

AHIKS Europe

Despatch

Issue 11-4, January 2006

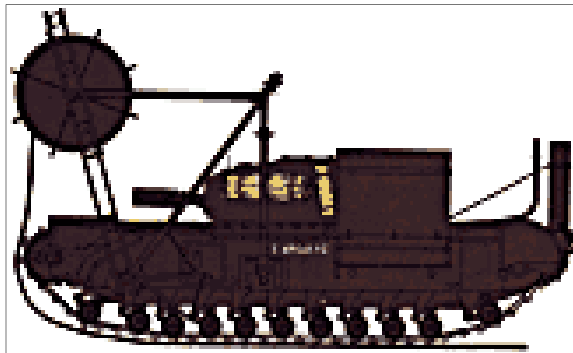
Secretary's soap-box

Chris Geggus

Did anyone notice the deliberate omission last time? Yes the Soap Box was missing. This was entirely my fault (with assistance from Wannadoo and AOL) as I have now been without proper Internet access for nearly 6 months. I am now on to UK Online, but it always seems to be BT behind all the delays, faults, screw-ups etc. Hopefully it is now just a matter of days. I can still receive emails on the Freeserve address as I can access it through my office computer.

Santa didn't bring me any new games, but I still have a couple of pre-orders out with GMT Games. I do like their 500 pre-ordering system as the idea of waiting for semi-confirmed orders before commencing a print-run seems so obvious in these days of high costings for small runs

with no guarantees of an adequate return. Maybe that is the system that so many other companies should have tried in the early days. It is a very simple system that allows the gamer to choose what games will be big sellers, rather than relying on a bigoted designer who thinks he knows what we want. Let



the cash register do the talking I say!

Swan Con is advertised elsewhere in this issue. Please try to look in, even if you can't stay the whole weekend. If we can't get numbers up we run the risk of losing either or both of the cons. It is unfair to expect our full membership to sub-

sidise the few who do attend. Don't forget that non-members are always welcome, although Barry might be coming round with a collecting box for a minor contribution to our room costs. Still lacking in articles, so please try to put some thoughts on any subject down in writing please. A nice chunky issue looks

good when we pass around copies at conventions and during my mail drops to prospective new members.

Talking of which - where are they?

Keep spreading the word please as an average of 2 new members a year doesn't even keep up with the disappeared.

Contents

SwanCon 2006
page 3

On the Net
page 4

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CLUB NOTICE BOARD

SwanCon 2006 24 to 26 March 2006

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 keith.walton@kodak.com**

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 2006

I would appreciate if if submitters could get their material to me by the end of March for Issue 12/1.

Kevin Croskery

ON THE NET: November 2005

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: 27 November 2005

Alan Poulter
(grognard@grognard.com)

NEWS

Another Award

Games Magazine gave the Best Historical Simulation Award for 2006 to **Friedrich** from Histogame. If you have not tried this game you should. It has a very simple rules system and uses special playing cards to drive battles. While a detailed historical simulation it is not, it captures the feel of the Seven Years War in Europe, as Prussian forces engage a series of enemies (Russia, Austria, Sweden and France). See:

http://www.histogame.de/e_index.html

NEW BOARD WARGAMES

Dan Verssen Games

Corsair Leader is a solitaire game in the **Leader** air series and is set in the Pacific during World War Two. It is available in a printable (PDF) download format or can be played using free software (Vassal). See

<http://www.dvg.com>

Fiery Dragon

This company has re-issued three old Microgame Design Group games: **Final Frontier**, a science fictional multi-player economic and military conflict game set during the colonisation of the solar system, **Freikorps**, an alternate history game in which Bolshevik Russian forces conquer Poland in 1920 and advance on Germany and **Marcher Lords**, on the Welsh struggle against the English in early-medieval times. See:

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

HMS/GRD Games

The **Europa** series lives on! **Wavell's War** is the first **Grand Europa** module for this venerable game series. It contains additional maps and rules for East Africa to allow players to command the entire British Middle Eastern Theatre during World War Two. Either just **War in the Desert** or it and **Balkan Front** are required to play. See:

<http://www.hmsgrd.com/index.htm>

Phalanx Games

The First World War by award-winning game designer, Ted Raicer, is a two to four player game on the entire war at a strategic level. It is much simpler than his previous **Paths of Glory**. See:

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

Sierra Madre Games

Airships at War, 1914-1941 is an updated and expanded edition of **Luftschiff**, with new rules, and better graphics. The game is solitaire and covers battles in the air mainly

during World War One involving airships. See:

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

West End Games

Junta, the classic game of political skulduggery, has just been re-released. Its rules have been given better presentation but they remain unchanged. The board and cards again look better but are the same. Essentially this is a glossier reprint of the 2nd edition. See:

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

NEW MAGAZINE WAR-GAMES

Against the Odds issue #14 contains **War in the Aegean** on the conflict in the Aegean during 1943 and a bonus mini-game, **Narvik 1940**, on that World War Two operation. See:

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

Vae Victis issue #65 contains **Frederic II**, a strategic game covering the Seven Years War (1756-1763). See:

<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>

Panzerschreck #15 contains four games: **Mortain 1944** covers the German offensive in August 1944 and uses a variation of the **Assault On Cherbourg** game system.

