHIKS members to find other AHIKS members to play wargames with, either face to face or via other means (email, mail, telephone, etc.). We plan on taking advantage of modern web-based technologies to provide members with a more effective and efficient game-match service. We will provide a secure method for users to access a common database in different views, that is user controlled and accessed only by AHIKS members and will be password protected. Views will include such information as: geographic, games owned (sorted by game), and games members wish to play (sorted by game).

We are looking into providing this service to all AHIKS members with access to this social network via a new AHIKS web page. We will explore providing non-members with some access to limited features (or made up examples) to provide a prospective member with enough information to interest them in joining AHIKS. Each AHIKS member can choose what information they want to share and each member can change their member "Profile" at any time. We want to provide this service 24 hours a day 7 days a week. We also want to provide AHIKS members with the tried and true match coordination method, currently available.

(Continued on page 4)

## 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: 30 January 2010.

Alan Poulter  
grognard@grognard.com

### First News of 2010

Welcome to a new decade of wargaming! And the first news item is about a stalwart of the board wargaming scene since the early days, the magazine *Fire & Movement*. The following is a Consimworld post authored by Eric Harvey, dated January 1:

"A quick note to all who've received their #150 *F&M*; it is, for now, the last *print* edition of the magazine. *F&M* will still continue, but it will continue as an on-line venue.

"For the last dozen issues or so, *F&M* was apparently not showing itself to be a viable product (all before I was involved on any level, so I don't have any further info to offer), for whatever reason(s).

"When the word came through the grapevine, I offered to take over *F&M* to salvage whatever could be salvaged, but it didn't appear that the numbers were there, simply speaking. However, Doc did offer up the idea to keep *F&M* going as an on-line magazine.

"As a matter of fact, current *F&M* subscribers will be folded into the on-line subscription, and will have access to all the back-issues when they're scanned and offered on the *F&M* website this year.

"So, *F&M* is by no means dead or gone. Let's see what we can do to turn it around, and who knows what the future may bring. I'll certainly be trying my best to keep *F&M* around (and hopefully improve it along the way).

"There will be a #151 issue of *F&M* in any case."

A later Consimworld post on January 16 from Ty Bomba, who works for Decision Games, said that:

"All *F&M* subscribers, both regular and lifetime, will soon be receiving a reconciliation offer from DG."

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### NEW BOARD WARGAMES

#### Avalanche Press

**North of Elsenborn** is a supplement for the **Panzer Grenadier** series. It contains ten scenarios on the battles of September 1944 between VII Corps and the German Seventh Army. It is not playable by itself, but requires ownership of the **Elsenborn Ridge** and **Battle of the Bulge** games. **Black Waters** is a supplement for the **Great War at Sea** series and has 20 scenarios based on U.S. plans to fight Germany and Italy. <http://www.avalanchepress.com/index.php>

#### Bounding Fire

**BFP 3: Blood and Jungle** is a set of ASL-compatible scenarios based in the Pacific theatre of operations. <http://www.boundingfire.com/>

#### Clash of Arms

**Convoy/ Deadly Waters. Convoy** is an operational-tactical game series on the Battle of the Atlantic in World War Two. **Deadly Waters** is the first operational module, covering the Gibraltar Run from January 1941 through December 1942. Battles requiring detailed resolution use a fast-play set of tactical rules. **Wallace's War** covers two battles in the Scottish War of Independence, Stirling Bridge and Falkirk, using the game system from **Baron's War**. <http://www.clashofarms.com>

#### Critical Hit

**Fuhrer's Bunker** is a new game in the **Advanced Tobruk System** on the Battle of Berlin with incredible detail. Its two linking maps connect to those from **Berlin Red Victory**, on the same topic. <http://www.criticalhit.com/>

#### Decision Games

**Struggle for the Galactic Empire** is a solitaire science fiction game in which the player leads the forces of the Galactic Empire as it strives to maintain and expand its dominion. <http://www.decisiongames.com>

#### GMT

**The Battle for Normandy** is a battalion-level, monster-size game on the Normandy campaign. Designed

by Dan Holte, it has five maps and more than 2500 counters, and numerous scenarios apart from the main campaign. **The Caucasus Campaign** is a fast playing, moderately complex game on the drive south across the Don into the Caucasus by the German 17th Army and 1st Panzer Army. <http://www.gmtgames.com/>

#### Histograme

**Maria**, for two to three players, covers the War of the Austrian Succession and uses a game system based on **Friedrich**. [http://www.histograme.de/e\\_index.html](http://www.histograme.de/e_index.html)

#### Lock 'n Load Publishing

**World at War Compendium** contains new scenarios, analysis and articles, maps, and counters, all for the **World at War** series. **A Ring of Hills** is the latest in the **Lock 'n Load** series and covers battles in the 1982 Falklands campaign. <http://www.locknloadgame.com/>

#### MMP

**Battle Above the Clouds** is the eighth game in the **Great Campaigns of the American Civil War** series and is the first game covering Western theatre campaigns, both the Chickamauga campaign of August/September, 1863, and the Chattanooga campaign of October/November of the same year. <http://www.multimanpublishing.com>

#### Valley Games

**Republic of Rome** is a reissue of the classic game of Roman political intrigue, originally from Avalon Hill. <http://valleygames.ca/>

#### Vae Victis Collection Jeux d'Histoire

**Aspern-Essling 1809** is the 26th game in the **Jours de Gloire** series and covers the famous battle. <http://vaevictis.histoireetcollections.com/>

#### Victory Point Games

**No Retreat! Expansion Kit #2** adds units, markers, cards and rules for weather, support, and Soviet Strategic Reserves, to **No Retreat**, a strategic-level World War Two East Front game. **Battle for Moscow**, the classic introductory wargame on Operation Typhoon, from designer Frank Chadwick is available in a new edition. **Katzbach 20** is the latest in the fast-playing Na-

poleonic 20 series and covers a battle fought concurrently with Dresden in 1813.

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

### Z-Man

**Celts vs Romans** is the first in the **Pocket Battles** series which uses a points system to create card-based table-top armies and simple rules to cover warfare in ancient times.

[http://www.zmangames.com/cardgames/pocket\\_battles.htm](http://www.zmangames.com/cardgames/pocket_battles.htm)

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #260 featuring the game, **The Black Prince: Crecy & Navarrete**.

*World at War* #9 features the issue game **Destruction of Army Group Centre, 1944**.

<http://www.decisiongames.com>

*Vae Victis* #90 contains the game **Loups Gris en Atlantique** (Grey Wolves in the Atlantic), covering the U-Boat campaign in the Atlantic during World War Two.

