



## Hell's Highway One Heck of a Simulation By Jeff Trout

Let me begin with a confession. Although there have been at least half a dozen games published over the years based upon the Allied airborne invasion of Holland in September 1944 – Operation Market-Garden – *Hell's Highway* by Victory Games is the only one I have ever played. The reason is that, having experienced this simulation of that battle, I feel no need to try any others. It was shortly after reading *A Bridge Too Far*, Cornelius Ryan's masterly telling of the bravery and bungling that led to the Allies' heartbreaking defeat on the banks of the Rhine in September 1944, that I found a copy of *Hell's Highway* on remainder sale at a game store about to go out of business. I bought the game primarily to see if anyone could even begin to capture the texture of the battle that Ryan had so graphically limned.

I was, to say the least, very pleasantly surprised. In matters big and small, Victory Games got the story exactly right. The game played out like the battle to an uncanny degree – the Driel Ferry really could be the British paratroops a back door across the Rhine; small units tenaciously holding a bridge (think of Johnny Frost's 2<sup>nd</sup> Battalion of the 1<sup>st</sup> Parachute Brigade holed up at Arnhem) really could bottleneck an entire enemy advance; trying to maneuver or fight between the Waal and the Rhine really could be nightmarish. Make no mistake – *Hell's Highway* is not an easy game. The 38 pages of rules are awkwardly presented in a column format with notes and exceptions on the side, and there are far too many of the latter. It takes at least half a dozen plays through the game to capture most of the intricacies of the rules, and even then it is too easy to miss some critical detail buried in a misplaced side-note. Eventually, however, the player realizes that the key to the rules is logic, because **the game makes sense**. Heavy weapons effects, variable zones of control, road movement restrictions – once you stop thinking of the rules as rules, and start considering them as attempts to capture historical and

tactical reality, the game starts to flow smoothly. In particular, it is important to study the Terrain Effect Chart early and often, because the designers have used it to capture critical movement and fire effects that shape all the tactics of the game.

On the other hand, *Hell's Highway* is a well-balanced game, in more ways than one. In many games, one side mainly attacks, and the other mainly defends. Not so in *Hell's Highway*. Rather, in the south the Allies attack with strong forces but over awkward terrain, while in the north the British and American paratroops have to put up a sometimes desperate defense of a few key positions. The German situation is the mirror image – strong armored forces in the north try to evade bottlenecks and overwhelm the defending airborne troops, while in the south a relative handful of German defenders have to fight a careful delaying action. Thus the game requires that both players attack and defend, be bold and stubborn, stand and maneuver, all at the same time. Play centers on a few terrain features, most notably the bridges at Arnhem and Nijmegen. However, there are a variety of ways to approach taking or holding the critical bottlenecks, so play does not become too stylized. Similarly, luck of the die – most notably with bridge demolition rolls and air landing disruption – serves a critical function in making each play of the game different from the last. Moreover, for players who believe they have exhausted the potential of the historical scenarios, there is a “free deployment” scenario that lets the Allies re-plan their landing and the Germans their defense. Given the controlling nature of the terrain around the key bridge objectives, though, the “free” scenario is not much more wild than the “historical” game can be.

*Hell's Highway* requires attention and patience to play. It is definitely not a “beer and pretzels” game. But in the hands of a careful player, it can both satisfy the historian and entertain the gamer. In many respects, it resembles Avalon Hill's *Anzio* and has the potential, like that older game, to be one of the classics of our hobby.

*The End*

## 1864 Grand Campaign Report

By Paul Nied

This is a description of Grant Takes Command Scenario 12: "If It Takes All Summer" played at the WBC convention during June 30, 2001. For the first time players could recreate Grant's drive on Cold Harbor using maps from all seven GCACW games with Grant & Meade moving south from Hanover Junction against the Army of Northern Virginia, Butler attacking Petersburg and Drewry's Bluff from Bermuda Hundred and Hunter marching south in the Shenandoah Valley against Breckenridge. I had hoped to use the multiple commanders' rule that worked so well last year but it didn't work too well with the limited number of commanders that we had. Unlike last year I decided against using the limited intelligence rule that gave a fog of war for each side, I had hoped to keep up the speed of play so we could at least reach May 31, 1864 when the first end of game check is required.

### Union Orders

**General Grant:** use your Activate Army Leader action to move Wright's VI Corps, Wilson's division, Tyler and Lockwood. Our goal is to move forward on both flanks for an advance on Richmond.

**General Wright:** your corps will be leading the flanking movement in the west. Advance along the Berkeley - Negro Foot - Cedar Creek Church - Ground Squirrel Bridge road. There are numerous fords in your line of advance that will let you cross the South Anna River but expect the reb cavalry to be guarding them. Fight your way across if necessary, any rebel cavalry unit disorganized is a potential target of Sheridan.

**General Sheridan:** your advance is just behind Wright's in importance. While your primary task is secure crossing across the Pamunkey River, if you move fast enough the opportunity exists to cut off the Army of Northern Virginia

from Richmond. The more ambitious goal will require you to capture the southern ends of Blunt's Bridge, Ellett's Bridge and the Virginia Central Bridge across the South Anna River. If you're able to entrench and wait for reinforcements but if the ANV reacts too fast for you to secure those bridges, then try to secure the Littlepage Bridge and its crossings further downstream.

