

# DESPATCH

VOLUME 10, ISSUE 1

MARCH 2004

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## Secretary's Soapbox

*Chris Geggus*

I always seem to be writing this column either just prior to a convention or just after a convention. Not a bad thing if you look forward, as I do, to a twice-yearly dose of heavy face to face gaming. Swan Con in Knutsford was another very good weekend. Although down on numbers (only 15 stayed), I managed to play a goodly number of the more sensible multi-player games and even won three of them (Vinci, Ra and Citadels). It's been a good few years since I won that many games over a weekend. Even though we had on and off running water at the hotel, thanks to the local utility company, we fully intend to return next March.

I have previously extolled the virtues of our conventions to our membership and will continue to do so. However, I have perhaps been remiss in never having previously given a very basic nuts and bolts look at how our conventions operate. Informality is the key word! Based on a lot of historicity, we have always tried to arrange two conventions a year aiming to make one a northern convention and one southern - simply to allow all our UK-based membership to be able to get to at least one. However, this has rather diminished in importance with our greying membership now owning bigger and better cars and thus able to travel further afield to play.

Our choice of hotels is often limited, simply due to our requirements and the balancing cost thereof. We need a large, well-lit gaming room with adequate sized tables. You would be surprised how many hotels struggle to find enough tables or the right-shaped ones, or even enough lighting to allow us oldies to read small counters at more

than 3 inches distance. Cost is obvious. The bedroom prices we can generally negotiate, but the cost of the gaming room is often the stumbling block. One or two hundred pounds for the whole weekend is fine, but some hotels are asking several hundred pounds for the use of a gaming room for a weekend. This is totally unacceptable for a voluntary society, so we immediately lose many possibilities. Whilst we are safely escensed in the Swan at Knutsford, we continue to struggle to find appropriate locations in the southern half of the country. We are paying a second visit to the Dukes Head at Wallington Green in October (see advertisement elsewhere), which does meet the criteria of cost and comfort (and location), but we do suffer from a small gaming room. We thus need to find something better for 2005, so all suggestions welcome. If anyone gives me a possibility, I will gladly call them up and try my negotiating skills. If you don't ask, you don't get! One other point that is becoming more relevant - all the cons are smoke-free. We aren't trying to keep out smokers, it is simply that many of the rooms are small and sweaty, so anyone smoking can create a very unpleasant atmosphere for the majority who are non-smokers. For those who know Nick Barker, he is a pretty active smoker, but happily attends most conventions and nips outside whenever he feels the urge. Not a problem for him or anyone else.

The actual mechanics of a convention are very simple. We play games. We do not have trade stands (apart from my never-changing box of games for sale), nor do we try to arrange competitions or prizes. Dress is totally informal, even at Saturday dinner I now have to admit. We try to all eat together on the Saturday evening simply so that Murray

*(Continued on page 3)*



## WHO ARE WE AND WHAT IS AHIKS

AHIKS was formed in 1965 by a group of people whose purpose was three-fold:

To provide a forum within which an internationally useable play by mail war gaming system could be used.

To encourage the spread of war gaming outside of the United States of America.

To provide members with mature opponents who would complete games promptly and fairly.

AHIKS now has about 250 members around the world and is recognized for its dedication to the hobby of war gaming.

You can join AHIKS Europe by contacting our Secretary or any other officer of the club. Contact names and addresses are on page 2.

Subscriptions remain at £10 per year.

## AHIKS Europe Committee

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## WallyCon 2004 1 to 3 October 2004

**Location: The Duke's Head Hotel, 6 Manor Road, Wallington, Surrey SM6 0AA.**

Close to Wallington Train Station (direct to London Bridge). On the junction of the A237 and A232 overlooking Wallington Green.

Cost: £50 per person per night in a single room. £35 per person per night in a double or twin. No triples I'm afraid. Prices include breakfast.  
There may be a small surcharge to cover room hire, but only £5 for members and £10 for non-members.

