



AHIKS Europe

Despatch

Issue 10-4, January 2005

Secretary's soapbox *Chris Geggus*

I hope Santa gave everyone their desires and wishes this year. I trust new games were the present of choice? Whilst I would quite happily have purchased or wished for a number of games, both new and old, I have realised that some of my gaming expenditure is not a very clever move in the light of school fees, house improvements and holidays. I have, therefore needed to look at possible different sources of games, both old and new. I have bought a number via Ebay and I have just (this week) bought one from the website Boardgamegeek. They supposedly have in excess of 4,500 games for sale at any one time and is a very good base to look for any of those games that you may want, but are out of print and out of all possible game stores etc. A lot of the games are in America, but sensible discussion can work out payment and postage. If anything, this site is safer than Ebay, simply because you are dealing with fellow gamers rather than hard-nosed sellers just after a quick buck (in some cases). I would also recommend trying the site for a lot of good discussion material and information that just doesn't seem to exist anywhere else (www.Boardgamegeek.com).

One list that I saw on Boardgamegeek was for free wargames. Now, I'm as tight as the next man, so this definitely took my fancy. A useful list including some old SPI titles, that may be of some value. I'll list a few of the better known titles and let you try them out if you are interested. I have to say here, that I have not verified any of the addresses or titles, so caveat emptor anyone who does investigate further.

1. Battle for Moscow (<http://grognard.com/bfm/index.html>)
2. Modern Naval Battles aka Cold War Naval Battles (<http://www.relativerange.com/cwnb/>)
3. Outpost gamma (http://dwarfstar.brainiac.com/ds_outpostgamma.html)
4. Grav Armor (http://dwarfstar.brainiac.com/ds_gravarmor.html)
5. Lock 'N' Load: Forgotten Heroes Vietnam (<http://www.shrapnelgames.com/markwalker/locknload/6.html>)

There are more on the list, but these are simply the first 5. Do give them a try and if you know of any others out there in a similar format please let the membership know. I play enough Hearts, Solitaire and Minesweeper on my computer at work, so I, for one, would certainly welcome something a little more grown-up.

I see Time Commanders is on again. Yes I know it's feeble history played by objectionable members of the public, but it would still be a laugh to get some proper wargamers on the programme (I do mean us!). Any volunteers? If I get another three names I'll send in an application form. A programme using "real" wargamers might appeal.

Chris Geggus

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CLUB NOTICE BOARD

SwanCon 2005 18 to 20 March 2005

Back to the Swan hotel in Knutsford for our Spring convention. Knutsford is just off the M6 and is served by train to Altringham, about 5 miles distant. As before the cost of the games room will be met by the society. Room prices are still being negotiated (last year was £46.95 per night, regardless of occupancy, but max of 2) breakfast is extra. Book early to avoid disappointment!

**Bookings to
Keith Walton
29 Oxford Road
Waterloo, Liverpool L22 8QE
Telephone 0151 920 3971
Email kw Walton@dak-waterloo.demon.co.uk**

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

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

Submission deadlines for 2005

Back on track with 4 published (just) in 2004. To keep momentum going I will need material for the end of March - hopefully this should include a report on SwanCon.

A request to the membership: can you email me at kcroskery@clara.net with your email addresses so I can update our database. Let me know if you want to receive Despatch via email as a pdf file. Without graphics the file is just under 2mb, no problem for those on broadband but may be a little big for dial up connections. If you wish you can opt to receive Despatch only by email, saving the society print and mailing costs, just let me know.

