

# DESPATCH

VOLUME 9, ISSUE 4

DECEMBER 2003

## Secretary's Soapbox *Chris Geggus*

I am writing this piece about a week before Wally Con (thank you to Murray for the name). I am very hopeful that it will be a success, particularly as booking numbers are up on previous years for our Southern venue. The only fly in the ointment is that the very friendly couple, with whom I made all the arrangements and negotiated our pretty good rates, have rather suddenly moved on and obviously I do not yet know the new owners/landlords. They are keeping to our agreement and if all goes as expected we could well be looking at booking the same venue for next year. We do have one major problem in that I chose a weekend of rather important sporting endeavours i.e. the Turkey/England football match and the start of the Rugby World Cup. Sorry to those of you who are suffering some degree of conflict, but the rugby is on for a few weeks and who cares about the soccer prima donnas anyway? Elsewhere in this issue I hope we will have the dates listed for Swan Con. Never a disappointment there, although I notice that Premier Lodges have recently been sold off. I hope we remain unaffected.

A couple of interesting programmes on U.K. TV recently. For those of you who watched Time Commanders - my sympathy. However, I do like the big computer screens in the studio, perhaps a future con? Secondly it was interesting to see James Dunnigan appearing as a military expert on the BBC Secret History programme about the WWII illusionist and magician Jasper Maskelyne. That's obviously where ex-gamers and designers go when they leave the hobby.

As we enter the winter season I hope more games will be played and we can get some ratings put forward to AHIKS. I will always play rated games if my opponent wants - it costs nothing other than a few extra seconds at the end of the games. One apology I have just noticed. I was very pleased the Flagship magazine gave Wally Con a plug, but unfortunately I gave them the wrong dates. I hope no one turned up on the Wednesday or Thursday to join the con!

I am now writing this second part of my article a couple of days after returning from the Dukes Head in Wallington. The convention went very well I thought and the general consensus is to return next year. We did have one major disaster when we tried to sit down to dinner only minutes after the Turkey/England game and the bar was still heaving with tattooed, noisy and drunk English soccer fans. With limited space, a lot of noise, a new chef and 22 AHIKS members all in the same place at the same time, something was bound to suffer. Unfortunately it was our service and we all sympathise with those of you who waited over one and a half hours to be served. It happens occasionally and there is certainly no reason to dream that it will ever happen again. No one got hurt, even the chef after a visit from Murray and hopefully we can take advantage of the moral high ground to book next year at the same prices. Watch this space. The other criticism was the location, but anywhere within the M25 at that price is a miracle. A messy drive for those of us to the north of the M25, but we all got there in the end. I hope there is a fuller review of what was a good weekend later in this issue.



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### WHO ARE WE AND WHAT IS AHIKS

AHIKS was formed in 1965 by a group of people whose purpose was threefold:

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.

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## SwanCon 2004 5 to 7 March 2004

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 but will be around £48 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 kwalton@dak-waterloo.demon.co.uk**

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

## Computer Games

*Leslie King*

### Napoleon's Battles

This game managed to set a new record for the shortest time installed on my computer - around 20 minutes in total. I had originally ordered it separately but it came as a free add-on with "Eric Young's Squad Assault" - just as well really. What can I say about it - from the Pidgin English of the scenario details to the frankly hilarious gameplay it was absolute toss from beginning to end. The play was bad, the sound was worse, the graphics reminded me of a Playstation game - a bad Playstation game. Avoid at all costs.

### Eric Young's Squad Assault West-front.

Eric Young was one of the people behind the "Close combat" series and this is the latest attempt to move that series into 3D territory. There's much about the game that reminds me of CC - the click on the unit to get a drop down menu which you then select an action for the unit on, you can click on a mini map too to move around the battlefield quickly, and you get the status for your men underneath the screen. The play is fairly similar too - only 3D.

So how does it work? - very much a curate's egg. It looks good enough and the sound helps create an authentic atmosphere. It can be difficult to control your units though as the drop down menu you have to click on is very small. You can use shortcuts to get around this, but even then you find that camera control is not either easy or intuitive so you are rushing it around the screen trying to follow the action but keep rushing past where it's all happening. There's also another couple of big problems. I've got a computer which is a couple of years old (although it still has a pretty good spec) but I found it chugging and slowing up in places in any battle when you have more than five or six units on each side. However, I have

heard that even on new computers with a huge drive and better graphics card this can still be a problem which makes it extremely difficult to control units when you most need to. There's also a problem with the artificial intelligence. The enemy units seem to attack in huge blocks (all very well with Russians on the Eastern Front but this is Normandy) so dropping an artillery barrage on them is a very good tactic. Headless chickens would best describe the enemy behaviour much of the time unfortunately.