BOOKINGS TO CHRIS GEGGUS

**For the comfort of fellow gamers the games room is strictly non smoking.**

## Secretary's Soapbox, continued

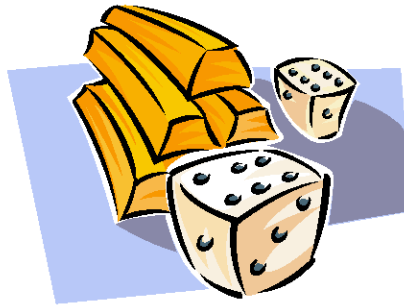
Chris Geggus

*(Continued from page 1)*

can thank all and sundry and then we can get on with our gaming once more; otherwise the time is yours. The games that we play are many and varied, ranging from the usual monster in the corner, through an occasional 18XX game, to some two player oldies and a number of, probably, German multi-player games. There are no restrictions. If you want to play a specific game, try to find an opponent and break out the game. We welcome players of all ages, shapes and sizes to look in. At the end of the day it is our hobby and we can only keep it alive by encouraging participation and pleasure. You might be asked to contribute, say £5, to offset the room hire, but you also might not. We do not look to make money from our conventions. We have a totally open-door policy and I would be more than happy for a friend or a stranger to walk in off the street, sit down and play a game with any of us. I would never want people to consider that AHIKS is a closed shop.

Following on from my last point, there has been some discussion recently amongst your officers as to where AHIKS is going. The services that we provide are becoming less and less valuable to our members as computers and the Internet provide almost everything quicker and easier than we can do it. Matching of opponents hardly ever happens nowadays as most members know their limitations and stick to their recognised opponents or wait for conventions or whatever. All we can really offer nowadays for the subscription cost is two conventions and four copies of Despatch. As I have been told, other informal gaming groups can get an impromptu gathering of 20 to 30 gamers together without anything other than word of mouth for a weekend at the same cost and with as good facilities as we do. Good luck to them, but are we doing something wrong? I don't think we are, I believe it is simply a sign of

how entrenched we have become within AHIKS as a whole. Some of our members game with these other groups and the lesson we can see easily there, is that groups need to be relaxed and fluid. We have rules and we call ourselves a Society, but at the end of the day we only want to play games. That is best evidenced by the lack of offers from anyone to take up officer positions. Kevin, myself and some of the others have all offered to step down over the last few years, but not a single volunteer has come forward. I am not criticising our membership for that, why should I? It simply



reflects that we are continuing in an archaic role within an organisation that has perhaps outlived its usefulness. I enjoy being a member of AHIKS and will continue to remain a member as long as I can draw breath, but I could just as easily be a member of "Gamers Unlimited" or "Gamers'R Us" - the name is not really relevant. I just enjoy playing games and, to a degree, I enjoy reading about games and their players on an infrequent basis. I don't want to sound morbid or negative, but we need to recognise that we as a group are not growing and do we need to change to grow ourselves or to accept new friends and colleagues from other groups and areas to enhance our gaming futures? Allowing for the miniatures, Warhammer, role-playing etc., we are all members of one hobby and we always need to

be conscious of that. We run a risk of drifting into obscurity if we put our heads in the sand and do nothing. We need to look around occasionally and talk to others who may not know us or who may not play our favourite games. They are still gamers - we need them as much as they need us. If anyone has any suggestions please drop me a line.

For those of you who may have noticed - my Soap Box last issue was a repeat of the previous issue. Purely an administrative error I can assure you. I have also started a new role in my company in the last few weeks, so please be patient if you don't get immediate replies from me. It's been a long time since I have had to work this hard! (Good says Murray!). Please see the ad for the Dukes Head elsewhere in this issue. I will take bookings now.

Membership changes:

Harry Tucker has a change of email address to :

[harrytt@tiscali.co.uk](mailto:harrytt@tiscali.co.uk).

## On the Net

*Alan Poulter*

On the Net is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>).

Material correct at time of writing: 26th March 2004

Alan Poulter ([grognard@grognard.com](mailto:grognard@grognard.com))

### NEWS

#### First Blood on the Net

Chester Hendrix's design, **First Blood - the Guadalcanal Campaign**, is now available for free download at:

<http://grognard.com/fb/>

This game was originally published in issue number 6 of volume 26 of the AHIKS Kommandeur, which was AHIK's Silver Anniversary volume in December 1991. It was subsequently republished after major development in Strategy and Tactics number 178 by Decision Games. The original AHIKS version is now available for free download by kind permission of Decision Games (<http://www.decisiongame.com>).

#### New game review magazine

Game! is a new magazine that reviews a variety of board games, mainly of the German variety, but also covers board wargames. The first issue (only) is available free at:

<http://www.gametableonline.com>

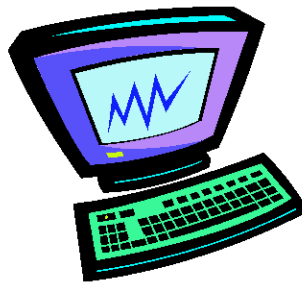
Its publisher, veteran gamer George Phillis says:

*"I have been publishing gaming fanzines for 40 years. Indeed, I founded and edited The Tank, the*

*The latest news about wargaming, website updates, products in the pipeline from Alan Poulter*