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

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

*Battles Magazine* #3 contains the solitaire game, **A Week In Hell** on the first week of the battle of Hue, 1968. The first 1,000 subscribers will also receive a free game, **Storm Over Kunlun Pass**, on the 1939 battle in Manchuria, designed by Terence Co.

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

*Alea Magazine* #33

[http://www.simtacludopress.net/ingles/Alea\\_magazine\\_ing.htm](http://www.simtacludopress.net/ingles/Alea_magazine_ing.htm)

*Command & Strategy* #7 contains the game **Blitzkrieg 1940** (a reprint from *Vae Victus*).

<http://www.commandandstrategy.de/>

### NEW DTP WARGAMES

#### Firefight Games

**Last Stand at Baku: The Turkish "Army of Islam" Invades! August 1918**, depicts the outnumbered British Dunsterforce Brigade's fight against the Turks. <http://firefight-games.com/>

#### Homegrown Games

**The Devil's Due!** is the latest release in the **Rebel Yell** series and covers the Battle of Brice's Crossroads. Email Richard Dengel: [dengelwood@verizon.net](mailto:dengelwood@verizon.net)

#### Minden Games

*Panzer Digest* #8 contains two games: **Eindekker**, on World War One aerial dogfights, and **Poor Bloody Infantry**, on World War One tactical land combat. **Battleship Captain** (second edition) has an expanded rulebook and new ships. There is an Update Kit for owners of the original edition.

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

#### White Dog Games

**Iraq 1941**, designed by Dennis L. Bishop, covers the 1941 British invasion of Iraq. From the same designer is **Maiwand**, on the battle from the Second Anglo-Afghan War (1878-1882).

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

### NEW WEB RESOURCES

#### Official Rules

##### Na Berlin (VPG)

[http://www.boardgamegeek.com/file/download/58o09fnqh9/Na\\_Berlin\\_rules\\_%28pages%29-3.doc](http://www.boardgamegeek.com/file/download/58o09fnqh9/Na_Berlin_rules_%28pages%29-3.doc)

##### No Surrender! (VPG)

[http://www.boardgamegeek.com/file/download/58nibrwbtu/NS%21\\_rules\\_%28pages%29.pdf](http://www.boardgamegeek.com/file/download/58nibrwbtu/NS%21_rules_%28pages%29.pdf)

#### Errata

**Blitzkrieg 1940, Command & Strategy** #7 (UGG)

<http://grognard.com/errata1/blitz40cc.txt>

**The Hell of Stalingrad** (COA)

<http://www.boardgamegeek.com/file/download/581sd5avna/FAQ.pdf>

**Richard III: Wars of the Roses** (CG)

[http://www.boardgamegeek.com/file/download/57bbomu04z/RichardIII\\_-\\_FAQ\\_-\\_Comprehensive\\_collection\\_of\\_rule\\_clarifications\\_%28Ver\\_1.01%29.doc](http://www.boardgamegeek.com/file/download/57bbomu04z/RichardIII_-_FAQ_-_Comprehensive_collection_of_rule_clarifications_%28Ver_1.01%29.doc)

**Silent War** (Compass Games)

[http://www.boardgamegeek.com/file/download/58p5z71d7x/FAQ\\_22.09.2009.pdf](http://www.boardgamegeek.com/file/download/58p5z71d7x/FAQ_22.09.2009.pdf)



## From the Editor

The passwords to the web site this year will be places from one famous battlefield. The first is Pry Ford. If you figure out which battlefield, let me know; you will bask in fame.

The deadline for the next issue is March 31.

All of us on the twelfth floor of AHIKS Publishing were delighted with the contributions this month. Keep it up, guys.

In SPI quad games, Tom Thornsen, Bob Best, and I have come up against relatively minor rules questions concerning bombarding artillery. One would think with my history as the Avalon Hill Answer Man for several years, not to mention my turn as AHIKS judge, that my whim would rule the day. Alas...

If a defender next to a river is being attacked by infantry and artillery across the river, the defender is doubled. That seems to be explained clearly in the rules, and I have never heard it questioned. If one infantry unit is on the same side of the river as the defender, the defender is not doubled. This seems clear to everyone, even though the vast majority of the attackers may be attacking across the river; it is a simplification.

The question we have come up with is, if there are no infantry units attacking, is the defender doubled against bombarding artillery? The reason the defender is doubled is that the infantry attacker is at a disadvantage attacking across the river. However, the artillery is at no disadvantage; artillery fires the same as if the ground were all plains. The rules do not make a definite statement in this case.

Also, if the infantry defender is doubled against bombarding artillery when it is adjacent to the river, is it still doubled if it is a hex back and the artillery is adjacent to the river?

A similar case deals with slope hex tops. If infantry and bombarding artillery attack a unit on the top of a slope from slope hexes, the defender is doubled. If only artillery is bombarding from a non-slope hex, is the defender doubled? What if the artillery is bombarding from the same slope top *through* a slope hex?

(Continued on page 9)

## BOOK REVIEW

### **Weapons of Desperation**—German Frogmen and Midget submarines of WWII

by Lawrence Paterson

(c) 2006

Chatham Publishing

Reviewed by Tom Oleson

Tanks are glamorous, so most wargamers are familiar especially with the evolution of WWII German tanks from the Mark IV to the King Tiger, and then there were varieties of self-propelled guns. It was news to me that beginning in early 1944 Germany developed a series of mini-submarines, and the Linsen, an "explosive motor boat." The program, called "K-Verbande," also included frogmen.

They were belatedly inspired by the success of Italians in the Med. In December 1941 three Italian frogmen-guided torpedoes penetrated the defenses of Alexandria harbor, disabling two battleships. "Fortunately the ships developed no list and still appeared active. The Italian Navy remained ignorant of their sudden dominance. HMS Ark Royal had been sunk earlier, and a week later HMS Barham fell prey to U331. There remained few major Royal Navy surface units, but by the time the Italians grasped their success, the opportunity had passed."

The Germans began with a man riding a partially-submerged torpedo, called the "Neger." Next were the Mardar, Biber, Molch, Hecht, and finally the Seehund, the last a very effective mini-submarine when not hampered by mechanical failures. Stripped of its torpedoes, it ferried supplies from Holland to the bypassed garrison at Dunkirk until the end of the war. Total numbers were in the hundreds, stationed in Norway, Holland, and both northern Italian coasts.

The smallest vessels, including the Linsens, were also often used on rivers, trying to blow up key bridges such as the one at Remagen. Frogmen attempted to do the same. Both would follow the river from German control to their target, rarely successfully.

