



AHIKS Europe

Despatch

Issue 12-1, March 2006

Secretary's soap-box

Chris Geggus

Another good convention just finished at The Swan in Knutsford. Nice to see some old friends looking in plus a couple of newcomers and the usual smorgasbord of regulars. Numbers were slightly up this year which bodes well for our continuing existence. There were a few problems with the hotel management who seemed particularly keen that we stayed on the Sunday night, as well as getting rather uppity about a late cancellation. Whilst we do have problems there is not an obviously viable alternative, so it looks like we will be booking it again next year. We will try to avoid Mother's Day and the start of British Summer Time and it has also been decided that anyone coming along must make their own reservations directly with the hotel. Keith has enough to do trying to keep the cost of the gaming room from rocketing, so he doesn't need to book bedrooms as well for us inefficient bunch. Please also see the enclosed ad for WallyCon on 6th to 8th October 2006. Please Murray, can we come up with a better name than WallyCon?

I will be at the World Boardgaming Championships this year, so more than happy to meet any members or visi-

tors there. I'm travelling with Andy Cummins and will be going out on Sunday the 30th July, returning the next Sunday. Please look me up if you or anyone you know is going to be there. Also a quick plug for ManorCon on the 21st to 24th July 2006 at the University of Birmingham. Whilst I have not yet been, I am told that it is good (200+ gamers, lots of games, friendly and tournament etc.). Visit:

<http://devel.diplom.org/manorcon>

or

m.a.stretch@btinternet.com

One recurring theme (in my humble opinion) that I noted over the Knutsford weekend was the visual appearance of most of the games that I played. The games that we play now are literally light years ahead of the cranky old games that we used to play back in the 70's and 80's. I am actually finding that I get some vicarious pleasure from looking at the games before I play them. One can only hope that this more professional approach may prove beneficial to impromptu sales in the long term and will thus benefit our hobby once again. A simple marketing ploy, although rather long in coming in my opinion.

We are still looking for articles and new blood amongst the

officers. Kevin, particularly, labours on with the editorship of Despatch and it is this role that continues to be the vital one in keeping members in contact with the Society as a whole. If Despatch dries up we fragment - no argument. Is there anyone out there with a little spare time who can handle the editorship? If you are not sure give Kevin a call and he can talk you through what is required. It is not onerous, but it is important! The same applies if anyone fancies themselves in any other role. A couple of the officer roles are very specific (Regional Director) and we are not necessarily looking to change them at this time, but any volunteer is welcome and if no space exists you are more than welcome to sit on the committee and watch what the rest of us fumble around doing. We try to sit down for 30 minutes at one of our conventions during the year, but I seem to recall that we didn't meet in 2005 or 2006, so hardly an onerous task. We do it for the love of our hobby and without the efforts of people like Murray, Kevin, Barry, Dave, Jeff, John and Andy, we would all be a little poorer. Paul, I reserve special thanks for, simply because (1) I don't understand all this computer nonsense anyway and (2) he is probably going to become our most important source of everything from news, to membership, to contacts, to

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CLUB NOTICE BOARD

WallyCon 2006 6 to 8 October 2006

The Duke's Head Hotel, 6 Manor Road, Wallington, Surrey, SM6 0AA
Close to Wallington station (direct to London Bridge). On the junction of the
A237 and the A232 overlooking Wallington Green.
Cost £50 per person per night in a single room, £35 per person per night in a
double or twin. Price includes breakfast.
There may be a room hire surcharge: £5 members , £10 non members.

**Bookings to
Chris Geggus
10 Talbrook
Brentwood, Essex, CM14 4PY
Telephone 01277 261099
Email chris@geggus99.freemove.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 2006

I would appreciate if if submitters could get their material to me by the end of May for Issue
12/2.

Kevin Croskery

ON THE NET: April 2006

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: 10 April 2006

Alan Poulter
(grognard@grognard.com)

NEWS

The Wargamers Readers' Choice Awards - Board Game

The Wargamer is a popular website concentrating on computer wargames. In its annual awards it has a category for board wargames and is voted for by readers. The winners for 2005 were:

- 1st: **Lock 'n Load: Band of Heroes** (Matrix Games)
- 2nd: **ASL Starter Kit #2** (MMP)
- 3rd: **Wellington** (GMT)

Lock 'n Load: Band of Heroes is the second win for Mark Walker and his **Lock 'n Load** series, the first being the original game itself. The inspiration for Mark came from **Advanced Squad Leader** and the second placed game, Multi-Man Publishing's **Advanced Squad Leader Starter Kit 2**, is the latest incarnation of that classic series.