Having said that, the game undoubtedly has some value - and a great deal of potential. I think that with a decent patch it could be made to work very well and I'm hoping that there will be other games using the same system. The first CC game was very rough at the edges and it was built on after that so I'm hoping this will be the case this time. I did get a considerable amount of enjoyment out of it and I would recommend it guardedly. I will certainly be playing it some more anyway.

### Combat Mission 2 Barbarossa to Berlin

A follow-up to Combat Mission which came out a few years ago - and a very welcome new game too. There are very few major changes to the original - just lots of new

scenarios and some definite improvements in game play. This time the combat is set on the eastern front so you get the major protagonists and some of the minor powers too.

The game is a cross between real-time play and turn based play. You plot a move which lasts one minute, and the computer does the same - the turn is then resolved. As well as playing against the computer (which has a pretty good level of AI for once) you can also play the games by e-mail just as easily. In fact this aspect of the play is highly recommended - an e-mail turn can be done in no time at all and it solves the problem of not having ftf opponents.

The game controls are all very intuitive and it all plays very well. To select a unit you can right click on it - you are then offered a drop down menu for the actions you can take, from simple moves to targeting the enemy or "hunt" which means your unit will move forwards slowly searching for the enemy. You plot all your moves and then watch as the action from both sides unfolds in front of you. It's usually nothing like you had planned too, as units go off and do their own thing, or run away! You can replay the turn again and again from lots of different angles to ensure you haven't missed anything before you plot your next turn.

The graphics and play are better than the original and with all the scenarios there's a huge amount of value in the package. You get a small manual included but there's a pdf manual provided on the disk too. Highly recommended, but look out for the patches that are available too (Thanks to the Editor for mine).

### Cyberboard

*(Continued on page 7)*

## 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>).

### NEWS

#### Rob Markham Designs for Avalanche

Designer Rob Markham has merged his Rob Markham Designs DTP-effort into Avalanche, so that his future games get the same treatment as standard Avalanche games. Rob Markham is the designer of games like **Soldier Kings**, **Granada** and **Montcalm and Wolfe**:

*"We are thrilled to let Rob take the ball and run with it!" commented Avalanche Press CEO Mike Benninghof. "I've worked on Rob's games for over 15 years, and I know from personal experience that his design work is the best our industry has to offer. Rob's games are known for their accuracy, playability, and most of all fun! How can we go wrong?"*

*I've enjoyed a great working relationship with Avalanche over the years and am so thrilled to be taking it a step further!" reported Markham. "With their experience and fan base, this line will delight old fans as well as entice new ones!"*

The first Markham Designs products will be **Stonewall: The Battle of Kernstown** and **Greece Preserved: The Battle of Marathon**.

#### New edition of Axis & Allies

Wizards of the Coast will release a new version of **Axis & Allies** in March 2004, according to a press release:

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

*"The revised Axis & Allies, created under the direction of Larry Harris, the game's original designer, will feature more detailed game pieces, a beautifully charted, full-colour world map, and updated rules that promise to make play more exciting than ever.*

*The redesigned edition of Axis & Allies emphasises the game's dedication to historical detail, including the revamping of play pieces to reflect real-life military vehicles. Now German tanks are shaped like Panther tanks while the U.S. and the U.K. tanks resemble Sherman tanks. Changes to the fighter*



*planes include transforming the U. K. fighters into Spitfires, the U. S. fighters into P-38 Lightnings, and the German fighters into Ju-87 Stukas.*

*While retaining Axis & Allies historical flavour and complex strategy, updates to the game's rules -- such as new guidelines for weapons development research -- help streamline and improve game balance. Other specific additions to the game include new sea zone configurations and even new territories."*