Kevin Croskery

On the Net

February 2005

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: 14th February 2005

Alan Poulter
(grognard@grognard.com)

NEWS

Old Soldiers Magazine

Old Soldiers Issue 2 (the replacement for The Boardgamer) is available, says Tom Cundiff, its editor/publisher:

"Old Soldiers Issue 2 is now available. A preview issue can be viewed at:

http://www.thewargamer.com/OldSoldiers/OldSoldiers_v1_n2_Sample.zip

The article line up for this issue is:

Great War At Sea: Cruiser Warfare: Japan As A Central Power Page 3
Rudder's Line Question and Answer Page 12
Panzer Leader in Poland: 10 Scenarios from the Polish Campaign Page 13
"Oddball" is Alive and Well in Panzer Leader Page 35
From The Bunker With the Advanced Tactical System Page 41
Classic Gunfights (Gunslinger) Page 43
The Life and Times of Sheriff Alfred Y. Allee (Gunslinger) Page 43

The Adventures of Robert "Clay" Allison (Gunslinger) Page 45
Readings on Naval Warfare in the Sail Era Page 49

The abbreviated downloadable sample issue contains parts of all of these articles. If you want more, you can contact me to subscribe at tgunslinger@excite.com

Subscription Rates (when we go to print) are as follows:

US Print Subscriptions \$25.00 annually

Canadian Print Subscriptions \$25.00 + postage difference

Overseas Subscriptions e-mail only \$25.00

Overseas Print Subscriptions (available upon request, price dependent upon postage)

In a later press release, Tom reports that:

"The growth of the magazine has slowed. We haven't broken the 80 subscriber mark. We still have but 78. There has been only one new subscriber since the publication of Issue 2 just before Christmas, and that was outweighed by the loss of one. However, we do have a core of enthusiastic writers and subscribers. And I am dedicated to at least 2 more issues. So, here is what I am thinking. I'm going to get new quotes for printing the magazine, to include 4 pages of color printing, for a smaller subscriber base. This will probably mean the costs will go up. But, I get daily requests from the subscribers for a printed copy of the magazine and a desire to get the ball rolling on sending subscription money. I've never seen so many people eager to spend their hard earned money. However, perhaps we can keep the costs down some by

reducing the print run further. For our foreign subscribers I'm going to leave the subscription costs alone. As you're getting only an electronic version of the magazine, there's no justification to increasing your prices. The same can be said for those individuals who wish to receive only an electronic version. What I do not have is a breakdown of who wants electronic versions, who are overseas subscribers, and who actually want a print copy of the magazine. So far all I've asked is for people to drop me a note committing to a subscription. Some few have indicated that they are from overseas, or want electronic versions, or paper versions. I need to know exactly how many people want printed paper versions of Old Soldiers.

So, just drop me a quick note at tgunslinger@excite.com letting me know which version of the magazine you wish to receive.

1. Are you an overseas customer? (i.e. located outside of the US/Canada) 2. Do you wish only to receive an electronic version? 3. Do you want a paper printed version of the magazine.

I'll take notes, and armed with a tally of everyone who chooses method #3 – a smaller number no doubt than 100, I'll go back to the printer and request a new quote. Afterward I'll contact everyone with the new cost of a printed subscription. You can choose for yourself whether or not you still wish to obtain a printed version."

Khyber Pass Games

Khyber Pass Games, which publishes a line of DTP games, is losing its founder,

Andrew Preziosi, according to this announcement from him on Consimworld:

“As of December 31st, 2004, I will be stepping down as the titular head of Khyber Pass Games and Books.

2004 has not been my best year....it started off well enough and I even enjoyed some of the best days of my life when I attended FlatCon in July, where not only did I finally get to meet fellow partners Bruce Yearian and Randy Lein, but I was also able to take pleasure in the fellowship, fun, food and (overall) tremendous weather that accompanied me during my week long journey.

All the while though, a nagging thought was in the back of my head...I was mentally and physically refreshed and renewed at the end of July, a few short weeks before hurricane season really swung into gear and months before my normal vacation time of November. This was a rather un-usual state for me to be in at this time of year.

Without getting in too deep here, I vacation in November mainly because it's cool, less crowded when you go somewhere and it marks the end of both the Florida summer and hurricane season....in short, it allows me to renew since I'm one of those weird people who come alive in the cold, instead of the heat.

Well, four hurricanes later...even though they all missed us here, did not help any of the Hurricane Andrew survivors and I must admit, I was one of them. My family and property survived, but mentally, I was a wreck and it

took quite awhile to get back to “normal”.