Development and production were rushed. In a typical sortie, 50 Biber would sail, half soon returning with mechanical failures. Most of the rest were lost or destroyed, with perhaps a

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few small Allied ships sunk or damaged. The Allies often captured the pilots after they abandoned ship. It was also fairly common for these vessels to lose control of their torpedoes in friendly ports, sometimes with catastrophic results. It was pathetic to read of the increasingly futile efforts of these sailors virtually until the last days of the war. Even in April 1945 German spies were dropped behind Allied lines on both Italian coasts by these subs. What for?

All of this is in the book, which has many diagrams and photos, the latter showing flotillas of these mini-subs after Allied capture.

Paterson opines that, if the Germans had refined these weapons earlier, they might have played havoc with Allied invasions, as they were difficult to detect.

This is not a topic of special interest to me, but it is a riveting story, which I recommend to anyone with a general interest in WWII.

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### PUBLICATION DEADLINES

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

### GENERAL INFORMATION

*The Kommandeur (K)* is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. AHKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer. Subscriptions to *The Kommandeur* are available to non-members at \$3 per issue. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

VP'S CORNER (Continued from page 1)

We are also exploring the use of Geocoding to show the location of AHKS members on a map (world wide—and of course only if the member wants to share this kind of information). Geocoding is a method to locate and map associated geographic coordinates (often expressed as latitude and longitude) from other geographic data, such as street addresses, or zip codes (postal codes). With geographic coordinates the features can be mapped and entered into Geographic Information Systems, or the coordinates can be embedded into media such as digital photographs via geotagging.

Figure 1 illustrates an example of this kind of geocoding-based social network found on BoardgameGeek.com. Each member can control what information is displayed inside a text "bubble" (such as contact information if desired, games owned, game matches desired, etc). In fact, I found a good friend with whom to play wargames face to face via a similar Geocoded social web page (now if I could just get him to join AHKS!).



Figure 1 BoardgameGeek Social Network using Google Maps

Your AHKS Officers are in the process of obtaining an estimate for the cost of creating this kind of web-based service. I will report back in the next *Kommandeur* on our decision to pursue this feature. I feel it will propel AHKS back on par with the technology started during the Space Age! If you have any comments about this project, please feel free to email me at [bertnpeggy@comcast.net](mailto:bertnpeggy@comcast.net).

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## Open Match Requests

 from Paul Qualtieri

Game	Player/Match Codes	Game	Player/Match Codes
1776 (AH)	Bob Herbst (1442)	<b>War and Peace</b> (AH)	Tim Brittain (1582)/NOB
1914(AH)	John Trosky (1554)/UNOV	<b>War and Peace</b> (AH)	John Trosky (1554)/EUO
<b>A Victory Lost</b> (MMP)	Ed O'Connor (1243) /E	<b>Waterloo</b> (AH)	Paul Heiser (1051)/UM
<b>Advanced 3R</b> (AH)	Paul Warnick (1430)/ C		
<b>Afrika Korps</b> (AH)	George Betros (11) /EUC		
<b>Afrika Korps</b> (AH)	Paul Heiser (1051)/ UN		
<b>Afrika Korps</b> (AH)	Greg Dilbeck (1363) /UFNO		
<b>Afrika Korps</b> (AH)	Sid Driver (1567)/D		
<b>American Revolution</b> (SPI)	Omar DeWitt (44)		
<b>Anzio</b> (AH)	Melvin Yarwood (36) /ANO		
<b>Anzio</b> (AH)	Tim Brittain (1582)/NOV		
<b>Anzio</b> (AH)	Tom Oleson (111) revised map/6th ed rules		
<b>ASL Starter Kit</b> (MMP)	Duncan Rice (1394)/ UEV		
<b>Bulge '65</b> (AH)	Michael Paul (1578) /UN		
<b>Bulge '65/'81</b> (AH)	Tim Brittain (1582)/NOV		
<b>Bulge (65/81)</b> (AH)	Bob Johnson (73)/EM		
<b>Bulge 81 2nd Ed</b> (AH)	George Betros (11)/EUCD		
<b>Battles for Ardennes</b> (SPI)	Tom TenEyck (826) /NOV		
<b>Bitter Woods</b> (AH)	Melvin Yarwood (36) /A,N		
<b>Blue &amp; Gray I-II</b> (SPI)	Melvin Yarwood (36) /ANO		
<b>Breakout Normandy</b> (AH)	Clyde Longest (1413)/ OT		
<b>Breitenfeld</b> (SPI)	Richard Passow (1453)/ESO		
<b>Bull Run</b> (AH)	Ron Brooker (1252) /U		
<b>Bull Run</b> (AH)	Bob Herbst (1442)		
<b>D-Day 77</b> (AH)	Sid Driver (1567)/D		
<b>D-Day 77</b> (AH)	George Betros (11)/EUC		
<b>Diplomacy</b> (AH)	Bob Herbst (1442)		
<b>Downtown</b> (GMT)	Paul Qualtieri (0757) CNI		
<b>Drive on Paris</b> (Gamers)	Bill Scanlan (275)/E		
<b>Gettysburg '88</b> (AH)	Paul Heiser (1051)/UM		
<b>Invasion America</b> (SPI)	Lee Massey (1382)/C		
<b>Jutland</b> (AH)	John Trosky (1554)/U		
<b>Luftwaffe</b> (AH)	John Trosky (1554)/EU		
<b>Merchant of Venus</b> (AH)	Sidney Jolley (12)/G		
<b>Midway</b> (Avl)	Mel Yarwood (36)/U		
<b>Midway</b> (GDW)	Bill Scanlan (275)/ENOU		
<b>Napoleon at War</b> (SPI)	Melvin Yarwood (36) /ANO		
<b>Napoleons Last Bttls</b> (SPI)	Melvin Yarwood (36) /ANO		
<b>NATO</b> (VG)	Kevin Reid (1315) /E		
<b>North Africa Quad</b> (SPI)	Omar DeWitt (0044) E		
<b>Panzerblitz</b>	Richard Passow(1453)/ESL		
<b>Paths of Glory</b> (AH)	Thomas Scarborough (1345) /WT		
<b>Richthofen's War</b> (AH)	John Trosky (1554)/EU		
<b>Russia Beseiged</b> (L2 )	Martin Svensson (1466) /ED		
<b>Russian Campaign</b> (AH)	George Betros (11) /EUCNOF		
<b>Russian Campaign</b> (AH)	Ron Brooker (1252) U		
<b>Russian Campaign</b> (AH)	Tim Brittain (1582) /NOV		
<b>Russian Campaign</b> (AH)	Paul Heiser (1051) /U		
<b>Russian Campaign</b> (AH)	Bob Johnson (73) /EM		
<b>SOPAC</b> (Avalanche)	Graeme Dandy (916)/EO		
<b>S'grad</b> (Holcombe)(AH)	Bob Johnson (73) /EM		
<b>S'grad</b> (AH)	George Betros (11) /EUC		
<b>S'grad</b> (AH)	Sid Driver (1567)/D		
<b>Storm Over Arnhem</b> (AH)	Greg Dilbeck (1363)/UPFNO		
<b>Thirty Years Quad</b> (SPI)	Omar DeWitt (44)/E		
<b>Twilight Struggle</b> (GMT)	Lee Massey (1382)/C		
<b>Victory in the Pacific</b> (AH)	Rick Roksiewicz (1108)		
<b>Vietnam</b> (VG)	Kevin Reid (1315) /E		