#### New edition of Conquest of the Empire

Eagle Games in a press release announced the signing of an exclusive deal with designer Larry Harris to re-publish the classic game **Conquest of the Empire** in late 2004. **Conquest of the Empire** was originally published in 1985 as part of Milton Bradley's Game Master Series, became immensely popular and second-hand copies continue to be highly sought after. The press release states:

*"We are tremendously honoured to be working with an industry legend like Larry," said Glenn Drover, President and Founder of Eagle Games. "We are also very excited to re-publish a classic game like Conquest of the Empire. We plan to give the game the 'Eagle Games' treatment', which should make the game new and exciting for old and new fans alike.*

*I am so enthusiastic about being able to add value to this great game and to make it available to those who have always wanted to own it," said Larry Harris. "It gives me a chance to perfect the original engine while offering great new content. There is no question that Eagle Games is the perfect company to publish the new version of Conquest of the Empire. Their dedication to quality components and content ensures that the new version will not only live up to the standards set by the original, but will surpass them.*

*The new version of Conquest of the Empire will include the original game*



*(with new rules for catapults, and*

other great optional rules), great artwork by Paul Niemeyer, and entirely new components and rules for scenarios that will include *The Expansion of Rome*, *The Punic Wars*, and *the Barbarian Invasions of the Empire*.”

## NEW GAMES

### Avalanche

**Tank Battles** is the first **Panzer Grenadier** series scenario book with 48 new scenarios. The biggest is on Operation Mars, the 1942 Soviet offensive in front of Moscow.

**Great Pacific War** is a strategic level game covering the entire War in the Pacific from December 1941-46, based on the game system used in the Avalanche re-issue of the John Prados design **Third Reich**. Rules are included to link this game with **Third Reich**.

**America Triumphant: The Battle Of The Bulge** is a new game in the **Decisive Battles of World War Two** series from designer, Brian Knipple. It is a one map game with 280 counters.

Based on **Soldier Kings**, **Soldier Emperor** covers the Napoleonic Wars in Europe, 1803-1815. The game has two large hard-mounted game boards and 64 cards plus over 300 pieces. See:

<http://www.avalancheexpress.com>

### Clash of Arms

**Whistling Death** is the third card game in designer JD Webster's World War Two **Fighting Wings** series. It is on tactical air combat in the Pacific and contains 110 scenarios involving 40 aircraft and ship types. See:

<http://www.clashofarms.com>

### Critical Hit

Moments in History's grand tactical simulation of the Battle of Berlin, **Gotterdammerung** has been re-issued in a 2nd edition. The new edition includes a new map, new counters, new play aids, and a new rulebook and a small map insert covering the fight for the fuhrer bunker. See:

<http://www.criticalhit.com>

### Decision Games

**Battle Cry of Freedom**, by new designer David Smith, is a strategic level card game on the American Civil War. It takes a very different approach from the groundbreaking **Blue Vs Gray**. In **Blue Vs Gray** players were responsible for the composition of armies and the choice of strategic objectives. In **Battle Cry of Freedom**, players re-fight the historical series of battles and can micro-manage the tactical engagements in each battle. The game also incorporates an immense range of historical events. It has no map and no counters. See:

<http://www.decisiongames.com>

### Eagle Games

**Age of Mythology** is a board game based on the computer game of the same name. Players control armies made up of warriors, priests, heroes, and mythical creatures from ancient Greek, Egyptian, and Norse mythology. They explore the world and gather resources, which allow them to create buildings and armies. Special buildings allow players to build new army types and improve the abilities of their units. Battles are resolved with a unique dice and card system. It is intended as a game non-wargamers could play. See:

<http://www.eaglegames.net/>

### GMT

**A World at War** is based on the **Advanced Third Reich/Empire**

**of the Rising Sun** game system, which simulates the military, economic, political, diplomatic, research and production aspects of the Second World War. The game includes many campaigns/scenarios, ranging from the introductory Battle of the Atlantic and Barbarossa scenarios up to separate European and Pacific campaign games and the entire war in Europe and the Pacific.

**Ardennes '44: The Battle of the Bulge**, designed by Mark Simonitch, features a plethora of special rules covering Night Turns, Determined Defence/Attack Options, Engineer Teams, Traffic Jams, Variable Bridge Construction, Disengagement, Von Der Heydte's parachute battalion, and Skorseny's 150 Panzer Brigade. It is yet another contender for the best Bulge game.