So, I finally get back in gear, started working on getting our latest game out the door and a few days later I am informed by a family member that they are facing a potential life threatening health issue. While I took the news calmly enough I had to live with it for two weeks before another person in our family could be informed; all the time I was cool on the outside but my skin and insides were doing a number on me. Studying up on the condition I discovered that there was a 70% survivability rate, but this was at all levels. So had I been informed of this condition at the next to last level, I would have said, “Gee, those are pretty good odds”, but finding out that the condition was caught at the very earliest moment possible and that the odds still remained unchanged...well, that hit me for a loop.

While the prognosis is “good” (and indeed, there is even a slight chance that absolutely nothing is wrong), after five years of being the Chief Cook and Bottle Washer for KPG, I have decided to step aside and let Bruce Yearian take over the reins for a bit.

As of now I am on, at the very least, a sabbatical for the next six months to a year...minimum. At the end of that period, I will decide whether I want to go back to developing games for KPG...there is, indeed, every possibility that I may decide that enough is (was) enough and I never return, but for now, that is un-answered question.

I also feel that it is time for new blood and ideas at the

helm. I am proud of my accomplishments as the Co-Founder (along with, of course, Dennis Bishop), but quite frankly, I have grown tired of doing all of the financial and physical efforts involved in getting our games to the public, along with having to deal with most consumer related issues. I need a break.”

Avalon Hill games for 2005

A recent press release follows:

January 19, 2005 (Renton, Wash.) -- Attendees of this winter's Game Manufacturer's Association (GAMA) trade show in Las Vegas are in for a special treat as iconic strategy board game brand Avalon Hill premiers the five games that will make-up its 2005 product lineup.

*After nearly fifty years of existence, Avalon Hill will continue to remain true to its roots of creating strategy-intense games while broadening its horizons with the introduction of new and exciting titles designed to reach to its core customer base and beyond. Celebrated as the developer of such popular, high-concept game titles as **Axis & Allies**, **Diplomacy**, and **Squad Leader**, Avalon Hill is published by Seattle-based game manufacturer Wizards of the Coast (NYSE: HAS).*

*Avalon Hill weighs anchor on the 2005 year with a swash-buckling pirate adventure: **Sword and Skull**. This track-style game melds strategic play with family entertainment in an easy-to-learn but challenging package sure to be enjoyed by young and old alike. Releasing in March, the game is designed for three to*

four players ages ten and older.

Long time Avalon Hill fans are sure to be excited with the re-release of the popular **Monsters Ravage America** title, which has been re-vamped and repackaged as **Monsters Menace America**. Playing off a campy, B-movie theme, **Monsters Menace America** finds individual players controlling both the diabolical creatures preying on North American cities and the military units that have been tasked to stop them! **Monsters Menace America** debuts in April.

Classic war game mechanics meet an intriguing sci-fi storyline in **Nexus Ops**. An aggressively competitive game in which strategic play is integral, **Nexus Ops** features stunning art, beautiful game pieces, and a fantastical "other world" scenario in which the armies of battling corporations vie for a foothold on a distant, resource-rich planet. **Nexus Ops** releases this June.

Veteran game designer Dr. Richard Garfield (creator of the popular **Magic: The Gathering** trading card game) returns to Avalon Hill and Wizards of the Coast to help launch a reprint of an old favorite he designed: **RoboRally!** This fast and fun game of battling robots will hit store shelves in July.

Wrapping up the Avalon Hill 2005 line up is a sure-fire hit that provides a new take on an increasingly popular theme: the world of high-stakes casino gaming. Coming on the heels of popular film and television properties such as Ocean's 11 and World Poker Tour, Avalon Hill's final title, **Vegas Show-**

down, lets players compete against each other to determine whom can best manage limited resources to build the most luxurious casino in Las Vegas. **Vegas Showdown** debuts in fall 2005.

In response to popular demand, Avalon Hill will also reprint two great games under the Wizards of the Coast label: **Guillotine** and **The Great Dalmuti**. These classic card games have been tapped by Avalon Hill for release in the late spring and early summer of 2005.