### Match Codes

A Area Rated Only  
 C Cyberboard  
 D ADC2  
 E Email  
 F Fast Play Desired  
 G Will Gamemaster This Game  
 I Will teach in "L" game  
 L Learning Game Requested  
 M Will Play New Member Only  
 N New Member OK  
 O Outside USA OK  
 P Phone  
 S Slow Play Desired  
 T Acts  
 U Snail Mail  
 V Vassal  
 W Warhorse  
 X Non-rated Match

### From the Match Coordinator.

Don't forget my new address:

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

You are still welcome to stop in and check out **Air Force** on the AHIKS forums. 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.

## The Advantage of Email by Albert Bowie

At first glance, the advantage of email in playing games over long distance seems obvious. Yet, speaking for myself, I find that the speed of the Postal Service is not to blame for my delays in playing by mail. The Postal Service delivers letters in 2-4 days, anywhere in the country, but it seems to take me 2-3 weeks, if not longer, to do a move. I can't blame it on the Post Office. Whether I send it by post or by email, doesn't make much difference, for I am the problem.

One problem encountered in doing a turn—resolving one's opponent's combat, planning and executing one's own move—is having a sufficient block of time in which to do it. If a move requires 3 hours, it's not enough to have a total of 3 hours; one needs a 3-hour **block** of time. Having a dozen segments of 15 minutes scattered throughout the day is not the same thing.

So, is there an advantage to email? When it concerns uncomplicated, straightforward games—you know the type: move, then combat, e.g. any of the **Blue and Gray** quads—perhaps not. But for other kinds, definitely so; in fact, email opens up possibilities like never before.

There are games whose turn consists of several segments. Each segment doesn't require too much time, but because they're interactive, when a segment is completed, one must wait on one's opponent to do his segment, before proceeding to the next one. One may be able to find a small block of time sufficient for a segment without too much difficulty, but then to have to wait for several days while the message transits back and forth through the postal system, makes such games impracticable. This is where email comes into its own. If you can find a little time to do a segment, email it to your opponent, and he does likewise, the game can move right along. A couple of examples come readily to mind: **Victory In the Pacific**, and **War At Sea**. But I would like to mention a couple of others.

One is part of the **Great Medieval Battles** series, called **Tambur-**

**laine the Great**, about the battle of Angorra between the Mongols and Turks. It features a lot of cavalry action. Each player has his own turn, but within said turn, his opponent has certain activities to perform. Viz: each player moves his routed units; then the Phasing player moves his unrouted units; next is a simultaneous fire combat phase; finally, two melee combat phases, for the Phasing player, and for his opponent, consecutively.

Another game, also involving a lot of cavalry, is **Golden Horde** (by *Against The Odds* magazine), about the battle of Kulikovo (1380) in which the Russians won their first victory over the Mongols. In this unusual game, the game turns do not necessarily alternate between players; it is possible for the same player to have consecutive turns (depends on how successful he is in "seizing continuity"). Within a turn, a player moves his forces; there is a chance for missile fire, and counter-fire; for shock combat, and counter-charges, sometimes (depending on the result obtained) continued attack; and finally, rally. As you can see, this would be a nightmare to do without breaking it down into segments, but by so doing, it becomes feasible, and email makes it possible.

So if anyone has games sitting around collecting dust because they just won't work as pbm, I urge you to consider that with email you may have the chance to try them out.

★★



Rob Bottos

## BottosCon

by Duncan Rice

BottosCon (named after the gent who did so much to make this a reality—Rob Bottos) happened on Nov. 6-8 of last year. BottosCon came about after a good natured comment from one of Rob's weekend wargaming sessions, "Why don't you damn Canadians host your own event and leave us alone." Hmm... I guess Rob was winning that weekend. This was the third annual meeting of the Vancouver area wargaming convention. Attendance was up this year to more than 50 participants coming mostly from British Columbia and Washington State. People did come from as far as Oklahoma and Ottawa, managing to arrange a weekend of gaming around other business. I also hear that there is pre- and post-convention gaming on the train up from Washington. Yours truly took second place in the first **Up Front** tournament while proudly wearing my AHIKS T-shirt. It was great to dust off this old standard. Turn out for the **Up Front** section was popular enough, with nine participants, to have it considered as an official tournament for 2010. I was also introduced to **Conflict of Heroes** thanks to Art Brochet. This is a thoroughly enjoyable game with a novel impulse movement system and interesting scenarios. Meeting along with BottosCon is West Coast Rumble, an **Advanced Squad Leader** tournament sponsored by Lone Canuck Publishing. The dice towers were in heavy action. I was too intimidated to take part in the **ASL** tournament. Who wouldn't be when one of the head movers of Vancouver **ASL** is Rick White—also head of a university statistics consulting department. Next year's BottosCon and West Coast Rumble will be taking place on Nov. 12-14. I've booked my time off work and have my **ASL** rulebook on the desk. I plan on representing AHIKS proudly in both the **Up Front** and **ASL** sections in 2010.

★★



Duncan Rice

## Secretary's Notes Bob Best

I would like to welcome our two newest members. The first is returning former member, James Van Spengen, AHIKS # 1560. Our second member is new to AHIKS. He is Charlie Heckman, AHIKS # 1587. Gentlemen, welcome to AHIKS!

I have just finished updating the current roster for 2010. Last year at this time we had 185 members. This past year we have had 14 new and former members join the ranks of AHIKS. Our current membership is now 199 as of 26 Jan. 2010. This is approximately a 7% growth in the organization over the past year.