**Medieval**, designed by Richard H. Berg is a card-based game set in 13th century in Europe, Middle East and North Africa. The cards represent the Powers (e.g. England, the Hapsburgs etc), various events, and also provide the playing map, that is formed of nineteen Cards, only eight of which start the game in play. The rest of the map cards come into play randomly, but can be removed by the depredations of the Mongols. **Medieval** takes three to five players and includes 110 cards, markers and play money.

**The Great Battles of Alexander**, the game that started the **Great Battles of History** series, has been re-issued in an updated and expanded edition. It includes new counters, maps and scenarios that cover all the major battles from the original game (and the **Juggernaut** module) plus five additional battles. Ownership of this new edition is required to play a new module, **Tyrant**, on the battles of Carthage versus Syracuse, 480-276 B. C. See:

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

## L2 Design Group

**Bitter Woods**, a divisional level game on the Battle of the Bulge, comes out in yet another edition.

**Bitter Woods: Deluxe Edition** has a mounted map with enlarged hexes and updated cartography, larger counters, an updated order of battle, additional scenarios and rules changes and clarifications.

A re-appearance of a classic is the fourth edition of **The Russian Campaign**, a strategic level game on the Eastern Front in World War Two. It has a mounted map, larger counters, new variant counters, new scenarios, an updated order of battle and an updated rules booklet. See:

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

## Lost Battalion Games

Following on from **Drive on Stalingrad**, **Streets of Stalingrad** is an operational level card game set on the Eastern Front during World War Two. It consists of separate unit decks, for German and Russian infantry, mechanised and tank units, and operations/locations decks, which provide for engagement actions.

It has been supplemented by **384th German Infantry Division**, which is an independent unit deck, and **Operation Uranus** which includes new operations and locations decks and new unit decks for the Soviet 4th Cavalry Corps and the Rumanian 1st Panzer Division. See:

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

## MMP

**Monty's Gamble Market Garden** is an area-movement game based on the **Breakout: Normandy** system. It covers the entire Operation Market Garden campaign and contains one map, two counter sheets and a 16 page rulebook.

**For King and Country** is an **Advanced Squad Leader** module that contains a complete order of battle for British units along with four mounted maps and 20 revised and updated scenarios. See:

<http://www.multimanpublishing.com>

## Phalanx Games

**Age of Napoleon 1805 – 1815**, by new designer Renaud Verlaque, is a grand strategic two player game based on the rise and fall of Napoleon. It has a mounted map, 162 large counters, a short rulebook and 56 cards. It is intended as a game non-wargamers could play. See:

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

## UGG

**Pasaran?** is a strategic level game on the Spanish Civil War, 1936-1939, which uses the **Blitzkrieg General** game system. The map is area based, there are rules for production, special terrain, weather and supply, and 55 option cards for special events. It is for two players but there is a solitaire option. See:

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

## NEW MAGAZINE WARGAMES

Strategy and Tactics issue #217 contains **The Lost Battalion: The Meuse-Argonne Offensive 1918** an operational level game on the World War One battle. Designer is John Desch.

Strategy and Tactics issue #218 contains games on two separate battles **Chancellorsville and Plevna**, using the **Empires at War** game system. Designer is Joe Miranda. See:

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

Vae Victis issue #52 contains **La**

**Campagne De France, 1814**, an operational level game on the Napoleonic campaign. Earlier games using the same game system have been published in Vae Victis #41 and #47.

Vae Victis issue #53 contains **Champs de Bataille IV: Asie** on tactical combat in medieval Asia. Earlier games using the same game system have been published in Vae Victis #9, #15 and #30. 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 #5 contains **North Wind Rain**, an operational/strategic level game on a hypothetical Japanese attack against the Soviet Far East in World War Two. Designer is Mark Stille. See:

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

Alea issue #28 contains **Africa 1859-60: The Last Romantic War**, on three battles of the Spanish-Moroccan war of 1859-60: Castillejos, Wad-Ras and Tetuán. See:

<http://www.simtacludopress.net/>

Note that Alea magazine and games are in Spanish but rules translations are made available via:

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

Six Angles issue #8 contains **Kharkov 1941-43**, an operational level game on the campaigns for Kharkov. Designer is Mas Yamazaki. See:

<http://www.mas-yamazaki.com/sa8ordereng.html>

## NEW DESKTOP PUBLISHED WARGAMES

**Zulu!** is a BSO game from de-

signer Richard Berg on the famous defence of Rorke's Drift. It has no hexes, no squares, no point-to-point areas and counters with no ratings or numbers of any sort! British counters represent 4 men; Zulu counters about 25-30 men. See:

<http://members.tripod.com/~RichardHBerg/bs0.html>

Khyber Pass Games have released **The Battle of Jassin 1915**, on a battle in East Africa between veteran German Schutztruppen and a mixed force of Indian regular army and Imperial Service troops. The game uses a new tactical combat system for World War One games. See:

[http://216.234.163.39/kpg/kpg\\_main.html](http://216.234.163.39/kpg/kpg_main.html)

New from designer Perry Moore is **Gunfight in the Valley of Tears 1973** on an engagement between 20 Israeli Centurion tanks against over 100 Syrian T-62/T-55 tanks! This tactical game covers the three hour battle that ended with an IDF victory. See:

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

Schutze Games have released **Cards Of War**, a card game themed around World War Two and **Fox's Gambit: Gazala**, designer Paul Rohrbaugh, on the 1942 desert battle. See:

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

Designer Roberto Chiavini, under his TCS banner, has released **The Battle of Montebello** on the 1859 battle in the Second Italian War for Independence. Email Roberto at:

[mumaye@libero.it](mailto:mumaye@libero.it)

## NEW WEB RESOURCES

As a preview of their forthcoming new **Men of Iron** series on tactical

medieval combat, GMT is offering **Agincourt**, a complete game for download:

<http://www.gmtgames.com/miv1/sneakpeek.html>

Designer Alan Emrich has made available for download, as part of a game design course he is running, two classic introductory games from SPI, **Napoleon at Waterloo**, at:

[http://www.alanemrich.com/PGD/Week\\_09/PGD\\_NAW\\_rules.htm](http://www.alanemrich.com/PGD/Week_09/PGD_NAW_rules.htm)

and **Strike Force One** at:

[http://www.alanemrich.com/PGD/Week\\_09/PGD\\_SF1\\_rules.htm](http://www.alanemrich.com/PGD/Week_09/PGD_SF1_rules.htm)

The web site for **Ancients**, a previously published tactical level game of Ancient era combat, now available for download, has moved to:

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

**Spanish Fury, Sail!**, a complete set of miniatures rules for tactical naval combat 1560-1603, is available for download at:

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

Designer David Kershaw has made available for download three games, **Barbarossa Solitaire**, **Imperium Romanum Lite** and **Saxon Shore**, at:

<http://www.kerpob.com/games/>

Unofficial 2<sup>nd</sup> edition rules for **Geronimo** are available at:

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

An unofficial Midway variant for **Carrier** is available (as a Word file) at:

<http://grogard.com/variants1/carrier.doc>

## Computer games *Leslie King*

*(Continued from page 3)*

Not a game but something that could well be of interest to game players. Cyberboard is a way of playing normal board wargames by e-mail. You need to have a copy of the game for the rules etc (and to avoid copyright problems), you use Cyberboard to actually record the moves and combats, e-mail the result to your opponent who does the same and e-mails you back in return. Cyberboard is the program that controls all of this - it's available for free download from <http://cyberboard.brainiac.com/>. Once you have downloaded Cyberboard you then need to download gameboxes for the games - again these are available free of charge - one good source is <http://www.geocities.com/darksan/cbdesign.htm>. Some of the results are superb, especially where the maps have been scanned. You can also produce your own gameboxes for games if there's not one available though this does require a great deal of technical knowledge. There's a full Cyberboard manual available and I would recommend that anyone interested in the system downloading this to see what it's all about from <http://privatewars.kyth.org/>. For games that use cards as well as counters (such as "Paths of Glory") there's a site where you can get online access to a system for controlling these too - see the following site for details : <http://privatewars.kyth.org/>

## Gaming Aids

### Andy Watts

Another quiet few months on the game results, with only myself and Jeff Hawarden completing a set of Victory in the Pacific (VITP) games. Both games went my way, though it was success in the early turn raids into normally "safe" areas that paved the way for victory. My rating rises by 140 points, moving me up 8 places, whilst Jeff's rating lowers also by 140 points and he drops down to 24<sup>th</sup> place. Whilst there is no pressure for anybody not willing to have their games rated, I also offer a confidential service in that your games can be rated but if you wish to keep your rating private, then that can be easily accomplished. I already do that for several EuroA-HIKS members.