"Since the early 1950s, the story of Avalon Hill has been inseparably tangled with the history of strategy gaming and, from a larger perspective, the evolution of serious adult gaming in general," said Linda Cox, manager for the Avalon Hill brand at Wizards of the Coast. "The games in our 2005 line up come from the same great tradition that has made the Avalon Hill brand synonymous with strategy board games for nearly half a century."

The unintended irony in that last sentence above says it all really. There will not be one decent strategy game from Avalon Hill in 2005 it seems. How the mighty are fallen.

State of Wargame Publishing

To offset the gloom of the Avalon Hill line-up, Michael Rinella, designer of **Market Garden: Monty's Gamble** and the upcoming **Shifting Sands**, gives a positive view of wargame publishing:

"I don't run a consim company, but I do know a lot about academic publishing. There are a lot of similarities.

Ten years ago we could print a book on damn near anything and it would sell around a 1,000 copies.

Big print runs, to get economies of scale. Inventory stored in a warehouses. Marketing and advertising through the printing of hundreds of promotional flyers, catalogs, and space ads taken out in journals and magazines.

Then the hard times hit. So many books, on so many subjects within a field, that most professors no longer even try to keep "current" on their discipline as a whole. Public and university libraries have had their budgets slashed (the University of California system now buys one copy of a new book, rather than buy one new copy for its many campuses). Students have to deal with tuition costs rising faster than the rate of inflation. The big book chains return books ever faster (to say nothing about practices that lie somewhere between unethical and illegal).

Many looked into their crystal balls in 2000, 2001, and 2002 and predicted the demise of the academic press.

But with one possible exception none have truly closed. Over the last five years things have totally changed internally. The sign above the door is the same, but "on the inside" things have changed radically. Digital printing. Tiny print runs, with orders filled thereafter "on demand". Going direct to the consumer with a press website (ours paid for itself in weeks). E-marketing, E-promotion.

The industry, in other words, evolved, and adapted. The

outlook is brighter now than it has been in some time.

The consim industry has done much the same thing. The way companies have stepped in, and reinvented themselves since Avalon Hill went down in 1998. The ones I follow, MMP and GMT, are doing things very well. New methods (like the pre-order systems), new technologies, new marketing methods. New companies are springing up. The number of new games coming out, and their overall quality, is impressive - when has it been better?

There is much more competition - role playing games, card games, computer games, euros, and on and on. The games shooting up the charts at GMT and MMP are not just being bought by graybeards in the 50s and 60s. There are enough new players coming into the hobby, with enough disposable income, to signal to me things are better than ever. The internet brings wargamers together in ways players in the 1970s or early 1980s couldn't dream of. My own game has done very well ... in Japan. Could Avalon Hill - whom I had originally approached in 1996 - have done that? Answer is no. Consim gaming is becoming increasingly global, and that means that while the number of North American/UK players may be stagnant, the overall number of players is actually increasing.

So it doesn't matter a damn bit what **Panzerblitz** sold. Just look at MMP's **Armies of Oblivion**. 1,500 orders. Selling for about \$85.00 each. Do the math. Dying hobby? That's just one game. GMT is branching out into delux

maps, expansions, second printings, third printings. Do the math. Dying hobby?

Dying only if you are thinking inside a box circa 1975."

Cyberboard Design Olympics 2005

Cyberboard is a freeware application for Windows that allows the play of board wargames by e-mail (PBEM), by recording the positions of units on maps. A 'gamebox' is a file containing images of the maps and units for one particular board wargame. Not all games have got corresponding gameboxes but many popular games have. Cyberboard itself can be downloaded from:

<http://cyberboard.brainiac.com/download.html>

while many sites offer gameboxes. There is a list of these sites at;

<http://grogard.com/titlec.html#c993>

So what are the Cyberboard Design Olympics? Fritz Biggs, the event organiser, tells us that:

"Our aims are to:

Encourage gamebox designers to produce high quality, scan free, gameboxes

To generate a large variety of gameboxes and to make them widely available

To publicise publishers and designers who support Cyberboard

To persuade more companies to support Cyberboard

Promote Cyberboard

Promote PBEM

And to give away some laurels (a.k.a. prizes)

By competing you will improve the quality of PBEM gaming and advance our unique "art". So, gird your loins (or not) and design your best maps, counters, and game-turn tracks. We'll see who the judges decide are the "World's Best Gamebox Designers" in December, 2005."