Raid On Schweinfurt is a solitaire game on the USAAF bombing raids in late 1943 against the Schweinfurt factories in Germany. **Hippodrome** is a multi-player card game on Roman chariot racing. Finally, **North Sea Campaign** is a strategic level World War One naval game for two players. The first two games have die-cut counters, the last two have counters which have to be cut out. See:

http://www.homestead.com/minden_games/

Command and Strategy #4 contains yet another instalment of the monster game **Pearl Harbor**. It also contains a complete game, **Comrade Koba**, set in Stalin's Russia. See:

<http://www.ugg.de/cs/cs1.shtml>

NEW DTP WARGAMES

New from Canons en Carton, **Dürrenstein 1805** and **Schöngraben 1805** are the latest battles in the Napoleonic **Jours de Gloire** game series. See:

http://perso.club-internet.fr/fredbey/CeC_US.htm

New from Perry Moore Games is **Die Angelschlacht** on the battle between the 12th SS Panzer Division and Canadian forces in 1944. The game is an update of the earlier **Vital Ground** and is available at a discount to owners of this game. See:

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

New from Red Sash Games is **Sport of Kings**, the latest in the **Lace Wars** series, and

covering all campaigns in the War of the Austrian Succession. It is an enormous game (10 maps, 20 sheets of counters and hefty rule-books). See:

<http://redsashgames.com/>

New from Relative Range is **Sun of York**, a two-player card game which covers battles during the Wars of the Roses. Its game system is based on that used by Columbia Games for their **Dixie** and **Eagles** games. See:

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

Warplan Dropshot 60 and **Warplan Dropshot 70** from Schutze Games cover hypothetical World Wars that could have happened in the 1960s or 1970s. They follow on from the earlier game **Warplan Dropshot** which covered the 1950s. Designer is Bruce Costello. See:

http://www.geocities.com/schutze_games/

NEW WEB RESOURCES

Free games

Espinosa (MMP)
<http://www.gamersarchive.net/theGamers/archive/espinosa.htm>

Official Rules

Yankees and Rebels (Gio Games)
<http://www.giogames.it/immagini/Y&Rrules1.1.pdf>

Errata

Operation Kadesh (UGG)
<http://www.ugg.de/cs/KaddErr.html>

Warplan Dropshot 60/70
Warplan Dropshot 70
(Schutze Games)
<http://grognard.com/errata1/warplan.doc>

Wellington (GMT)
<http://www.gmtgames.com/wellington/WellyGaffes101605.doc>

Zero (GMT)
<http://www.gmtgames.com/dfze/Zero%20Errata.pdf>

Rules Translations

Blitzkrieg 1940 (HC)
<http://grognard.com/info1/blitzkrieg1940.doc>

Alan Poulter

WBC Convention 2005

Tom Oleson

I had the pleasure of again sharing a room at the recent WBC convention with Mark Bayliss and also of playing Anzio with him as well as Barry, Murray, Omar, and several other AHIKers. Also played the newly reissued Rommel in the Desert with Paul Fletcher. I brought with me a copy of the huge new EuroFront map which I displayed on nearby tables until gaming left no room available.

Barry mentions the problems of renting a car out of Philadelphia. The new car rental facility at the Baltimore airport is excellent and due to the interstate highways the longer drive is no burden. At the last minute, I got a car there very cheaply. If you do this, return by going to the airport and following the signs rather than going "overland" which just reading a map looks preferable. Too easy to get lost. If for some reason you have to overnight nearby before departing, there are many hotels with shuttles there. Recent statistics show Philadelphia has the worst on-time record of any US airport, far worse than Baltimore.

The new location has the advantages of seemingly endless space for gaming (nice to see it all full up!), and a lot more for family members to do in the vicinity. Our room was inferior to the old location, but adequate, and who spends much time there? Staff were very friendly. The restaurant and bar were ok, not to mention many other places nearby, unfortunately not within easy walking dis-

tance. Good hot dogs, etc., at the snack bar, but of course no one expects Michelin stars at such places.

The a/c is even more potent than the previous hotel. Do the majority really prefer it that cold? Nearby restaurants were the same.