Wellington, from GMT Games, is from designer Mark McLaughlin and is descended from his earlier game, **The Napoleonic Wars** (GMT). See:

http://www.wargamer.com/articles/readerschoice_awards_2005/page3.asp

2006 Origins Awards Nominees for Historical Board Game of the Year.

The Origins Award winners will be presented at Origins International Game Expo 2006, June 29-July 2, in Columbus, Ohio. The nominees for Historical Board Game of the Year are:

- Assyrian Wars** by Udo Grebe Gamedesign
- Lock 'n Load: Band of Heroes** by Matrix
- Empire of the Sun** by GMT
- Four Lost Battles** by Operational Studies Group
- The First World War** by Phalanx
- Twilight Struggle** by GMT

Sometimes this Origins Category is contains more than a few so-so games. This year the line up is very strong. **Lock 'n Load: Band of Heroes** has already been covered. **Twilight Struggle** is covered below. **Assyrian Wars** is an adaptation of The Napoleonic Wars set in ancient times. **Empire of the Sun** is the latest from designer Mark Herman and is a strategic level game on the Pacific War. **The First World War** is a very abstract game by designer Ted Raicer. Finally **Four Lost Battles** is another set of Napoleonic battles from veteran designer Kevin Zucker, but this time using cards to spice up the settings for the battles.

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

Winners of The 2005 Cyberboard Design Olympics

The **Gamebox Designer of the Year** is **Michael Arrighi** for his gamebox of the Command/XTR title **Inchon**. Other winners were:

Map 1st Place:
First Blood Jeff Kuhn

Counters 1st Place
Talavera Steve Lampon

Innovation/Upgrade 1st Place
Talavera Steve Lampon

See:

<http://loakes.game-host.org/cbdo>

WOTC Announces Avalon Hill 2006 Lineup

In November, Larry Harris, creator of **Axis & Allies**, will release his third game based on the original, **Axis & Allies Battle of the Bulge**. This detailed campaign-level board game will have over three-hundred individual components and will be playable by for two or three players.

NEW BOARD WARGAMES

Avalanche Press

There are five new games from Avalanche Press. **Second World War at Sea: Leyte Gulf**, in the **Second World War at Sea** game series, is an update covering the many battles of Leyte Gulf and the Philippines. It has hundreds of scenarios. A new game in the **Second World War at Sea** game series, its sixth, is **Second World War at Sea: Strike South**. It covers the Japanese invasions of the Philippines, Malaya and the East Indies. **Red God of War: The Soviet Operation Mars, 1942**, covers this operation using the same game system as **Alsace 1945** and **America Triumphant**. **Red Vengeance** is a sequel to **Defiant Russia** and covers campaigns on the Eastern Front in World War Two from Operation Bagration onwards. Designer is William Sariago. Finally, **Panzer Grenadier: Sinister Forces** is a booklet containing background articles and scenarios covering the Eastern Front and its battles for the **Panzer Grenadier** game system. It is not playable by itself, but requires **Eastern Front** to play most of the scenarios, and **Afrika Korps** or **Desert Rats** to play all of them. See:

[http://
www.avalanchepress.com/
index.php](http://www.avalanchepress.com/index.php)

Clash of Arms

Command at Sea Vol.6: Baltic Arena covers submarine attacks, convoy actions, ambushes, night surface actions, and air and surface combinations on the Baltic sea during World War Two. See:

<http://www.clashofarms.com>

Compass Games

The first two games from new company Compass Games are **Silent War** and **Bitter End**. **Silent War** is a solitaire game of the U.S. submarine campaign against Japan during World War Two, designed by Brian Miller. It does have mechanisms to allow multi-player games. **Bitter End** is on the German attack to relieve their Budapest garrison from encirclement in 1945 at the end of World War Two. See:

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

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). **Carrier Air Group** is an expansion set for **Hornet Leader II**, featuring new aircraft: F-14, A-6, EA-6N, and E-2C, more pilot cards and two new campaigns. **Down in Flames: Dragons** takes the Down in Flames series into fantasy as it concerns piloting dragons instead of aircraft! See

<http://www.dvg.com>

Fantasy Flight

Fantasy Flight Games have recently re-issued in updated editions two classic games. **Twilight Imperium**, now in its 3rd edition, is a multiplayer strategic space warfare game. Some rules have been streamlined. **Britannia**, on the history of the various peoples that invaded the British Isles in the Dark Ages, has also had rules streamlined and been given a facelift for its map and counters. See:

[http://
www.fantasyflightgames.c
om/](http://www.fantasyflightgames.com/)

Fiery Dragon

This company has re-issued four 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, **Marcher Lords**, on the Welsh struggle against the English in early-medieval times and **Battle for China** on the Chinese Civil War. See:

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

GMT

GMT has released five new game. **Flying Colors** provides a simple, quick-playing system allowing the recreation of age of sail sea battles including dozens of ships on a side. **The Burning Blue** covers the air war over Southern England from July to December 1940. Design is Lee Brimicombe-Wood, who also designed **Downtown**. **Twilight Struggle: The Cold War 1946-1989**, is a two-player, card-driven game simulating the post-war conflict between the Soviet Union and the United States. **Command and Colours: Ancients**, designed by Richard Borg, takes the **Battle Cry** and **Memoir 44** system back in time to the ancient era. This long awaited has blocks for the units and very simple rules. Finally, **Here I Stand** is a card-driven board and covers the political and religious conflicts of early 16th Century Europe. This Ed Beach game design can be

played by three to six players.
See:

<http://www.gmtgames.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>

Ludopress

Cien Cañones por Banda (With a Hundred Guns Broadside) features three naval battles of the Age of Sail (1750-1830): Cape St. Vincent (1797), Finisterre (1801) and Trafalgar (1805). See:

http://www.simtacludopress.net/Alea_default_ing.htm

MMP

MMP has issued two games in the **Advanced Squad Leader** (ASL) series. **Beyond Valor** is a reprint of what is considered its most important module. **Armies of Oblivion** is a brand new **ASL** module covering the Axis minor allies. It has four mounted maps, lots of scenarios, Solitaire ASL pages, a Chapter H section, and a large number of counters depicting all sorts of Rumanian, Hungarian, Slovaks, Croatian, and Bulgarians. See:

<http://www.multmanpublishing.com>

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**. **Hector & Achilles** is a card game in which each player takes the Trojan and Achaean armies. See:

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

Pratzen Editions

The first game from new French company Pratzen Editions is **Le Vol de l'Aigle**. It covers three Napoleonic campaigns using a new system based on a double blind umpire-mediated game. See:

http://www.pratzen.com/index_en.php

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/>

Worthington Games

Forged in Fire: The 1862 Peninsula Campaign and the Seven Days Battles is a strategic level block style game covering the entire Peninsula campaign from the American Civil War. See:

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

NEW MAGAZINE WAR-GAMES

Strategy and Tactics issue #233 features **Dagger Thrust: Patton or Montgomery, September 1944**, covering the actual and a hypothetical campaign late in World War Two.

Strategy & Tactics issue #234 features **Lest Darkness Fall: Rome in Crisis, A.D. 235-285**, a strategic-level game covering the third century crisis in the Mediterranean region.

Strategy & Tactics issue #235 features **Cold War Battles (Budapest and Angola)**.

See:

<http://www.decisiongames.com>

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.

Against the Odds issue #15 features **Cactus Throne: the Mexican War of 1862-67**.

See:

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

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

Vae Victis issue #66 features two games, **Tempête sur l'Europe, 1939-1945**, a solitaire game on World War Two in Europe and **La Guerre de Troie** on the Trojan War.

Vae Victis issue #67 featuring **Optimus Princeps**, covering the Dacian Campaigns of Trajanus.