For more information, including how to enter, see the CDO site at:

<http://loakes.dyndsl.com/CBDO/>

MMP Launches International Game Series

To quote their press release:

"Multi-Man Publishing announces the launch of their International Game Series (IGS) product line which will consist of various games that MMP has exclusively licensed to manufacture and distribute English language versions. The first game in this series, **Fire in the Sky** [a strategic game on the Pacific War in World War Two], has already reached its preorder number and is currently being finalized for printing. **Feudal Lord** is the next Japanese title that MMP has licensed and will make available for preorder once the English translation is complete.

Feudal Lord is a very popular Japanese wargame for two-eight players (although we've heard that up to 16 could play with two games - we're looking into this now). Players choose various factions to fight the civil wars of 16th century Japan. There are 1,300 die cut counters representing

historical Japanese factions, combat units, fortresses, ships, gold bullion, and various game markers. The game will also feature the expansion that Sunset Games released which added 100 additional counters. The game includes many scenarios.

As a bonus, MMP also announces that a license has been secured to publish GameJournal magazine's **Target: Arnhem**. This is a mini-game with a small (8.5x11") map, a few pages of rules, and a half sheet of counters representing the entire Market Garden campaign. It's a pretty slick little game on MMP's (seemingly!) favorite topic.

"But it's too small," you say. Well, it is too small to sell by itself so that's why we intend to give this game away! Check out our booth at Origins and WBC to pick up a copy for yourself (and perhaps CSW Expo 2005 if it's ready in time) and maybe one for a non-gaming friend who's shown some interest in gaming. This game is intended for in-person distribution at conventions, but following the "convention season" (ie., after WBC) we'll be glad to make it available to anyone for just the cost of shipping and handling. It will be made available on our web site."

HMS/GRD News

HMS, the new owners of GRD, have released the following, via a mailing list:

"**Wavell's War** was planned for release in January. We are not going to be able to send the game out this month. After requesting a quote from the company GRD had always dealt with for game boxes, we received a figure that was four

times what had been charged in the past.

We simply could not afford to accept that cost increase on this and future games without raising prices. With the number of preorders we have already accepted, that was not an option and it was something we did not want to do in any case. The company began looking for a better price and earlier this month, located a vendor in Chicago who we hope can do the work at a good price.

This new company is estimating that it will be over six weeks to complete and ship the game boxes back to us. Our order is simply not big enough to accord us much priority. We thought about explaining that this box would hold much of east Africa but I don't believe they would have understood.

This is the first time we have worked with this new company and it's local intermediary. I won't bore you with how frustrating it has been to work through their graphic requirements, dealing with technical staff at arms length or exchanging full size copies of the graphic layouts. We believe we have done it and they now have us in the queue.

As soon as the box company gives us a firmer estimate, we will pass that along. We had estimated about one week to assemble, pack, shrink-wrap and re-box for mailing. The game itself will be ready when the boxes are.

Work on **Total War** is proceeding well. We are still on track for an April shipping at this point but we are learning that there are too many things we don't know to be able to

project dates with Total Confidence.

The rules and OBs for **Total War** will begin the move toward **Grand Europa**. The common rules will be standardized between games. Errata from the years of play experience will be used to improve and clarify those common rules.

The common land and air rules will be combined into one booklet. The naval rules will be in a second booklet and will probably contain three sets of naval rules, geared to different levels of play. These naval systems will not appear in **Total War** but will be retrofitted later and available for download.

The holders of shares in the Great East Africa map project should all have received letters at this point detailing our plans to honor their help and trust. While HMS was not part of the East Africa Terrain Project, we are committed to honoring the shares.