**General Hancock:** advance Tyler and Birney along the eastern flank of the ANV in the hopes of capturing Wickham's Station or Hanover Depot. If General Lee pulls back in a disorderly fashion by all means feel free to attack if a favorable attack exists. I'd like you to look for chances to capture Hanover Junction before the first day ends, a capture of it's undamaged railroad station would be a tremendous boost to the army's morale.

**General Warren:** the defenders in front of your corps are entrenched so don't be too hasty to attack, just be on the lookout to attack if the enemy's retreat is ragged. If the ANV is able to pullback to the South Anna River then don't be surprised if you are sent on a long march towards Goochland Court House via Turkey Creek Ford and Bowles Bridge. The enemy units in front of you will largely dictate your moves so you need to be able to think on your feet and react quickly. Hopefully you can stay within leader transfer range of Hancock in case Grant needs to transfer to the II Corps.

**General Burnside:** your corps will mainly be a guard if we can build a depot in Hanover Junction, but don't be surprised if your divisions participate in a grand assault against isolated enemy units. If the enemy destroys the bridges across the South Anna River then you will be tasked with either attacking to pin the enemy in place or building bridges across the river.

**General Butler:** Congratulations! Your inactivity in your front has enabled the enemy to bottle you up in the Bermuda Hundred peninsula. What you need to do to rectify this situa-

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tion is to leave an adequate defense force in your entrenchments while pulling the rest of your units back out of enemy ZOC. You want to start moving your units across the James and Appomattox rivers by amphibious movement, while this is going on make sure to set yourself up to build bridges. Your amphibious movement lifting capability will be restricted if we start to build depots in landing hexes so the bridges will come in handy to ferry troops from one front to the other. Go for either Petersburg or Richmond. Petersburg and Richmond are both lightly defended, going for Richmond will help our total victory points if we can get your infantry units close. You want to look for opportunities to capture Chaffin's Bluff; its capture will force the removal of the Confederate gunboat. You have a gunboat of your own so be on the lookout for opportunities to bombard either end of Beauregard's entrenchments then immediately attack to punch a hole in his line.

**General Hunter:** you have a long way to go to capture Staunton. We'll give you any initiatives available but don't be too concerned if your advance is slow. You just want to force General WE Jones to bring his special reinforcements on the map. If you do that General Crook has a chance to advance into his rear.

## **Union Commanders:**

Paul Nied, Ken Lee and Nick Frydas

## **Confederate Orders**

**General Hill:** in our first initiative of turn 1 move as fast as possible to Negro Foot in order to lengthen our defense line. Don't be too worried about Pickett, he's in breastworks and should be able to defend himself until he has a chance to pullback. Your main goal is to delay any advance across the South Anna River.

**General Ewell:** withdraw one of your divisions in order to guard Wickham Station. Be very careful not to get in a fighting match with Hancock out in the open, your divisions have been

worn down in the first 3 weeks of the campaign. Your task is to guard the bridge crossings of the South Anna directly south of Hanover Junction. Inform General Breckenridge that he should

**General Anderson:** if you have a chance burn the railroad station at Hanover Junction then proceed to Hanover Depot as soon as possible. Your task is to stop Hancock and Sheridan with the help of Hampton.

**General Hampton:** if the Congress approves your promotion then you will be tasked with defending the many crossings of the South Anna and Pamunkey Rivers. Be aware of Sheridan!

**General Beauregard:** You have 2 goals, defend Richmond and defend Petersburg. Sounds easy, doesn't it? Leave an adequate defense force in your entrenchments then start units both north and south. Use our rail capability to move from Port Walthall Station to Richmond, it's quicker than marching. Also use the major river bridge adjacent to Drewry's Bluff to quickly cross the James River. Be aware of the union gunboat, you also have one of your own along parts of the James River.

**General Crook:** withdraw as many units as you feel safe to reinforce Staunton against the approach of Hunter. Try to withdraw your units in stages to minimize the chance the Crook will arrive in the Shenandoah Valley.

## **Confederate Commanders:**

Ed Beach, Charles Ellsworth, David Cross and Mike Hennesey.