Comments received from the new members indicate they had interest in the new AHIKS forum that has been active at [www.ahiks.com](http://www.ahiks.com) during the past year. The forum currently has a game of Avalon Hill's **Air Force** in progress hosted by our Match Coordinator Paul Qualtieri. New players can join anytime, and ownership of the game is not necessary to play. Copies of the rules are posted. This is a learning game and all are welcome to play and can join the game in progress. Or you can come by the forum and comment on the play-by-play action if you like. Everyone is welcome.

We also have a forum section for after-action reports where members are free to post comments about their games in progress and recently completed matches. We also have regular sections where members can meet and chat or arrange games if they wish. The forum is also open to any member who wishes to run an on-line type of game or to anyone who wishes to conduct a tournament style game. We are still working on the AHIKS dice roller and hope to have it on-line in the near future also.

Military history is one of my hobbies that I very much enjoy. I recently finished reading an excellent book on the 2nd Ranger Battalion during World War II. The book is titled "The Battalion" and is written by Col. Robert W. Black. It is an interesting account of the formation and deployment of the 2nd Ranger Battalion. There are numerous stories taken from interviews with former members of the battalion that really tell the story of the unit from the squad and company level. For those

who may not know, the 2nd Ranger Battalion assaulted the German Naval guns at the top of the cliffs of Pointe Du Hoc on the west end of Omaha Beach on D-Day.

My uncle landed in one of the later waves on Omaha Beach on D-Day. He told my cousin and me several stories about the landing and about his actions of the first few days in France. We were young when he passed away, and I have always regretted not being old enough to have asked the right questions that I would now like to know the answers to.

The interesting thing for me was that from reading the accounts in this book I was able to identify several stories that my uncle told us as kids. I was able to identify where my uncle came ashore on D-Day and where he exited the beach on the night of June 6, 1944.

Some stories he told us about included how he got ashore on D-Day. He drove a truck ashore and landed in the dark. On his way ashore he snagged an American paratrooper's parachute on the mirror of his truck. When he got ashore, the first thing he did was to disengage the parachute; then he pulled the fallen paratrooper up onto the beach.

In the story of the Rangers' landing at Pointe Du Hoc there is an account from two surviving 101 Airborne paratroopers whose plane was shot down off Omaha Beach before they got to the drop zone. Four paratroopers got out of the burning plane over the water before it crashed. Two of the paratroopers landed in the water and waded ashore. They stayed below the cliffs to meet up with the Rangers when they landed. The other two men drowned. These four paratroopers were from Company I, 506 Parachute Regiment, and one of the two men that drowned was probably snagged on my uncle's truck as he drove through the water to the beach.

The second thing my uncle did after he landed and disengaged the paratrooper was to remove a German Radom pistol with belt and holster from a dead German soldier next to a bunker. My uncle also took the shoulder board from dead German's tunic. In later years my cousin and I identi-

fied the shoulder board as coming from a senior German Naval NCO. My cousin and I have had several discussion about what this NCO was doing on the beach during the invasion. Narrative from this book related that a battery of Naval Coastal Defense Artillery was operating near Omaha Beach, and they had forward observers in bunkers on the beach during the landings. The Naval Coastal Defense Battery was attached to the German Army's 1260 Artillery Battalion.

I was quite pleased to learn about this, and I was able to identify some of the other areas and actions my uncle fought in during the days following the landings. All in all it was a great book and well worth reading.

If any of you out there are researchers and history buffs, I am looking for information on the 318 CTS Squadron based at Logan, Utah, during the spring of 1944. My dad was assigned to this unit, and I have photos of him there. I would like to know more about this unit. If you could help, I would appreciate it! ☺

For any of you who are role players and enjoy the **Traveler** role playing game, I would recommend obtaining a copy of "Third Imperium—Tripwire" by Mongoose Publishing. If you enjoy learning about the Ancients and their technology you will enjoy Tripwire. The action takes place in the Spinward Marches sector and around the area of Arden. It adds to the information about the Ancients and is another good read just from the perspective of learning about the history of the Ancients and the Imperium.

If you have a change of address or new email address please contact me at the address on page 12 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.

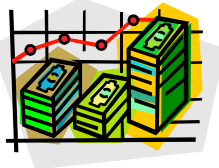
Until next time, Happy Gaming to you all! ☺

★★



## Treasury Notes

Brian Stretcher



### Where is my K???

While most of you who still get the print *K* have sent in your dues for the year, there are a several of you who still have not. To hopefully avoid a discovery in October that you are no longer getting your *K*, *send in your dues now!!!!* For the record, *The K* is published every two months, just like it has been for the last umpteen years, and no, you haven't stopped getting your *K* because AHKS goes out of business. You stop getting them because you haven't paid. And no, your membership doesn't terminate because you don't pay, you just stop getting your *K* until you either pay or let us know you want the *eK*. And, now your dues are \$9.00, because you missed the early bird deadline! *Please send your dues check to me right away!*

Here is a list of those of you who have not re-upped for the print *K* as of 1-31-10. If you are in a game with any of these gentlemen, a gentle reminder from you might help. Either our gray-ing membership doesn't read my column, or they put it aside after making a mental note, and then lose that note somewhere while planning their next move. If you don't see your name and membership number, I have received your payment and/or you are getting the *eK*.

Andriakos 1455  
Berroth 346  
Cooney 571  
Fickbohm 901  
Heiser 1051  
Johns 1116  
Kraus 444  
Markevich 951  
McCarthy 496  
Mormile 237  
Oleson 111  
Phillies 697  
Plesko 494  
Thomas 1468  
Thornton 1538  
Xanthos 1263

Enough nagging! On to more fun stuff!

## The Kommandeur

### What's on the Table?

From time to time I like to let you know what's on my game table, be it real, virtual, or somewhere in-between. I'm at a pretty happy place with the number of games I have going on right now, and the amount of work it takes me to get a move out. I may have to start another **Third Reich** game soon, though, because I'm starting to miss playing it. More on that anon.

**Paths of Glory.** Ed O'Connor and I are just about to finish the Spring, 1916, turn of our Cyberboard/ACTS match. The Italians have stayed out of the war so far, but the Romanians have just joined the Allies. The Central Powers have reached Total War status, with the Allies creeping towards Total War. The Serbians were wiped out early in this one. While the Eastern and Near-East fronts have remained mostly quiet for several turns, except for the occasional mandated offensive, the West has seen a lot of activity as the Germans have persisted in their attempts to bash the French. Yet the French continue to hold, with a solid line of entrenchments all along the front from Brussels to the Swiss border.