Each investor will receive one boxed copy of **Wavell's War** with folded maps and one additional flat set of maps suitable for framing (and gaming) for each share they purchased. They will also receive the full amount of their original investment made in quarterly payments or they may opt for 130% credit of the original investment. These folks will always have the profound gratitude of HMS for their loyalty, patience and support. They made this project work.

Pre-orders for **Return to Iraq** have also received a letter announcing that their order is being returned by check or they may opt for 130% credit."

First online board game

Dan Verssen Games has released a board game that can only be played via the Internet. This is the Consimworld announcement:

*"Special Forces is a tactical modern day game taking place in the streets of 2004/2005 Iraq. By tactical, I mean tactical, you get to select your modes of fire, dive through windows, throw grenades, and hit the dirt when taking fire. Best of all, it is easy to learn and fast playing. Think of it as being the **Down In Flames** of ground combat!"*

*The game has been designed from the ground up to run on Vassal, a wonderful application that allows players to play board games and card games in real time through the internet. **Special Forces** combines the feel of a table top game with the functionality provided by a computer.*

Special Forces is available for review and purchase on our website: <http://www.dvg.com>

The game comes with a solitaire scenario that can be played before the game is purchased to give you a feel for the game."

NEW BOARD WARGAMES

Avalanche Games

New from Avalanche Press, **Soldier Raj** covers warfare in India, 1767-1846. The game is for two-five players, and includes more than a dozen scenarios, playing pieces, cards, and a map. It can be combined with **Soldier Emperor**. See:

<http://www.avalanchepress.com>

Columbia Games

Columbia Games have released a reprint of their classic game, **Rommel in the Desert**. This game, using blocks for double-blind hidden movement, recreates the Desert campaign in World War Two. See:

<http://www.columbiagames.com>

Critical Hit

Critical Hit have just released another introductory game in the **Advanced Tobruk Series. Basic Game 1a: Screaming Eagles**, on the battles fought around Carentan after the D-Day landings, includes a small map, nearly 300 counters, four scenarios and a four page rule book. See:

<http://www.criticalhit.com>

Gio Games

New from GioGames, **Yankees & Rebels** uses 180 terrain tiles on a hexagonal grid map to recreate nearly any American Civil War battlefield. The game pieces look great, while special dice are used within a simple game system for ordering units and combat. See:

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

GMT

GMT have released two new games. **Roads to Leningrad** includes two separate operational level games on World War Two by veteran game designer Vance Von Borries. The games, on the Battles of Soltsy and Staraya Russa in July and August 1941, feature large-scale Soviet counterattacks on the advancing Germans.

Also new is **Grand Illusion**, a new World War One game from Ted Raicer, designer of **Paths of Glory**. It looks at the early German attack in Belgium and France at the operational level. A simple command point system rewards good planning while in-hex combat is resolved on a separate battle board to allow the tactical intricacies of battle. Victory is determined by German control of certain hexes, but since their values are hidden and vary from game to game, there is no set pattern for attack or defense. See:

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

L2 Design Group

New from L2 Design Group, **Russia Besieged** is a corps level, World War Two game covering the struggle on the entire Eastern Front from 1941 to 1945. Designed by Art Lupinacci (owner of L2 Design Group) the game was inspired by **The Russian Campaign** but has its own challenges and unique rules twists. See:

<http://www.l2designgroup.com/>

Lost Battalion Games

There are two new games from Lost Battalion Games. The first is **Sergeants!**, a World War Two man-to-man game for two players. Designed by S. Craig Taylor, Jr., the game has only four pages of rules and even big scenarios play in under two hours. The second is **Combat Soldiers: In the Battle of the Bulge**, a card game designed by Neal Schlaffer. Three to six players attempt to locate the enemy and capture their as-

signed objectives in this game on the Battle of the Bulge. See:

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

Pacific Rim Publishing

New from Pacific Rim Publishing is **Desert Storm: The Unfinished Victory**.