No change in the Gaming Aids OOB availability other than the inclusion of Across Five Aprils – Shiloh.

If you want any new game OOBs transferred into a computer format, then all you have to do is forward a complete list of units in the particular game, on both side(s) and I will put them into an easy to use electronic format. I also have a scanner if that makes it easier.

If you want the full or specific game computerised OOB currently available, contact me by post so long as you provide a disc(s) (it takes 3 - 1.44Mb discs for the full list of OOBs currently available) or via the Internet (MS Excel). These include FE, BB81, VITP, WAS, PAA, TRC and combat sheets for 2nd, 3rd, 5th, 6th, 7th Fleet, BKN, TAC, TP:S and SOA. I still need your old OOBs to keep me busy.

The latest update is as follows; (\* indicate available on disc/Internet)

1. Gettysburg 88 \*
2. Afrika Korps
3. The Russian Campaign \*
4. Victory in the Pacific \*
5. Turning Point: Stalingrad/ Impulse record sheet \*

6. Fortress Europa \*
7. Wooden Ships & Iron Men/ Impulse record sheet
8. Battle of the Bulge 81 \* and combat sheet/PBM sheets
9. Battle of the Bulge 65 and combat sheet/PBM sheets
10. Submarine and impulse sheets
11. War at Sea \*
12. NATO
13. D-Day - old
14. Stalingrad
15. War in Europe
16. Longest Day - Scenario 1 \*
17. Cobra
18. Blitzkrieg
19. Chick/Shilo
20. Cemetary Hill/Antietam
21. Midway - old
22. Luftwaffe
23. Air Assault on Crete
24. Panzerarmee Afrika \*
25. Panzergruppe Guderian
26. Napoleons Last Battles
27. Bull run
28. Anzio \*
29. 2nd Fleet \*
30. 3rd Fleet \*
31. 5th Fleet \*
32. 6th Fleet \*
33. 7th Fleet \*
34. Breakout Normandy and impulse record sheet \* (both)
35. Thunder at Cassino and impulse record sheet \* (both)
36. Storm over Arnhem and impulse record sheet \* (both)
37. 1776 \*
38. Siege of Jerusalem
39. Panzerblitz \*
40. Panzerleader \*
41. Stellar Conquest
42. Conquistador
43. Battle of the Bulge '92
44. The Russian Front
45. Tigers are Burning \*
46. Battle of Nations \*
47. Men at Arms Scenario 2 and 15 \*
48. France '40 \*
49. Zama \*
50. Frederick the Great Scenario 1757 \*
51. Race for Tunis/Bloody Kasser-

- ine \*
52. Wargram \*
53. Chattanooga \*
54. Fredericksburg \*
55. Lutzen \*
56. Battle for Moscow \*
57. Quatre Bras \*
58. Alexander the Great \*
59. Borodino \*
60. Caesar's Legions Scenario IV \*
61. Battle of the Bulge '91 Scenario 1 \*
62. Across Five Aprils – Shiloh

Good gaming and may your die be favourable!

Andy Watts

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## Editorial

### Kevin Croskery

So another year under the belt—how was it for you? Life is funny, when I was young I had all the time in the world to wargame but no money to buy many games. Now there never seems to be enough time and I have so many games that I will never get around to playing all of them. Roll on retirement! I just hope my eyesight holds out for a few more years.

My gaming year in 2003 was ASL heavy. I mentioned in an earlier D that I had found an ASL player nearby. We have played quite a few matches together, including a very exciting Red Barricades scenario. You just can't beat Stalingrad for the full immersion gaming experience. The highlight of the year was my first ASL con, Intensive Fire an Bournemouth. I managed to win 2 lose 1 so I didn't let my team mates down. A great experience overall.