*first amateur board wargaming magazine ever published, when it appeared in 1964-1965. I have folded, stapled, stamped, addressed, and printed magazines produced via spirit master, mimeograph, photocopy, and paper stencil photooffset. In all that time, I put more effort into transferring the words to paper and shipping them to the heroic subscribers than I did assembling the editorial material that I liked.*

*With electronic publication and the support of GameTableOnline. Com (electronic editions) and Homer Games (paper editions), all that has changed. My task is*



*editorial. I generate the editorial material, persuade authors to leave me with material I can publish, lay it all out, and convert to .PDF format. I spend no time keeping track of subscriptions, doing secretarial mailing services, or the like. GameTableOnline handles the electronic circulation. Homer Games handles the paper circulation. I never need to worry about club politics, people who want me to type their articles for them, or the like.*

*I do have several columns I would like to add, if volunteers can be found to supply them. In particular, I would really like to have a high-quality list of all gaming conventions around the planet, all in my preferred format, but that will take a while to develop unless a columnist can be found.*

*Game! is planned to cover the entire hobby, including boardgaming, miniatures, board wargames, roleplaying games, club and hobby news, and more."*

#### New military history magazine

The Armchair General, whose premiere came out in March 2004, has a website at:

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

It will occasionally publish board wargames as inserts. The first issue contained a game called **Operation Iraqi Freedom** which can be downloaded at:

<http://www.armchairgeneral.com/OperationIraqiFreedom.zip>

#### New editor for Operations

Bruce Monnin becomes the new editor of MMP's Operations, according to the following statement from MMP:

*"MMP is sad to announce that Dave Demko is resigning as editor o f*



*Operations magazine because he*

does not have the time and energy to devote to it that he feels is necessary. Our thanks go to Dave for all his hard work. We especially appreciate that Dave was able to continue operating Operations as MMP transitioned into running The Gamers.

MMP is also very pleased to announce that Bruce Monnin is the new editor of Operations. Bruce has been publishing The Boardgamer since 1995 and has won the Charles S. Roberts Awards for Best Amateur Game Magazine four of the last five years. Bruce is a Licensed Professional Engineer who is currently working on his Masters in Education, and is a member of the Board of Directors of the Boardgame Players Association.

Bruce has told us that his primary goals for Operations are to get issue 45 out ASAP, to get the magazine back onto a quarterly schedule ASAP, and to expand coverage to include the entire line of MMP games, while maintaining the focus of Gamers games that has been the foundation of Operations magazine. To help accomplish these goals we hope to expand the size of the magazine. We know you will all wish Bruce tons of luck.

Dave and Bruce are in the process of sharing material, and we hope to get the next issue out real soon. Bruce said that he will continue The Boardgamer for several more issues which should satisfy nearly all of the current subscriptions, after which the Avalon Hill content of The Boardgamer would be folded into an even further expanded Operations magazine."

## NEW GAMES

### Avalanche

**Desert Rats** is the seventh game in the **Panzer Grenadier** series, and the second (**Afrika Corps** being the first) to cover fighting in North

Africa. **Desert Rats** contains fifty scenarios. See:

<http://www.avalanchepress.com>

### Avalon Hill

A revised edition of **Axis & Allies** has been issued. The revised Axis & Allies, created under the direction of Larry Harris, the game's original designer, features more detailed game pieces, a beautifully charted, full-colour world map, and updated rules. Rules changes:

- tanks have 3 defense, fighters are 10 IPCs, carriers are 16 IPCs.
  - battleships take two hits before being sunk.
  - even in home territories, the amount of units built there cannot exceed that territory's IPC value.
  - submarines can now pass through hostile zones.
  - both attacking and defending submarines now have "first strike", due to a streamlined combat sequence.
  - there can be more than one anti-aircraft gun in a territory, even though only one can shoot.
  - instead of capturing just capitols, you must capture a certain amount of victory cities (Shanghai, Manila, Tokyo, Berlin, Rome, Paris, Washington, Los Angeles, London, Calcutta, Leningrad, and Moscow)
  - transports can now carry one infantry, plus one other
  - neutral territories can no longer be entered, and there are more of them.
  - there are new destroyer and artillery units
  - artillery assist infantry in attacks, while destroyers act as weaker.
  - Japan, Germany, and the USA start with more money.
- See:

<http://www.avalonhill.com>

### Clash of Arms

**Dawn of the Rising Sun** contains 20 scenarios covering all the major

surface engagements of the Russo-Japanese War. It uses the same rules system as **Fear God and Dread Nought**, and also has a special Jumpstart scenario to enable rules to be learnt quickly. See:

<http://www.clashofarms.com>

### Columbia Games

The latest 'block' game (where units are blocks which can have their id and strength hidden from the opponent) is **Gettysburg: Badges of Courage**. It uses leadership and a novel tactical combat system to recreate the struggle to control the strategic crossroads at Gettysburg. All three days of Gettysburg can be played separately or together. See:

<http://www.columbiagames.com>

### Gio Games

**War to Axis: Warfare in Normandy** covers the Allied invasion of June '44. It uses a variant of the game system used in **Battle Cry**. Pieces are standup counters, not figures as in **Battle Cry**. It comes with rules in Italian and English. See:

<http://www.giogames.it/>

### GMT

**Gringo!**, based on the **Great Battles of the American Civil War system**, covers battles from the Mexican War, 1846-47: Buena Vista, Monterey, Cerro Gordo, El Molino del Rey, and Chapultepec. The system has been customised slightly to allow for the different features of this era. Designer is Richard Berg. See:

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

### Lost Battalion Games

**Battlelines: Stalingrad Campaign Upper Echelon Set** completes the first campaign

series. The set includes over 950 unique cards and spans combat operations in and around Stalingrad during the fighting of 1942. See:

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

### Multi-Man Publishing

A Fearful Slaughter is the latest in the Civil War Brigade series, originated by The Gamers. A Fearful Slaughter covers the battle of Shiloh. It has a set of specially adapted extension rules for regimental level action. It is a big game: five full-sized countersheets, two copies of charts and tables (plus some on the maps), loss record sheets and two maps. See:

<http://www.multimanpublishing.com>

### Naval Warfare Simulations

The **World War One Expansion Pack #1: Tsushima** expansion adds over 180 unit data cards and over 70 new classes of warships. Other features include torpedo boats, three new full color maps, 12 pages of expanded and advanced rules, 10 scenarios covering the Russo-Japanese naval battles, and two new combat reference charts. See:

<http://www.naval-warfare.net/content/index.html>

### Pinnacle Games

**Fields Of Honour: the American War of Independence** is an unusual mix of boardgame and miniatures system. The game allows you to fight battles in the traditional boardgame manner but the rules have additions for use with miniatures.

There are scenarios for Bunker Hill, Brandeywine, Monmouth, Freemans Farm, Bemis Heights, Guilford Court House and the entire war can be gamed at the strategic level. It is a reprint of the popular miniature wargaming

system, originally produced by Chameleon Eclectic. See:

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

### NEW MAGAZINE WARGAMES

Strategy and Tactics issue #220 contains **Group of Soviet Forces Germany**, on a hypothetical Soviet Invasion of Germany, like the older SPI game **NATO**. Game designer is Ty Bomba. See:

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

Vae Victis issue #55 contains **Solferino 1859**, covering the battle at the brigade level. See:

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

Note that Vae Victis magazine and games are in French but rules translations are made available via:

<http://grogard.com/vaevict.html>

### NEW DESKTOP PUBLISHED WARGAMES

New from BSO, Richard Berg's DTP label, is **East-West**, on the battles of Valverde and Olustee from the American Civil War. Like other BSO games, this one has only 7 pages of rules, no game turns, quick resolution of fire and shock combats and has a variable reinforcements rule to create different game play. BSO has no web site but you can email Richard (and order the game) via [BergBROG@AoL.com](mailto:BergBROG@AoL.com)

From Khyber Pass Games **Ataturk!** is an operational level game dealing with the Turkish War of Independence from 1919 to 1922. One player manages the Turkish forces and their allies while the second player handles the loose conglomeration of former World War One Allies. Initiative is random and can change every game turn. Units that wish to fight may not move that game turn while moving units may not attack. See:

<http://www.khyberpassgames.com>

New from Schutze Games is **Vicksburg**, a Paul Rohrbaugh design on the campaign to capture Vicksburg during the American Civil War. See:

[http://www.geocities.com/schutze\\_games/](http://www.geocities.com/schutze_games/)

New from designer Perry Moore is 200 Miles from Moscow! The game covers the White Offensive with tanks and aircraft advancing towards Moscow from Oct. 6th-20th, 1919. See:

<http://pweb.jps.net/~perrya/>

### NEW WEB RESOURCES

Alan Emrich (designer of **Totaller Krieg**) has created an extensive 11-week Principles of Game Design course offering that he is teaching at The University of California at Irvine, Stanford University, and The Art Institute of California (Orange County chapter). See:

[http://www.alanemrich.com/PGD/PGD\\_Introduction.htm](http://www.alanemrich.com/PGD/PGD_Introduction.htm)