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>

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 **Schönggraben 1805** are the latest battles in the Napoleonic **Jours de Gloire** game series. BSO and Canons en Carton have combined forces to produce games. Canons en Carton will be printed in French or English for distribution in Europe while BSO will cover the rest of the world. Two BSO have been reprinted in lavish new editions. These are **Highlander**, on the battles of Prestonpans and Culloden and **Louisiana Tigers** which covers tactical combat at First Manassas. The first new



game from BSO and Canons et Carton is **Bitter Victory**, an unusual design using simple rules and cards for fast play. It covers the Italian Campaign in World War Two and is a Richard Berg design. See:

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

Tom Cundiff is offering a self-published **Up Front Korean**

War Expansion. This expansion, due to overall expense, is available in parts or as one large package. Contact him at:

tdcgsl@yahoo.com

A new DTP company, Firefight Games, is run by two designers, Perry Moore and Paul Rohrbaugh. They have produced a slew of new games:

Crossfire Hurricane: the battle of Long Tan, 1966

Hitler's Stalingrad: the battle for Breslau, Feb-May, 1945

A Bloody Business: the battle for Hue,

Assaulting Leros: Operation Leopard 12-16 Nov. 1943

Eastern Operation: the planned invasion of the Hawaiian islands after the Pearl Harbor attack on Dec 7, 1941.

Bloodbath at the Sakarya: August 23-29, 1921 between the Greek and Turks during the Asia Minor War. See:

<http://firefight-games.com/>

Perry Moore is still designing alone and new from him is **The Dvina River Offensive: Final Blows in North Russia, August 1919**. It covers the last British offensive against the Reds in the Russian Civil War. **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 Khyber Pass Games is **Battle of the Little Bighorn** by designer Michael Taylor. It has five scenarios covering the events which be-

came known as Custer's Last Stand. See:

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

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

For a comprehensive list of board (and card-based) war-games published in 2005 please see:

<http://grogard.com/info1/game05.html>

Free games

Dubious Games Khan of Khans (expansion for **Chev-achee**)

<http://games.groups.yahoo.com/group/Dubious-designs/>

Espinosa (MMP)

<http://www.gamersarchive.net/theGamers/archive/espinoza.htm>

La Guerra Civil Espanola (JuanCarlos Cebrian/Nicolas Eskubi)

<http://personal.telefonica.terra.es/web2/txominweb/GCE-Demo.zip>

Montebello expansion for Marengo (The Gamers/MMP)

<http://www.gamersarchive.net/theGamers/archive/nbs/NBSMarengo/Montebello.zip>

Vector V5 (Nigel Hodge)

<http://grogard.com/board.html#v1258>

Official Rules

1776 (AH)

<http://www.boardgamegeek.com/file/6177/>
[1776 Rules 3.5 megs.pdf](#)

Afrika Korps (AH)

<http://www.boardgamegeek.com/file/6550/>
[Afrika Korps 3d ed.pdf](#)

Britannia (FFG)

<http://www.fantasyflightgames.com/PDF/britanniarules.pdf>

Kursk 1943, Alea#31

<http://grogard.com/info1/kurskalea.doc>

Lest Darkness Fall,
S&T#234

<http://grogard.com/info1/lest.doc>

Twilight Struggle (GMT)
<http://grogard.com/info1/twilight.pdf>

Yankees and Rebels (Gio Games)

<http://www.giogames.it/immagini/Y&Rrules1.1.pdf>

Errata

7 Ages (ADG)

<http://www.boardgamegeek.com/file/12459/>
[7Ages FAQ draft Mar2005.doc](#)

Bittereinder, Against the Odds#13

http://www.atomagazine.com/errata/errata_bittereinder.pdf

Britannia (FFG)

<http://www.fantasyflightgames.com/PDF/britanniafaq.pdf>

A Dark & Bloody Ground, Against the Odds#7

http://www.atomagazine.com/errata/errata_dbg.pdf

Triumph of Chaos (Clash of Arms)

<http://grogard.com/errata1/triumph.txt>

Operation Kadesh (UGG)

<http://www.ugg.de/cs/KaddErr.html>

Twilight Struggle (GMT)

<http://www.boardgamegeek.com/thread/91834>
<http://grogard.com/errata1/twilight.doc>

Le Vol de l'Aigle (Pratzen Editions)

<http://grogard.com/errata1/flightfaq.pdf>

Warplan Dropshot 60/
Warplan Dropshot 70
(Schutze Games)

<http://grogard.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 Vae Victis#63