It is a two-player game on the First Gulf War in 1991. I has one map, 140 counters and rules in the Just Plain War-games format. Solitaire rules are included for playing the Iraqi forces. See:

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

Phalanx Games

New from Phalanx Games is **Naval Battles**, a card game designed by Dan Verssen. Two to six can play, each commanding a fleet of World War Two ships represented by Ship cards. Action cards are played to determine battles. Included are ships and submarines of France, Germany, Great Britain, Italy, Japan, and the United States. See:

<http://www.phalanxgames.nl/>

Simmons Games

Simmons Games is a brand new company. Their first release is **Bonaparte at Marengo** an innovative game covering the Napoleonic battle. 'Block' units move between irregular polygons of varying shapes and sizes, designed to replicate terrain effects. Combat is based on skill. Randomness is provided by alternative set ups and blocks hiding what is where. See:

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

NEW MAGAZINE WAR-GAMES

Strategy and Tactics issue #223 contains **1918: Imperial Germany's last Chance**, on the ill-fated final German offensive on the Western Front in World War One.

Strategy and Tactics issue #224 contains **The Sedan Campaign 1870** on the campaign from the Franco-Prussian War.

Strategy and Tactics issue #225 contains **Twilight's Last Gleaming 2**, on three important battles fought during the War of 1812.

Strategy and Tactics issue #226 contains **Middle East Battles**, an operational-level game covering two battles from the Sinai Campaigns, Suez '56 and El Arish '67. See:

<http://www.decisiongames.com>

Vae Victis issue #60 contains the game, **Pour Dieu et pour le Roy**, covering the Vendée revolt of 1793. 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>

Against the Odds issue #9 features **Suleiman the Magnificent** on the Battle of Mohacs in 1526 between the Ottoman Empire and the Kingdom of Hungary. Designer is Richard Berg.

Against the Odds issue 10 features **Into a Bear Trap**, on warfare in Grozny between

the Russians and the Chechnyans. Designer is Perry Moore. See:

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

NEW DTP WARGAMES

From Richard Berg's BSO Games, comes **Zama: Hannibal vs Scipio, 202 B.C.** covering the classic battle between Hannibal and Scipio Africanus. The game has no dice and no hexes but uses cards to drive the action. BSO has no web site but you can email Richard (and order the game) via BergBROG@AoL.com

NEW WEB RESOURCES

General

There is an interesting polemic on the state of the art in board game design by Jon Compton at:

http://www.wargamer.com/articles/groping_new_paradigm_1/Default.asp

Ever wondered how to mount counter sheets supplied with DTP games? Find out how at: http://privatewars.kyth.org/making_your_own_counters.htm

Khyber Pass Games have a new website at:

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

List of board wargames published in 2004

<http://grogard.com/info1/game04.html>

An interview with Vance von Borries, designer of **Roads to Leningrad**

<http://www.consimworld.com/archives/000445.html>

An interview with Jim Werbaneth, publisher of Line of Departure
<http://www.consimworld.com/archives/000440.html>

An Interview with Dave Powell, noted designer of American Civil War games
<http://www.worldtalkradio.com/show.asp?sid=150>

Demos and New Scenarios

Conquering Nations

<http://www.geocities.com/rancerds/CNintro.html>

Glider Pit Gladiators(Joe Scoleri)
<http://www.boardgamegeek.com/game/6941>

Lock 'N Load Expansion(Shrapnel games) - demo version of Falklands scenario
<http://www.locknloadgame.com/>

PanzerGrenadiersseries (Avalanche) - demo game containing two scenarios from **PanzerGrenadier: Eastern Front**
<http://www.avalanchepress.com/PlayPG.php>

Sergeants!(Lost Battalion) - Winter Wonderland scenario
<http://www.lostbattalion.com/Sergeants/S5snowshoe.html>

Official Rules

Barons War(Clash of Arms)
<http://www.clashofarms.com/BaronsWarRules.PDF>

Catherine the Great, S&T#232 (DG)
<http://grognard.com/info1/cathgreat.rtf>

Dixie: First Bull Run/Dixie: Gettysburg/Dixie: Shiloh(Columbia Games)
<http://www.columbiagames.com/resources/3700/dixieunifiedrules.pdf>