## 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 #	GM	Mode	Date
1776	AH	Phil McCabe	1561	-	PBEM	09/01/2003
1914	AH	Mike Scott	1555	--	PBEM (preferred)/PBM	09/04/2003
Actung! Spitfire	Clash of Arms	Bill Lindow	988	Y	-	
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	Å	Mike Rowles	1446	Y		
Anzio	AH	Tom Oleson	111	-	Also standby for new member*	Indef
Anzio	AH	William Osmanson	413	-		12/25/03
Arab-Israeli Wars	AH	Dennis Sheppard	804	-	PBEM	12/25/03
Austerlitz	SPI	Mel Yarwood	36	-		11/05/2003
Avalanche		Rafael Segarra	225	-	PBM/PBEM	01/04/2003
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	01/06/2003
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 (1991 Smithsonian edition)	AH	Dennis Sheppard	804	-	PBEM	12/25/03
Bulge (1981 edition)	AH	Alex Martin	939	-	PBEM	10/07/2003
Chantilly	Ivy Street Games	Paul Marcone	1262	-	PBEM (ADC2 only)	12/25/03
Chicamauga & Chattanooga	Avalanche Press	Martin Svevsson	1466	-	PBEM	7/23/03
Civil War	VG	Phil McCabe	1561	-	PBEM	09/01/2003
Civilization	AH	William D. Lentz	1503	Y		
Civilization	AH	John Ringhoffer	1185	-	PBM and Standby	12/25/03
Colony Delta		William D. Lentz	1503	Y		
Combat Mission: Beyond Overlord		Jim Vanspengen	1560	-	PBEM (F) Only	06/07/2003
Diplomacy	AH	Robert Carstensen	1526	Y		
Diplomacy	AH	John Ringhoffer	1185	-	PBM and Standby	12/25/03
East Front	Columbia	Omar Dewitt	44	-	PBEM	9/15/02
Flattop	AH	Paul Warnick	1430	Y	PBEM (GM & PLAY)	4/28/03
For the People	AH	Michael Mitchell	1086	-	PBEM	12/25/03
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	09/04/2003
Hannibal	AH	Stuart Schoenberger	216	Y	GM, PBM/PBEM	03/03/2003
History of the World	AH (original version)	Jeff Miller	1303	Y	-	-
Invasion America	SPI	Dennis Sheppard	804	-	PBEM	12/25/03
Invasion Sicily	GMT	Rafael Segarra	225	-	PBM/PBEM	01/04/2003
Kasserine	GMT	Rafael Segarra	225	-	PBM/PBEM	01/04/2003
Panzer Blitz	AH	Ron Brooker	1252	-	Standby for new member only*	
Panzer Leader	AH	Art Dohrman	1551	-	PBEM (preferred but will do PBM)	10/26/03
Panzer Leader	AH	Dennis Sheppard	804	-	PBEM	12/25/03
Panzer Leader	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
Quebec	Columbia	William D. Lentz	1503	Y	-	-
Red Parachutes	AP	Sid Jolly	12	Y	PBEM (or GM)	10/16/03
Red Star/White Star (Mech War 2)	SPI	Sid Jolly	12	Y	PBEM (or GM)	10/16/03
Red Star/White Star (Mech War 2)	SPI	Sid Jolly	12	-	PBEM	-
Russian Campaign	AH	Gary C. Dickson	1497	Y	-	-
Russian Campaign	AH	Dennis Sheppard	804	-	PBEM	12/25/03
Russian Front	AH	Mel Yarwood	36	-	PBM	4/27/03
Russian Front	AH	Robert K. Smith	1437	-	Standby for new member only*	
Russian Front	AH	Michael Mitchell	1086	-	PBEM	12/25/03
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

## AHIKS Ratings table November 2003

*Andy Watts*

The current European ratings are:

POS	RATING	NAME	MEMBER No.	QUALIFIER	LAST UPDATE
1	1630	T ZUBER	9040	DEB	7.03
2	1535	B DICKENS	9307	CBC	9.89
3	1450	A DLUGOLECKI	9240	DBD	4.97
4	1430	R NEAL	9385	DCD	1.90
5	1410	P AYERS	9217	BAB	2.95
6	1380	H TUCKER	9031	DBC	2.98
7	1360	B BEAVIS	9173	CCB	5.98
8	1350	D NEWALL	9286	BBB	3.85
9=	1340	C MAGEE	9042	AAA	11.96
9=	1340	C GEGGUS	9374	BBA	5.96
9=	1340	A WATTS	1138	KLL	10.03
12	1325	J ROWLEY	9335	AAA	9.93
13	1280	R LLOYD	9046	CCC	3.97
14	1250	L KING	9380	EEG	1.01
15	1240	M HEAD	9315	AAA	11.00
16=	1220	H FROM	9008	BAA	10.96
16=	1220	P CREMONA	9292	AAA	5.97
18	1200	R A EVANS	9112	AAA	5.99
19	1160	T GOLDSWORTHY	9312	AAA	9.00
20	1155	R BEATTIE	9354	BBB	9.00
21	1110	J MUNRO	9347	BAB	2.97
22	1080	B CLEERE	9178	AAA	4.97
23	1060	J HAWARDEN	9137	DCC	10.03
24	1045	M BAYLISS	9323	GHE	1.95
25	1040	A GRANT	9296	FFE	5.94
26	960	P RIDOUT	9122	DCC	12.98