**World War One.** Bill Klitzke and I have been enjoying one edition or another of this game by snail mail for years now. Our current game is in the second half of 1915. Unlike the **Paths of Glory** game described above, in this one the Central Powers have massive forces in the East against the Russians, who so far continue to give ground only grudgingly, having just given up Warsaw. The Serbians are surrounded by Austrian and Bulgarian forces, Bulgaria having just entered the war, but are well supplied. Having avoided a landing at Salonika, a British army landed in eastern Turkey, followed by a French army at Gallipoli, while the Italians are pounding away at the Austrian mountain fortifications. Meanwhile, the minimum number of German armies man the Western Front, besieged by regular combined attacks by the British and French.

**Raphia.** Al Bowie and I recently completed a two-game match of this old GDW Series 120 game of the ancient battle between the Egyptians and Seleucids in 217 BC. We modi-

fied the OOB to be more consistent with recent historical research and tweaked a few rules to see what would happen. Unfortunately, the game system could not handle the modifications. Although in the first game the Egyptian phalanx had excellent morale, the Seleucid heavy infantry proved to be too much, and Ptolemy's forces were soundly beaten, although not routed. In the second game, the Egyptian morale was terrible, and Ptolemy's army was routed in short order. Conventional wisdom for the game as designed is that Antiochus' outnumbered Seleucids cannot overcome that advantage and end the game with more "spears" than Ptolemy and thus win the game. Our modifications probably went too far, and produced a solid Seleucid win and a Seleucid romp. We also discovered that while this game is only painfully playable by snail mail, it works well by email (AI having moved into the 21st century at last!). We are getting ready to try the game with the forces and victory conditions as designed, to see if I can buck conventional wisdom with the Seleucids.

**Third Reich.** Although I'm not playing this one, I continue to GM a game by email with John Michaeliski, Bob Shurdut, and Jeff Miller. This game started out fairly conventionally, with the Germans getting into Paris just a little late, but at a costly price. A problem arose for the Allies at about the same time, however, as they miscalculated BRPs and mistakenly took the initiative. While not a problem in and of itself, as usual it was the reclaiming of the initiative by the Axis and the resulting double turn that cost the British Gibraltar and with it, the Mediterranean. With the British effectively locked out, the Axis decided to take out Turkey and sweep the Med before tackling the Soviets. The Soviets, however, surprisingly delayed their entry into the war until 1942. Following the entry of the US into the war, the Allies again took the initiative. However, the Allied double turn produced minimal results, and again the Allies miscalculated and handed the Axis a double-turn in response. As is frequently the case, it was the response that proved fatal, and the Soviets were knocked out of the war. It's now Spring 1943, and the US holds Portugal, waiting for the right time to move into neu-



tral Spain. The British hold Norway, Sweden and Britain itself, despite a nuisance foray into northern England by Axis paratroopers. But the rest of the map is Axis, except for the lonely Greeks who continue to hold out against a handful of Italians and Bulgarians. Although overall forcepools are roughly equivalent, the Axis hold the economic and now time advantage. Yet, the situation remains interesting and not totally hopeless for the Allies.

**Air Force.** I jumped into the game that is being played out on the new AHIKS forum. I control FW-109's 11 and 12, affectionately known as Elf and Zwolf. I helped take down one B17 before the arrival of three P51s, literally out of the blue, who now seem (to me, at least) to all be chasing Elf. Meanwhile, Zwolf has been nipping at B17 6, and it seems just about to go down. There have been some growing pains with the game as we all learn the best way to track and post results in a timely fashion, and some of us learn how to control our aircraft without flying into the massed fire of a bomber formation at point-blank range, but overall this is quite a bit of fun.

That's it for me right now. There's some talk on the AHIKS yahoo group about a **Diplomacy** game starting up. Tempting, to be sure, but I probably have enough on my "table" for now. You, however, should check it out if you're interested. There is no better way to enjoy AHIKS than by playing, and it seems that the more players you are involved with, the merrier!

**Treasurer's Report**

Most of you with print subscriptions have sent in your renewals, so we have some activity to report. To those of you who added a few bucks, or sent a straight donation to go into the Perpetual Fund, a heartfelt thank you from me and your Society! Here are the numbers since last time:

<b>Starting Checking Balance 12-1-09:</b>	\$ 1943.29
<b>Income:</b>	
Dues and contributions:	\$ 234.00
<b>Expenses:</b>	
K December Printing	\$ 73.26
Transfer to Perpetual Fund	\$ 0.00
<b>Checking Balance as of 2-1-10:</b>	<b>\$ 2,104.03</b>

<b>Perpetual Fund Balance, 12-1-09:</b>	\$ 2,980.72
<b>Interest Income reported:</b>	\$ 0.00
<b>Contributions transferred from checking:</b>	\$ 0.00
<b>Perpetual Fund Balance 2-1-10:</b>	<b>\$ 2,980.72</b>
<b>Operating funds in CD, 12-1-09:</b>	\$ 5,790.49
<b>Interest Income reported:</b>	\$ 0.00
<b>Operating funds in CD, 2-1-10:</b>	<b>\$ 5,790.49</b>
<b>Total balance in CD, 2-1-10:</b>	<b>\$ 8,771.21</b>
<b>Total Treasury, 2-1-10:</b>	<b>\$ 10,875.24</b>

We have had a few more converts from print to the eK this year, which of course helps to keep our costs down. You should note, if you go back through the Treasurer's Reports, a steady decline in printing costs since eK membership became free.



FROM THE EDITOR  
(Continued from page 3)

In reference to this, Bob Best wrote: "Logically there is no reason why artillery would do less damage if it was fired over a river as opposed to being fired over open ground, but then we are not dealing with logic in the rules. But it seems strange to me to apply doubling just because shells pass over a river when no other units are involved in the attack except artillery. I can see why the defender is doubled when artillery and Infantry attack across the river together\* (see last paragraph of italics). I can see why a defender is doubled in rough terrain when attacked solely by artillery as there are logical reasons for the doubling, but I don't understand why a defender would be doubled when attacked solely by artillery and the shells happen to pass over a river.

"Using the game's logic that units are doubled if shells pass over a stream then, it would seem that if you had artillery in any of the hexes south of the Potomac River you could not fire artillery across the river to attack any of the units on the north side because the rules say attacks across rivers cannot be made even though the artillery has the range to do so and is permitted to attack units at a 2- and 3-hex range by the rules. Sounds like "spirit of the law" vs "letter of the law" type rules. I guess you would just have to decide how it was to be handled and say that's how we will do it.