As part of a new MA option course on Conflict Simulation, Professor Philip Sabin of the Dept. of War Studies, King's College London, required students to design board wargames (using Cyberboard). You can freely download student designs of games on battles from Cynoscephalae to Dien Bien Phu. In return, you can give the student designers feedback as they prepare their final versions. See:

<http://www.kcl.ac.uk/depsta/wsg/consim.html>

From Microgame Design Group, **Target: Damascus** is a free downloadable expansion scenario for **No Middle Ground** covering the Israeli five day Operation Shocktroop counteroffensive. Get it from:

<http://www.microgamedesigngroup.ca/TD/index.htm>

Neppagames are offering an alternative simplified combat resolution system for their World War Two strategic level game, **European Theatre of Operations**. it is a free download and is available from:

<http://www.neppagames.com/Downloads/downloads.htm>

**Lanterna!** is a Mediterranean supplement to the earlier **Spanish Fury: Sail** miniatures game of warfare at sea, 1560-1603. It covers galley warfare covering the same period and includes new ship cards, counters, scenario and background on the antagonists. It is available free from the Perfect Captain web site at:

<http://perfectcaptain.50megs.com/sfsail.html>

Chris Kemp is offering as a free download his miniatures rules, **Not Quite Mechanised**, for operational level World War Two. See:

<http://homepage.ntlworld.com/nc.kemp/nqmhome.htm>

Second edition rules for **Go Tell the Spartans**, from *Against the Odds*#6, are available in PDF format at:

<http://grogard.com/info1/gotell2ed.pdf>

**Vimiero** from MMP is a free mini-game in their **Napoleonic Brigade Series**. It is available at:

<http://www.multimanpublishing.com/theGamers/archive/vim.htm>

## Treasurer's Report 2003

### *Barrington Beavis*

#### Income

Annual Subscriptions	560.00
Interest	4.62
Convention Fees	125.00
<b>TOTAL INCOME</b>	<b>689.62</b>

#### Expenditure

Secretary's expenses	23.80
Postage of Despatch	125.53
Stationery	22.77
Convention Fees	300.00
<b>TOTAL</b>	<b>472.10</b>
<b>SURPLUS</b>	<b>217.52</b>

Balance 1/1/2003	525.00
Surplus for the year	217.52
<b>Balance 31/12/2003</b>	<b>742.52</b>

#### Represented by:

Current Account	227.17
Reserve Account	515.35
	<b>742.52</b>

The finances of the society are currently healthy and no increases in annual subscriptions are anticipated. The northern convention charge was only £100 whereas the southern was £200 so it was felt that the attendees should contribute to this. I make every effort to ensure that the Regional Director sees and initials the bank statements at the convention meetings and this was done at both meetings this year.

The annual subs remain at £10, the same as in 1992, which is as far back as my records go. Please make cheques payable to AHIKS

and NOT B. Beavis. If you send your membership card, preferably in a SAE envelope, I will return it receipted or, if only an addressed envelope is enclosed, I will issue a new card. If neither of these are done then I do not respond. I happen to be very lazy about looking up addresses and then subsequently writing them out! For those of our members not in the UK they can send 15 euros to:

Herbert Gratz of Gerstofenstr.  
93-97/24, A-1180, Vienna, Austria  
who will forward it to me. Of course, the treasurer is always willing to accept advance payments.

Barrington Beavis

## Chattanooga Rail Gaming Challenge (CRGC) 2004, January 16-18

*Peter Eldridge*

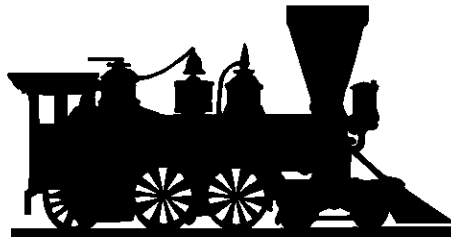
This was the eighth year for the CRGC and consisted of two separate tournaments - one for general train gaming (Iron Dragon, Age of Steam, etc.) and the other for 18xx games only. The general gaming was in a separate upstairs room but the 18xx emphasis was on playing different opponents and winning by a large margin. There were four players from the UK being Barry Beavis, Chris Boote, Simon Craddock and myself.

I flew from Gatwick to Atlanta on Thursday morning and took the shuttle bus to Chattanooga. The event was held in the Country Inn and Suites hotel. The hotel is just off the Interstate road and is part of a commercial district a few miles from the centre of Chattanooga. I met Barry and Ruby Beavis there who had already arrived on Wednesday and visited the tourist spots. I had a short break for food at Gondolier Pizza with some of the other players. Then I sat down to play the new game, 1844, based in Switzerland. It is reasonably complex and seems to be around six hours long. I had my usual luck with a new game compounded by lack of sleep: victory! Afterwards I went across the road to find a cheaper hotel for the night. I retired after midnight having been up for 25 hours.