The explanation for the qualifier column is:

The first column gives an indication of the total number of games played.

The second column indicates the number of different opponents and

The third column is the number of different game titles.

I can forward the complete page to anyone interested that shows what each letter equates to in numerical form, but it

generally goes that each letter represents about 1 to 2 for games, opponents or game titles.

### US Open match requests continued.

Game	Company	Requestor	AHIKS #	GM	Mode	Date
Stellar Conquest	AH	William D. Lentz	1503	Y		
Stellar Conquest	AH	Robert Carstensen	1526	Y		
Submarine	AH	Sid Jolly	12	-	PBEM	10/16/03
Submarine	AH	Albert Thomas	1468	-	PBM	9/29/03
Submarine	AH	Robert Carstensen	1526	Y		
Von Manstein's Backhand Blow	GMT	Robin Franz	1530	-	PBEM Only	08/04/2003
Victory in the Pacific	AH	Steve Llewellyn	1019	-	PBEM	11/26/03
Victory in the Pacific	AH	Rick Roksiewicz	1108	-	Standby for new member only*	11/15/03
World War III	SPI	Dennis Sheppard	804	-	PBEM	12/25/03
Year of the Rat	SPI	Dennis Sheppard	804	-	PBEM	12/25/03

## Editorial

*(Continued from page 8)*

I seem to have lost contact with our webmaster - Paul, if you are reading this please contact me.

Back to the Swan this spring, something to look forward to. Hopefully the M6 toll road will ease the journey for us southerners. I feel the need to play a big game at the con, something like The Killing Ground or in that ilk. Any takers? Also, any interest in a multiplayer game of Attack? This is a fast moving easy to learn game of world domination. I think it's time Kremlin made a comeback (the board is completely dry now, Andy).

*Kevin*



## Web Grognards

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

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

## The Rules of Combat

1. If the enemy is in range, so are you.
2. Incoming fire has the right of way.
3. Don't look conspicuous: it draws fire.
4. The easy way is always mined.
5. Try to look unimportant, they may be low on ammo.
6. Professionals are predictable; it's the amateurs that are dangerous.
7. The enemy invariably attacks on one of two occasions:
  - When you're ready for them.
  - When you're not ready for them.
8. Teamwork is essential; it gives the enemy someone else to shoot at.
9. If you can't remember, the claymore is pointed at you.
10. If your attack is going well, you have walked into an ambush.
11. Don't draw fire, it irritates the people around you.
12. The only thing more accurate than incoming enemy fire is incoming friendly fire.
13. When the pin is pulled, Mr. Grenade is not our friend.
14. If it's stupid but works, it isn't stupid.
15. When in doubt empty the magazine.
16. Never share a foxhole with anyone braver than you.
17. Anything you do can get you shot. Including doing nothing.
18. Make it too tough for the enemy to get in and you can't get out.
19. Mines are equal opportunity weapons.
20. A Purple Heart just proves that were you smart enough to think of a plan, stupid enough to try it, and lucky enough to survive.
21. Don't ever be the first, don't ever be the last, and don't ever volunteer to do anything.
22. Five-second fuses only last three seconds.
23. It is generally inadvisable to eject directly over the area you just bombed.

## Submission deadlines for 2004

Back to 4 issues per year.

Can you get your submissions for 10/1 to me by the end of March so we can include a report on Swan-Con.

## 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

*The quarterly  
newsletter for gamers  
of pbm and pbem  
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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.freemove.co.uk](mailto:chris@geggus99.freemove.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)