Downfall,S&T#230 (DG)
<http://grognard.com/info1/downfall.rtf>

Gettysburg(Columbia Games)
<http://www.columbiagames.com/resources/3321/3321-gettysburgrules1.06.pdf>

Middle East Battles, S&T#226 (DG)
<http://grognard.com/info1/middleeast.rtf>

Victoria Cross (Worthington Games)
<http://members.cox.net/worthingtongames/VictoriaCrossRules.html>

English Rules Translations

Mollwitz 1741, Alea#19 (Ludopress) <http://www.thewargamer.com/Alea/Mollwitz1741.zip>

Errata

7 Ages(ADG)
<http://grognard.com/errata1/7ages.doc>

Alsace 1944, Vae Victis#59 (HC)
<http://grognard.com/errata1/alsace.txt>

Battle of Maiwand(Khyber Pass)
<http://grognard.com/errata1/maiwand.txt>

Cruiser Warfare(Avalanche)
<http://grognard.com/errata1/cruiser.html>

A Dark & Bloody Ground, Against the Odds#7 (ATO)
<http://grognard.com/errata1/dbg.txt>

Highlander (BSO)
<http://grognard.com/errata1/highland.txt>

Into a Bear Trap, Against the Odds#10 (ATO)
<http://grognard.com/errata1/intobear.doc>

Last Days of the Grande Armee(OSG)
<http://grognard.com/errata1/sevendays1.txt>

Last Elephant Offensive(Pacific Rim)
<http://grognard.com/errata1/lastelephant.txt>

Lightning War: D-Day and **Lightning War: Midway** (DG)
<http://grognard.com/errata1/lightdday.doc>

Revolution: The Dutch Revolt 1568-1648(Phalanx)
<http://grognard.com/errata1/revolution.txt>

Salla(Pacific Rim)
<http://grognard.com/errata1/salla.txt>

Seven Days of 1809(OSG)
<http://www.napoleongames.com/forums/attachment.php?attachmentid=3>

Soldier Raj(Avalanche)
<http://grognard.com/errata1/soldierraj.txt>

Zama (BSO)
<http://grognard.com/errata1/zama.txt>

Alan Poulter

Membership changes

Rejoined member:

Richard Fluck (9245),
 Brook Farm,
 Milton,
 Derbyshire
 DE65 6EF
 Richard.Fluck@brookfarmmilton.Eclipse.Co
 .Uk
 Richard originally joined in 1995, but had allowed his membership to lapse. Always good to have an orphan return to the fold.

Change of Address:

Harry Tucker is now at (after some trials and tribulations):
 9 Kingsmead Walk,
 Seaford
 BN25 2EU
 harry@thetuckers.me.uk

Treasurer's report for 2004

INCOME	£	£	£
Membership Fees			465.00
Attendance fees Wallington 2004			70.00
Interest received			8.10
TOTAL INCOME			543.10
EXPENDITURE			
Convention Fees			
Knutsford March 2004		100.00	
Wallington October 2004		200.00	
Wallington October 2005		200.00	
Secretary's expenses		32.50	
Despatch costs:			
Paper	16.64		
Postage	73.10		
Envelopes	1.00		
Toner	94.00		
Total Despatch costs		184.74	
TOTAL EXPENDITURE			717.24
 			-174.14
2004 opening bank balances			
Reserve account		515.35	
Current account		227.17	
			742.52
2004 closing bank balances			
Reserve account		523.41	
Current account		44.97	
			568.38
 			-174.14

Members should note that although we have a deficit for the year of £174.14 this is only because we have already paid a £200.00 deposit for the convention to be held at Wallington in October 2005 (diary note 7th-9th!). We have sufficient funds to meet our normal running costs but in the event of an extraordinary requirement for money e.g. a re-

placement photocopier, then we will be hard pushed. The annual subs remain at £10. Please make cheques payable to AHKS 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 Gersthoferstr. 93-97/24, A-1180, Vienna, Austria who will forward it to me. Of course, the treasurer is always willing to accept advance payments.