<http://grogard.com/info1/blitzkrieg1940.doc>

Frederick II, Vae Victis#65

<http://grogard.com/info1/frederickII.doc>

La Guerre de Troie, Vae Victis#66

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

Mlawa 1939 (Tcktyka i Strategia)

<http://grogard.com/info1/mlawa1939.doc>

Nordkapp, Alea#29

<http://grogard.com/info1/nordkapp.doc>

Stalingrad 1942-43 (Tcktyka i Strategia)

<http://grogard.com/info1/stalingrad194243.doc>

Alan Poulter

Secretary's soap-box

Chris Geggus

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publicity etc. in the near future as the whole world becomes a virtual platform. As the modest (and bloody lazy) Secretary, I would like to thank all the officers for their ongoing devotion and help over the last few years. Without these guys we would not have a Society - end of discussion.

Chris Geggus

Subscriptions for 2006

The annual subs remain at £10. 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 am 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.

Barrington Beavis

Treasurer's report for 2005

Barrington Beavis

	£	£	£
INCOME			
Membership fees			630.00
Attendance fees Wallington 2005			75.00
Interest received			11.71
TOTAL INCOME			716.71
EXPENDITURE			
Convention fees		100.00	
Editor's expenses		28.00	
Despatch costs			
Paper	45.45		
Postage	99.02		
Photocopier service	156.11		
Total Despatch costs		300.58	
TOTAL EXPENDITURE			428.58
SURPLUS FOR THE YEAR			288.13
2005 Opening bank balances			
Reserve Account		523.41	
Current Account		44.97	
			568.38
2005 Closing bank balances			
Reserve Account		535.12	
Current Account		321.39	
			856.51
Surplus for 2005			288.13

The results are an improvement over 2004 but not as large as it might at first seem. Last year at this time we had paid a £200.00 deposit for the 2005 autumn convention and paid £94.00 for toner for the photocopier.

Barrington Beavis

A Solitaire ASL Campaign

Part 2

Kevin Croskery

The campaign in Poland continues:

Mission 4: Recon

Enemy resistance is fading and we are surging forward on all fronts. The Poles have finally abandoned the monastery and our unit, equipped with some captured trucks, rolls forward. Weak resistance is brushed aside and a heroic charge by our PSW 221 forces a bridge over the river San. The armoured car even survived a hit by a 10.5cm cannon! Iron Crosses for the crew. Reinforced with a tank and in fading light we storm a fortified farm. Our armoured cars come under fire from a Polish tank hiding in a barn but it is quickly knocked out. Resistance is patchy: some units melt away, others go berserk and charge recklessly at us. Just when the battle reaches a climax word comes through on the radio: the campaign is over, the Poles have surrendered.

France May 1940

After a well deserved rest we now find ourselves part of Guderian's XIX Panzer Corps, deep in the Ardennes. Our mission is to capture the river crossings at Sedan and then drive for the Channel coast.

Mission 5: Bridgehead

Our mission is to cross the Meuse river south of Sedan, establish a bridgehead and fend off any French counter attacks. Recon identifies a

relatively undefended bank and our crossing goes smoothly. The armoured cars remain on the east bank to lend fire support. 1 platoon proceeds to advance down the river bank clearing any resistance while the remaining two platoons establish defensive positions on the hills west of the bridgehead.

1 platoon meets heavy resistance including an unpleasant surprise of two tanks, including a Char B monster. This is eventually destroyed in close combat but one squad finds itself cut off and is forced to surrender and to make matters worse the company commander is severely wounded. The captured squad is rescued and manages to find a working machine gun. A nest of foxholes is discovered and cleared.

Meanwhile back at the bridgehead a serious French counter attack is under way, including five tanks. Our 3.7cm antitank gun scores a lucky hit on one of these tanks forcing the crew to abandon it.

Luckily for us the French counter attack is uncoordinated and we manage to hold it off. Late in the day the Corps commander himself arrives at the bridgehead with some infantry and manage to drive off a threat to the south of the bridgehead.

The defence holds and we are now poised to breakout.

Mission 6: Cautious Advance

The wounded Captain Popel is taken to the rear and will play no further part in the campaign. Our new commander is Captain Sicer.