The event officially opened on the Friday morning. We had a board listing times and games where players could put down their names. I chose to play 1844 again now that I understood how it worked. It was no surprise when I came third of five. Lunch break was taken at the Gondolier Pizza again. I had a minority taste: I took milk in my coffee. Luckily they were able to find some. In the afternoon I tried 18EU and

improved to second of four. I went for a drink with Simon Craddock afterwards at Applebees. I couldn't tell how much Glenlivet was in the tumbler because of all the ice but the waiter assured me "There's plenty of liquor in there". When the third tumbler had no ice but was half full of malt whisky I could see he was right.

Saturday morning started with the announcement that one of the players had collapsed from food poisoning and had been in hospital all night on a drip. It was thought that he had picked it up at the Gondolier Pizza. The dish to avoid was vegetarian lasagne so maybe I had not had such a narrow squeak.



The top scoring players so far had managed three games each on Friday. No-one had yet won the "It wasn't my fault" award for the first bankruptcy. My first game on Saturday was 1841. This is a good game for high scores and bankruptcies. I was not feeling too well after my drinking bout so things went really well for me and I had a clear win in front of Mark Derrick, the organiser. We had a spectacular bankruptcy in this game to claim the above-mentioned award. There were other games of 1841 played over the weekend but the others must have been rather more sedate as there were no further bankruptcies. There was some time after the game ended so Mark Derrick gave me a lift to a nearby shopping mall on the other side of the interstate. I

found some new shoes there and started to walk back. After a while I realised that I couldn't remember which way I had arrived. All the roads looked much the same and with no footpaths I realised I was lost. I bought a map, found someone to say where I was and then it was easy apart from there still being no footpaths!

The evening game was an experimental one. 18GL has 1826 style rules based on a map of the area round the Great Lakes. This was a completely new game to me but I managed to win it ahead of four others.

My Saturday results were so good that I was on top of the leader board on Sunday morning. Only one more game would count. I played in an 1826 with David Hecht (the designer) and two others. We had to play quickly as they were catching a plane that afternoon. David commented that he had not seen his game played properly until he had seen it played by the Kentish Mafia. I tried to copy the methods of Stephen Webb but could only manage second. Paul Hakken, who won the 18xx at the 2003 World Boardgaming Championships, had been third now leapt into first place. Unfortunately, he left before the final count up. Russell de C who had been lying second in the competition made the mistake of starting a game of 1870. His game hadn't finished by the time he had to go.

In the end I finished second and received the Runners Up plaque and the plaque for Biggest Win for the 1841. The second place prize was a prototype copy of 18MEX. The player with food poisoning managed it back to the hotel in the evening.