As for the gaming, there was something for every preference, to play or purchase. As much as I enjoyed Monstercon in Phoenix, partly for its proximity to the airport, far superior hotel and food, and hard-core grognard gaming but with a very friendly atmosphere, still feel that if you have to choose one, WBC would be it. WBC was friendly too. I appreciate the chance to see so many old friends.



A Solitaire ASL Campaign

Kevin Croskery

We are Kampfgruppe Poepl, a combined arms reconnaissance unit of the 2nd Panzer Division. Our force includes three platoons of infantry, two armoured cars and a towed antitank gun, together with mortars, machineguns and anti-tank rifles.

Mission 1

Poland September 1939

War has begun and our Division has crossed the border and is penetrating deep into southern Poland. For us the advance is uneventful until our first mission is comes over the radio: Cross the river Vistula using assault boats and establish a bridgehead until the bridging engineers can arrive. Once the bridge is established, advance into the city of Krakow and eliminate an enemy headquarters suspected to be close to the river bank. We are given support from battalion mortars and some assault engineers may be available. Despite our protests that our unit is too lightly equipped for this task Division insists that we proceed.

Lucky for us the morning dawns with a thick fog covering the river and the surrounding area. Quietly loading into the assault boats the first wave of two platoons start to cross the river. The third platoon, together with the armoured cars and anti-tank gun remain on the west bank to provide fire support. Just as the first smoke shells from the mortars start to impact on the far bank, an enemy gun starts firing from a cliff top onto the

boats below. It misses, thankfully, and the covering units open a deadly return fire, silencing the gun.

The first wave lands with no further interference, 1 platoon heads into the town to locate the enemy HQ while 2 platoon consolidates the bridgehead. Switching to HE, the mortars pin and break an enemy position on our left flank and 2 platoon move swiftly to eliminate the threat.

The second wave of our remaining 3 platoon have crossed the river and start to clear our right flank. No news from 1 platoon but increasing small arms and possible tank fire from the town indicate that they have run into strong resistance. Belatedly, a platoon of assault engineers with demo charges and a flamethrower arrive and the assault boats return to pick them up.

Disaster! A squad from 3 platoon clearing the right flank run into an ambush in the fog and is eliminated! Our first casualties are caused by a lack of mutual support from the squads. We have much to learn in this reality of war... The Poles continue to advance into our right flank but the remainder of 3 platoon, supported MG fire, flank them and force them to surrender. We learn fast!

The morning wears on and we are getting increasingly worried about 1 platoon. With our two flanks secure and

supported by the engineers, we start to advance into the town. Not far in we come across one squad taking cover in a deserted bakery. It's the survivors from 1 platoon! Of the remainder there is no sign and, ominously, there is a brooding silence from the fog-bound town. We halt, report to Division and we are ordered to hold in place

ran out and were forced to surrender.)

Mission 3: Take the highway.

Back into our proper role of reconnaissance troops. Our mission is to clear the road towards Lwow so as to allow the Division to deploy for assault. The advance begins well but a strongly occupied and heavily fortified monastery directly in our path brings our reconnaissance to a grinding halt. We claw our way forward under heavy fire, losing an armoured car in the process. Division eventually reinforces us with two brand new Pz IIIIF and a company of infantry, which allow us to gain a foothold in the monastery but the Poles hold out until nightfall. Result: Division call off the attack, mission failed.

To be continued...



until the bridges can be brought up.

(After the campaign we discover the fate of 1 platoon: they advanced into town as ordered and despite increasing enemy fire managed to gain a foothold in a heavily fortified three storey building. Once in, they discovered a hornets nest of resistance and found themselves surrounded on three sides. They held out until their ammunition

Membership changes

Change of Address:

Stephen Webb (9351); 17 Gladwyn Close,
Parkwood, Gillingham, Kent ME8 9TQ.

Nick Barker email now;
nickbarker1961@googlemail.com

Editor's musings

This time of the year is my busy time at work - year end, budgets and what have you. Little time for anything else, unfortunately.

Still, I manage to keep my Combat Mission games going. Being a computer game, CM has not time wasted setting up the game or storing it between moves. It also plays well, especially with extreme fog of war - you really have no idea what you're up against until

you can get a positive identification. What you saw as a Tiger will probably turn out to be a Panzer III when you see the map at the end of the game.

I just wish they would do a Pacific CM.

I'm also keeping a Pegasus Bridge campaign going. This is a long term project as we play only every month or so. Gives me time to plan the ultimate defence, though.

Articles are a bit thin this issue - Alan Poulter broke his wrist playing hockey so is unable to type very well. Hope you get fixed soon, Alan!

Kevin Croskery

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