Our mission is to clear a nest of resistance in a village west of the Meuse. The advance is slow and the company comes under heavy fire from the stone buildings in the village. Massing our own firepower we methodically clear the strongpoints but the pace is very slow. The town hall is heavily defended and only with the arrival of a reinforcing infantry company and a tank are we able to clear the resistance. The French put up a desperate defence, coming under heavy German fire, one strongpoint spontaneously charges through a corn field but is destroyed by our machineguns.

Mission 7: Pursuit

Division has completely broken through the French lines and is racing towards the Channel coast near Abbeville. Our mission is to capture a bridge over a minor river allowing our panzer to continue their advance. Resistance is expected to be light and mainly from the rear echelon of the BEF.

We advance with the armoured cars leading the way. Minor resistance from the British rear echelon is swept aside and we engage a convoy of infantry and artillery. Everything is going well until the Company commander is killed by a sniper! Our advance comes to a crashing halt as the remaining leaders thrash around trying to regain cohesion. Resistance starts to stiffen along a ridge line manned by first line infantry supported by anti-tank guns. We get reinforcements in the form of two assault guns and we cause enough casualties to earn a Pyrrhic victory.

To be continued....

Membership changes

Change of Address:

Ian Daghish; new email idaghish@uwclub.net

Andy Watts; email ops@culdrose.mod.uk and web page <http://www.rfu.com/clubs/cornwallreferees>. Since I have just qualified as a cricket umpire maybe Andy and I can talk about discipline and behaviour on the field of play. Or maybe we can just talk about games.

Richard Spilsbury (9084) - 64 Brent Moor Road, Bramhall, Stockport SK7 3PY.

Both Ross and Barry turned up at Knutsford and the usual pestering of Beavis and Geggus persuaded them to sign up for a good thing. My apologies if I've misspelt any of the address or email details, but either my eyes are worse than I thought or their writing was a little rushed (can anyone spot any mistakes?). Welcome to both of them and hopefully see either or both of you at Wallington.

New Members

Ross Mathieson (9083) - Witney Dental Practice, 26 Market Square, Witney, Oxon OX28 6BB. Email ROSSRRFM@AOL.COM

Editor's musings

Welcome back Alan, and thanks for your continuing contributions.

Looking back over the years I see that 2006 is the 10th year that I have been editing Despatch. Issue 2/2 was my first Despatch (or EuroDespatch as we called it in those heady days) after taking over from Harry Tucker. That issue contained articles from Murray, Bill Durrant, Dave Taylor, Alan Poulter and Andy Watts. On the Net was a two page article from Alan, compared to being the core of Despatch now. What is very noticeable is the lack of game company and general wargame websites. How times have changed in the last ten years - from slow dial up modems to always on broadband and a plethora of gaming websites. Who said the hobby is dead? It's not, it is just redefining itself.

Another difference from ten years ago is that we don't publish game starts any more. Is that because we're playing less games? I don't think so.

What has not changed is our membership fee is still £10 and in fact has been £10 for as long as I have been a member - the early 80's. Time for an increase, Treasurer?

The bad news for me this year was that I missed SwanCon in March because I got the dreaded lurgy the previous week and was still infected that weekend. Grr, I was looking forward to some fff which I have not done for too long. I am definitely going to WallyCon!

A plug for the War & Peace show 2006: this takes place at the Hop farm in Kent and I've raved about it in previous issues. It really is worth going, the amount of hardware on display and working is incredible. The website is:

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

If anyone is interested we could get a group of us together and go to the show. The Friday is probably the best day as there are fewer crowds and the visitors on that day tend to be people who know a bit about the kit. Drop me a line if you are interested.

Another plug, this time personal, but hey, I'm the editor so I say it's ok!

Interested in central Florida, Orlando and Disney? Then you must stay at our villa! It is located about 10 minutes from Disney and is near all the shops, restaurants and golf courses you can ever want. It is in a conservation area so the location is quite peaceful. Just what you want after a hectic day at the theme parks!

You can see more details at:

<http://www.floridapremiumvillas.com/dispad.asp?Ref=ldlewise>

As a special deal we can offer a 5% discount to AHIKS members (hey, this includes USA members as well!)

Just drop me a line at

florida4bedvilla@btinternet.com

or the address below.

Kevin Croskery

kcroskery@btinternet.com