\*\*To further explain that: Units attacking across a river line cannot take advantage of terrain for cover and concealment as units attacking over regular terrain can. Rivers are flat and open. Also Units attacking across a river line take more time to cross a similar amount of ground than units attacking over regular ground, thus they are exposed to defender's fire longer which multiplies the fire's effect against the attacker (thus the doubling effect of the defender's strength). This doesn't happen with artillery fire as shells take the same amount of time to cross the river line as they do over regular ground. So the river line has no effect on the artillery. Most of the SPI quad games say that the defender benefits from the worst case attacker, so the defender doubles when an attacker (in the defender's ZOC) attacks across a river line even if there is supporting artillery fire. If there is no attacking unit in the ZOC of the defender, then attacks across a river by artillery have no doubling effect. That would be logical in my view."

Most disagreements of this kind are solved by the members playing the game, but I wonder if we should come to some general conclusion. If you have come across this situation in your games, write me to say how you resolved it. Judge Dave Bergmann, what is your opinion?

Perhaps you have come across another problem in your gaming. Send it to me, and I'll put it in *The K* to see what the membership thinks.

*Over*



## BOOK REVIEW

Good Thing I Love You, Omar!  
by Bill Watkins

First, it's an email from Omar, reminding me I haven't sent a book review in quite awhile. This missive arrives right after the sewer pipe in the basement explodes, filling our basement with, uh...

So, I grab "The Steel Wave" by Jeff Shaara and head for my VA appointment. The VA announces they've actually found a doctor who hasn't operated on me, so I'm probably going in for operation 11. I'm so shocked I manage to leave the book. By the time my wife gets back upstairs, somebody has glommed the book. Off to Barnes & Noble to buy another copy for \$20. Good thing Omar's neck isn't handy.

To the Shaara effort. I discovered his dad's great "Killer Angels" as soon as it was published and have described it ever since as America's greatest novel. When it was announced a movie would be made, I couldn't believe anybody was nuts enough to let Ted Turner do it. I wrote to one of the newspapers asking how Turner would show the Communists winning Gettysburg.

As great as "Gettysburg" turned out, the following movie "Gods and Generals" was a horrendous failure. Unfortunately, that was my first acquaintance with the son's work. I assumed Jeff Shaara was not his father and avoided him all these years! Bad move on my part. "The Steel Wave" is bloody good.

"The Steel Wave" is a novel of the events leading up to the Normandy invasion through the Falaise fiasco. The planning stages are wonderfully drawn. The main characters in this early part are the major players: Rommel, Ike, Monty, Bradley, Churchill, and Patton. Shaara puts the right words in the right mouths. He does it credibly.

I got a much better appreciation of the arguments that were going on before the invasion and why those arguments took place. The characters argue sensibly. Their thoughts are clearly drawn. At no point do any of the characters exhibit that preternatural knowledge of what is to come, which I really hate.

## The Kommandeur

As interesting as the planning stage was, the story really gets good when the invasion begins. More fascinating details. I had not realized the C-47s that carried the paratroopers had bundles of equipment attached under their wings. I'm going to have to investigate how that was done and how these bundles were dropped.

The airborne drop comes close to total disaster. Paratroopers are scattered all over. Men drown in swamps that intelligence thought was solid ground. General Gavin is out of touch because not a single radio has survived the jump. The force of the jump has literally torn equipment off the bodies of troopers who were way overloaded. No artillery has survived and nobody seems to know where they are.

This is where Shaara made me a believer. I rarely read military fiction because the writers rarely do a decent job of describing combat. Even the writers who are combat vets rarely seem to describe it satisfactorily. Shaara does an above average job. He gets the flow without getting lost in the nitty gritty. He makes you feel the confusion, panic, and, in his scene on Omaha Beach, that most difficult of processes: putting one foot in front of the other.

In case I misled you, the book doesn't end with Falaise. It ends with the end of Rommel. It is a very powerful ending.

I recommend this book. In fact, I'm off to the library to grab some more of his books. After the basement is clear.

Oh yeah, I shouldn't spoil the ending for you, but the Allies win.

"The Steel Wave," Jeff Shaara, Ballantine Books Trade Paperback, 493 pages, \$16.00 plus too much sales tax.

★★

### 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.

1587 Charlie Heckman, Ocoee, FL

## AHIKS Top 40 Active Players

With a Rating qualifier "C" or greater in all categories players with the **same Rating** are then ranked by **Qualifier (number of games played - number of different opponents - number of different titles)**  
**All match completions received as of December 15, 2009**

Qualifiers are listed on page 13.

The members reported completing 44 games this year through December 15. The most popular game continues to be **Russian Campaign**, in all its versions, which accounts for 15 of the 44 games completed.

September through November and January through April are our best gaming months as 37 of the 44 games were reported completed during those periods. No surprise there if you live in the northern tier, as gaming certainly beats going out and running the snow blower.

Best wishes to you all for the holidays and the coming year.

Andy

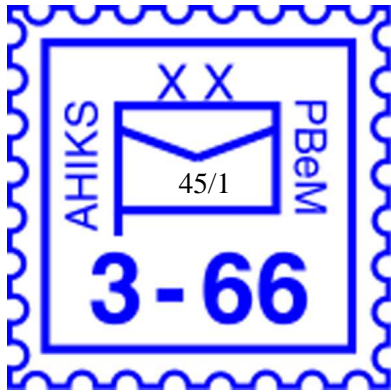
Andy Johnson  
Match Services Officer - Ratings