## US Open match requests. Contact:

Roger Eastep, AHIKS Match Coordinator,

16456 Tomahawk Drive, Gaithersburg, MD 20878, 301-208-9354, ahiks291@earthlink.net

Game	Company	Requestor	AHIKS #	Mode	Date
1776	AH	Phil McCabe	1561	PBEM	09/01/03
1914	AH	Mike Scott	1555	PBEM (preferred)/PBM	09/04/03
Actung! Spitfire	Clash of Arms	Bill Lindow	988	-	
Advanced Squad Leader	AH	Russell Wood	1293	PBM/PBEM	Indef
Advanced Squad Leader	AH	Dennis Sheppard	804	PBEM	12/25/03
Advanced Third Reich	AH	Dennis Sheppard	804	PBEM	12/25/03
Afrika Korps	AH	Dennis Sheppard	804	PBEM	12/25/03
Air Force/Dauntless		Mike Rowles	1446		
Alexander	AH	Mark Humphries	1192	PBEM	01/12/04
Antietam	SPI	Cameron Watson	1137	PBEM	01/12/04
Anzio	AH	Tom Oleson	111	Also standby for new member*	Indef
Anzio (1969 version)	AH	Mark Humphries	1192	PBEM	01/12/04
Arab-Israeli Wars	AH	Dennis Sheppard	804	PBEM	12/25/03
Austerlitz	SPI	Mel Yarwood	36		11/05/03
Avalanche		Rafael Segarra	225	PBM/PBEM	01/04/03
Bitter Woods	AH/MMP/L2	Bob Johnson	73	PBEM	9/21/03
Blitzkrieg	AH	Dennis Sheppard	804	PBEM	12/25/03
Bomber	Yaquinto	Cory Wells	1312	PBEM	01/06/03
Bulge (1965 edition)	AH	Bob Johnson	73	Standby for new member only*	
Bulge (1965 edition)	AH	Dennis Sheppard	804	PBEM	12/25/03
Bulge (1981 edition)	AH	John Kreuz	1333	Standby for new member only*	
Bulge (1981 edition)	AH	Alex Martin	939	PBEM	10/07/03
Bulge (1991 Smithsonian edition)	AH	Dennis Sheppard	804	PBEM	12/25/03
Bull Run	AH	Ron Brooker	1252	PBM	02/07/04
Chantilly	Ivy Street Games	Paul Marcone	1262	PBEM (ADC2 only)	12/25/03
Chattanooga	SPI	Cameron Watson	1137	PBEM	01/12/04
Civil War	VG	Phil McCabe	1561	PBEM	09/01/03
Civilization	AH	William D. Lentz	1503		
Civilization	AH	John Ringhoffer	1185	PBM and	12/25/03
Colony Delta		William D. Lentz	1503		
Diplomacy	AH	Robert Carstensen	1526		
Diplomacy	AH	John Ringhoffer	1185	PBM and	12/25/03
Dunkerque 1940	SDC	Mark Humphries	1192	PBEM	01/12/04
E.T.O.	Neppagmes	Martin Svevsson	1466	PBEM	01/06/04
East Front	Columbia	Omar Dewitt	44	PBEM	9/15/02
Flattop	AH	Paul Warnick	1430	PBEM (GM & PLAY)	4/28/03
Flattop	AH	Keith Duffield	1550		01/06/04
For the People	AH	Michael Mitchell	1086	PBEM	12/25/03
Gallipoli	Paper Wars	Mark Humphries	1192	PBEM	01/12/04
Gettysburg '88	Avalon Hill	Joe Brooks	1527	PBM	3/18/04
Global War	AH	Dennis Sheppard	804	PBEM	12/25/03

Grunt	SPI	Dennis Sheppard	804	PBEM	12/25/03
Guadalcanal	AH	Mike Scott	1555	PBEM (preferred)/PBM GM, PBM/ PBEM	09/04/03
Hannibal	AH	Stuart Schoenberger	216	PBEM	03/03/03
History of the World	AH (original version)	Jeff Miller	1303	-	-
Invasion America	SPI	Dennis Sheppard	804	PBEM	12/25/03
Invasion Sicily	GMT	Rafael Segarra	225	PBM/PBEM	01/04/03
Kasserine	GMT	Rafael Segarra	225	PBM/PBEM	01/04/03
Mukden 1905	Spence and Ga- ble	Mark Humphries	1192	PBEM	01/12/04
Musket and Pike	SPI	Mark Humphries	1192	PBEM	01/12/04
Napoleon's Last Battles				PBM (preferred),	
Quad (any game)	SPI	Mark Fassio	1210	PBEM	01/08/04
Panzer Blitz	AH	Ron Brooker	1252	Standby for new member only*	
PanzerBlitz	AH	Dennis Sheppard	804	PBEM	12/25/03
PanzerBlitz	AH	Art Dohrman	1551	PBEM (preferred but will do PBM)	10/26/03
Panzer Leader	AH	Dennis Sheppard	804	PBEM	12/25/03
Pre-Stags	SPI	Mark Humphries	1192	PBEM	01/12/04
Pre-Stags	SPI	Mike Riley	817	PBEM	2/19/04
Quebec	Columbia	William D. Lentz	1503	-	-
Red Parachutes	AP	Sid Jolly	12	PBEM (or GM)	10/16/03
Red Star/White Star (Mech War 2)	SPI	Sid Jolly	12	PBEM (or GM)	10/16/03
Richthofen's War	AH	John Trosky	1554		1/15/04
Russian Campaign	AH	Gary C. Dickson	1497	-	-
Russian Front	AH	Mel Yarwood	36	PBM	4/27/03
Russian Front	AH	Robert K. Smith	1437	Standby for new member only*	
Schutztruppe	Flying Buffalo	Mark Humphries	1192	PBEM	01/12/04
Search and Destroy	SPI	Mark Humphries	1192	PBEM	01/12/04
Siege of Port Arthur	Strife	Mark Humphries	1192	PBEM	01/12/04
Soldiers	SPI	Mark Humphries	1192	PBEM	01/12/04
Squad Leader	AH	Stephen Williams	1557	PBEM	1/15/03
Stalingrad	AH	Bob Johnson	73	Stand by for new member only*	
Stalingrad	AH	Dennis Sheppard	804	PBEM	12/25/03
Stellar Conquest	AH	William D. Lentz	1503		
Stellar Conquest	AH	Robert Carstensen	1526		
Submarine	AH	Sid Jolly	12	PBEM	10/16/03
Submarine	AH	Albert Thomas	1468	PBM	9/29/03
Submarine	AH	Robert Carstensen	1526		
Tannenburg (from Clash of Giants)	GMT	Jay Unnerstall	1264	PBM/PBEM	2/16/04
Tannenberg	Spence and Ga- ble	Mark Humphries	1192	PBEM	01/12/04
Victory in the Pacific	AH	Steve Llewellyn	1019	PBEM	11/26/03