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

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



Rank	AHIKS #	NAME	Rating	# of Games	& Qualifier	# of Opponents	& Qualifier	# of Titles	& Qualifier
1	1051	P HEISER	1885	56	L	25	L	11	I
2	496	K MCCARTHY	1885	19	G	8	F	4	D
3	885	B STRETCHER	1790	73	N	24	L	30	P
4	707	P LANDRY	1780	32	I	11	E	6	F
5	901	A FICKBOHM	1775	10	D	5	E	3	C
6	1007	R HELLER	1770	63	M	19	J	17	K
7	1222	C MINSHEW	1665	36	I	15	F	9	H
8	377	D GRANT	1645	22	G	9	G	11	I
9	299	A BOWIE	1640	67	M	22	K	22	M
10	746	D TIERNEY	1625	44	J	17	G	14	J
11	444	F KRAUS	1625	30	H	15	I	8	D
12	1345	T SCARBOROUGH	1625	123	R	37	O	15	K
13	1243	E O'CONNOR	1605	24	G	10	G	8	G
14	544	L JERKICH	1605	14	E	6	E	6	F
15	1263	C XANTHOS	1585	9	D	5	E	4	D
16	243	P MARTIN	1565	39	J	18	F	6	F
18	914	R SHURDUT	1565	13	E	5	E	5	E
19	341	L DECK SR	1560	38	J	23	K	13	J
20	1264	J UNNERSTALL	1560	8	D	5	E	5	E
21	711	C LEONARD	1555	59	L	20	K	7	G
22	988	B LINDOW	1550	43	J	21	K	12	I
23	1413	C LONGEST	1545	29	H	13	H	9	H
24	364	T HOLTZ	1540	45	K	20	K	13	J
25	951	N MARKEVICH	1520	18	F	9	D	7	G
26	1086	M MITCHELL	1520	5	C	4	D	4	D
27	1013	R COTTRELL	1515	14	E	5	E	7	G
28	1455	S ANDRIAKOS	1515	5	C	3	C	3	C
29	36	M YARWOOD	1505	82	O	30	M	26	N
30	305	W KLITZKE	1490	194	V	49	Q	40	R
31	916	G DANDY	1475	13	E	6	E	5	E
32	1217	J HARKINS	1470	17	F	6	E	7	F
33	854	D BERGMANN	1450	19	G	6	E	4	D
34	1453	R PASSOW	1445	12	E	3	C	6	F
35	1430	P WARNICK	1445	16	F	7	F	6	F
36	1427	T WALSH	1400	44	J	12	H	6	F
37	1210	M FASSIO	1395	20	G	9	G	9	H
38	1551	A DOHRMAN	1395	12	E	5	E	3	C
39	1075	A MORLEY	1385	27	F	12	H	7	G
40	470	T THORNSEN	1375	65	M	27	L	11	I
40	451	J MUEKKER	1375	38	J	15	I	5	E
40	225	R SEGARRA	1375	18	F	10	G	8	G



## 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

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

Brian Stretcher  
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[b52bob@prodigy.net](mailto:b52bob@prodigy.net)

### MATCH COORDINATOR

Paul Qualtieri  
 114 Barrington Court  
 Summerville, SC 29485  
[paul@pdqsc.com](mailto:paul@pdqsc.com)

### JUDGE

Dave Bergmann  
 PO Box 9009  
 Santa Rosa, CA 95405  
[opusone1945@sonic.net](mailto:opusone1945@sonic.net)

### TREASURER

Brian Stretcher  
 5282 Deer Path  
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### MSO-RATINGS

Andy Johnson III  
 2951 Carlsbad Circle  
 Aurora, IL 60503-5612  
 (630) 820-3991  
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### WEB SITE MANAGER

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

### MULTIPLAYER COORDINATOR

Robert Johnson  
 338 Lexington St  
 York, PA 17403  
[bobjinpa@comcast.net](mailto:bobjinpa@comcast.net)

### WEB SITE ADDRESS

[www.AHIKS.com](http://www.AHIKS.com)

### UNIT COUNTER POOL

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

### ARCHIVIST

William A. Perry  
 21 Fitzgerald Lane  
 Columbus, NJ, 08022  
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[bpilot8@comcast.net](mailto:bpilot8@comcast.net)



**QUALIFIERS FOR THE AHIKS RATING SYSTEM**

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

# 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:

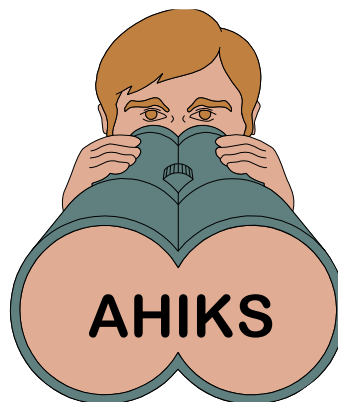
- A = Area match only
- G# = Will game-master this number of players
- N = Will play new member
- E = Send my match assignment by e-mail
- F = Will play fast opponent only
- M = Desire multiplayer match with this # of players
- O = Will play opponents outside of US/Canada
- S = Desire slow play

### AHIKS Match Coordinator

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



# Upcoming Events



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

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

**Feb. 18-21**  
NIAGARA BOARDGAME WEEKEND  
CORYW10232@AOL.COM

**Feb. 18-21:** Mansfield, MA  
TOTAL CONFUSION 24  
<http://www.totalcon.com/>

**Feb 24-28,** Charlottesville, VA  
PREZCON  
[www.prezcon.com](http://www.prezcon.com)

**Feb. 26-28:** Erie, PA  
ERIECON 2010  
<http://www.facebook.com/group.php?gid=197087366624&ref=ts>

**Feb. 27:** Birmingham, AL  
NORTH ALABAMA GAMING  
MEGAMETUP -  
<http://www.meetup.com/theBBG/>

**Mar. 5-7:** Kearney, Nebraska  
GAMEFEST 2010  
cvp8898@yahoo.com

**Mar. 5-7:** Columbia, MO  
RAGNAROKON  
<http://ragnarokon.com/>

**March 11-14,** Lancaster, PA  
COLD WARS  
<http://www.coldwars.org>

**March 19-21,** Louisville, KY  
NATIONAL BLOCK PARTY  
<http://www.ohiovalleygamers.org/nationalblockparty.html>

**Mar. 19-21:** Stamford, CT  
CONNCON  
<http://www.conncon.com/>

**Mar. 26-28:** Kalamazoo, Michigan  
MARMALADE DOG 15  
<http://www.marmaladedog.org/>

**Mar. 26-28:** Guelph, Ontario  
GRYPHCON  
<http://gryphoncon.org/>

**Mar. 26-28:** Stillwater, Oklahoma  
STILLCON  
<http://stillcon.com/>

**Apr. 3:** College Park, MD  
TERPCON XII  
<http://www.warhorn.net/terpconxii/>

**Apr. 9-11:** Essex, VT  
NORTHEAST WARS X  
<http://www.northeastwars.com/>

**Apr. 9-11:** Glen Ellyn, IL  
CODCON XV  
<http://www.codcon.com/>

**Apr. 9-11:** Carbondale, Illinois  
EGYPT WARS  
<http://www.castleperilous.com/>

**Apr. 16-18:** San Diego, CA  
KINGDOMCON  
<http://www.kingdom-con.com/>

**April 23-25,** Lincolnshire, IL  
LITTLE WARS  
<http://www.hmgsmidwest.com>

**Apr. 23-25:** Rochester, MN  
GAMERS REUNION  
<http://www.gamersreunion.com/>

**Apr. 30-May 2:** Nashville, Tenn.  
TENNESSEE GAME DAYS V  
<http://tngamedays.com/>

**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/>

**Nov. 12-14,** Vancouver, Canada  
BOTTOSCON  
DuncanR@telus.net

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