## Chattanooga

*(Continued from page 8)*

On Monday Barry drove Ruby, Simon and me back to Atlanta and on the way stopped at Kennesaw to visit a museum. The Andrews Raid of 1862 started at Kennesaw when some Union soldiers stole a locomotive and headed north to Chattanooga. They intended to destroy the Confederate supply line from Atlanta to Chattanooga. The story inspired Buster Keaton's film "The General" and Disney's "The Great Locomotive Chase". The raid failed but the participants earned the first Congressional Medals of Honour. The museum included the General engine itself. At Atlanta it turned out that I was on a different flight to Barry and Ruby. We amused ourselves by playing Simon's game Cartagena and seeing how long it took for kibitzers to ask to join in. Two children had to be almost dragged away by their mother.

Overall it was a very good tournament created by the effort of Mark Derrick. I thoroughly enjoyed it.

### Web Grogards

<http://grogard.com/index.html>

Web Grogards is the premier source of errata, reviews, variants and other information on a host of board and computer wargames.



Victory in the Pacific	AH	Rick Rokszewicz	1108	Standby for new member only*	11/15/03
Von Manstein's Backhand Blow	GMT	Robin Franz	1530	PBEM Only	08/04/03
War and Peace	AH	John Trosky	1554		1/15/04
Waterloo	AH	Joe Brooks	1527	PBM	3/18/04
World War III	SPI	Dennis Sheppard	804	PBEM	12/25/03
Year of the Rat	SPI	Dennis Sheppard	804	PBEM	12/25/03

## Submission deadlines for 2004

Back to 4 issues per year.

Can you get your submissions for 10/2 to me by the end of June.

## Match requests *Jeff Hawarden*

(see page 2 for contact details)

Monty's Gamble - Market Garden  
(MMP) Leslie King

Fortress Europa (AH) Maj Terence  
Zuber

We the People (Cyberboard and  
ACTS) Alan Poulter

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## Marketplace

Origins of WWII (Boxed)	£16
Othello (Boxed)	£10
Storm Over Arnhem (Boxed)	£16
Royalists & Roundheads (Boxed, unused)	£12
Panzerkreig (Boxed)	£15
Spitfire (Boxed, unused)	£15
Wizard's Quest (Boxed, unused)	£20

All prices include postage and packing.

Contact:

Chris Geggus, 10 Talbrook, Brentwood, Essex CM14 4PY U.K.  
Tel: 01277 261099 email: [chris@geggus99.freerve.co.uk](mailto:chris@geggus99.freerve.co.uk)

Assault	GDW	unused	£15
Kanev	Peoples	punched	£7
Clash of Giants	GMT	mint	£35
Stalingrad Pocket 1	Gamers	punched	£15
MBT	AH	punched	£15
Forward to Richmond	AH	unused	£15
Tac Air	AH	unused	£15
Crisis Sinai	GMT	punched	£15
Zitadelle	3W	punched	£12
Third Reich	AH	punched	£15
Flashpoint Golan	Victory	punched	£15
Totaller Kreig!	Decision	punched	£25
Bitter Woods	AH	punched	£15
A Winter War	GRW	punched	£20
Carrier	Victory	punched	£15
Tigers in the Mist	GMT	punched	£15
Lost Victory	GMT	unused	£20

All prices include post and packaging

I also have a collection of SPI games for sale—drop me a line for the full list and prices.

Contact:

Kevin Croskery, 4 Beechey Way, Copthorne, West Sussex RH10 3LT  
Tel: 01342 713675  
Email: [kcroskery@clara.net](mailto:kcroskery@clara.net)

100+ board wargames for sale A vast variety of mainly OOP SPI, AH, GDW, OSG and other classic board wargames. Also, spare parts and magazines. Email for list and details.

Contact Paul Sheppard

[paulsheppard@msn.com](mailto:paulsheppard@msn.com)