## **RECAP OF THE GAME**

**May 27:** General Grant starts the game with an Activate Army Leader but rolls a 1. Lee's response is to activate AP Hill but rolls a 1 also. Union gets the next three inits to move Sheridan across the Pamunkey River to attack WH Lee and Rooney. Rebs move Hill to cut off Wright, Hampton attacks and kills the 22NY cavalry bri-

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gade. Breckenridge moves south towards Moor's Ford, which Wilson is guarding, but rolled too low to attack. Hill moves in front of Wright and entrenches, Wright will be forced to attack him or move around him to continue the advance southwards. Torbert's division fails a corps assault die roll against F Lee. Hancock starts to pull out in front of Early and moves to cross the Pamunkey to exploit Sheridan's crossing. Hancock gets repulsed attacking Breckenridge. Anderson pulls back in good order and forces Torbert's division to cavalry retreat. Warren advances to keep in contact with Pickett & Heth while Wright advances towards Hill. Johnson's division pulls out of his entrenchment in front of Butler and marches to Chester's Station. Brooks pulls out in front of Hoke's division and moves to Hatcher. Imboden moves north to guard the bridge across the north fork of the Shenandoah River. Wright moves Neill to flank Pickett but Pickett refuses his flank. Warren is then repulsed in a grand assault against Pickett. Burnside moves up to start surrounding Heth and Hampton comes up to set up a flank attack against Burnside. Heth then attacks Burnside at +4 but gets a +0 result, 1D/D. Warren then does a prepared attack at +2 with a 1Da/1Dr result but Heth is forced to take 2 losses in the retreat. Hunter finally gets moving but rolls a 1. Hancock moves Birney & Gibbon to Hanover Courthouse and routs Kershaw, then Butler moves Kautz' cavalry division to Bermuda Hundred. Brooks moves to a landing hex and drops off a sub of 5 for later bridge building attempts. Katz then amphibiously moves a brigade to City Point.

**May 27 Strategic cycle:** Lee gets healthy, Hampton fails to get promoted to corps command and the strategic event is Strong Union Logistics, which does the Union no good. They could build a depot in White House Landing but would have no one to immediately guard it. WE Jones brings in all his units as special reinforcements; they will arrive in Lexington in 4 turns. The CSA reinforcement die roll is a 6 so they have available 4 manpower, one of which is a cavalry replacement. Union's unreplaced

losses are 36 plus 10 losses for turn 1 for 46. Union reinforcement die roll is 2 times 4 equals 8 manpower arriving the next strategic cycle. The Union rolls a 1 for it's special reinforcements (needed a 1-3) so Crook and Averell arrive in 8 turns. In the command segment both Butler and Hunter roll low and will be active until May 31. Union gets +3 VP for controlling Caroline county.

**May 28:** Random event is Union Command Paralysis. VMI Cadets transfer to the SIV south map, they appear in 2 turns. Lee and Hill transfer to Mahone, Grant and Warren to Lockwood/Griffin and Butler to Brooks. Union gets first init but Warren fails a corps assault die roll against Pickett. Pickett escapes then Anderson moves Kershaw to reinforce Young who are in front of Sheridan. Early's corps pulls back from Hanover Junction and Brooks fails an embarkation attempt. Barlow rolls well enough to move adjacent to Hancock in Hanover Depot. After Hunter moves twice, snake eyes appear so no more moves in either the Valley or Bermuda Hundred areas. While the rebs start entrenching their units, Hancock moves adjacent to Anderson's divisions and sets up a +4 flank attack versus Field. Early pulls back to protect Field's flank then Burnside captures Hanover Junction and entrenches, the Union will get +10 VP each strategic cycle they control it. Wilson's division pulls out from Morris Ford and moves down the Pamunkey River. The bridge construction attempt across the James River to City Point fails.

**May 29:** No random event. Wright attacks Pickett with a +3 flank; a +2 result forces Pickett to retreat across the South Anna River. Snake eyes appear after the 3<sup>rd</sup> init so while Hunter and Butler are frozen in place Wilcox pulls back because of Pickett's retreat. Warren runs thru the gap that Wilcox's retreat left open then Lee and Hill move Mahone south of the South Anna near Ground Squirrel Church. Hill had left 2 of divisions alone on the west side of South Anna near Negro Foot so that made it hard for them to coordinate on the retreat. Hampton moves west to stop Warren from

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crossing the South Anna and Sheridan reacts by moving north across the Pamunkey and heads downstream, recrosses the Pamunkey and at fatigue 2 has 5 to 6 brigades concentrated around Bethesda Church. F Lee is then forced to pull out off the Sutton's Ferry/Nelson Bridge area because there are no forces between Richmond and Sheridan except the lone 1MD cavalry regiment but doesn't get too close to Sheridan for fear that they'll be attacked. This is where not having a cavalry corps commander is really hurting the rebs, they just can't react fast when they need to. Sheridan then rolls real well while going to fatigue 3, one unit of Gregg's division is repulsed attacking the Richmond forts but the next succeeds and advances into the destroyed fort. The Gates of Richmond had been breached! Sheridan had hung back from the attacks against the permanent forts because his tactical value was of no use, so he raced thru the destroyed fort and had 2 units adjacent to the depot in Hollywood Cemetary. While bombs from the James River Squadron bursted overhead, Sheridan launched the first of 2 corps assaults against the 1MD defenders. Attacking at +1 (only 1 of 2 brigades made it into the assault) Sheridan was repulsed. F Lee raced into to reinforce 1MD and Sheridan launched his second assault at +0 with a +0 result. The defenders had held! Two of Early's division then heard about the attacks and raced south to force Sheridan units to cavalry retreat south of the James River near Branch's Church. Early then proceed to force the Union brigades that had attacked the forts to cavalry retreat, they lost 2 manpower in the cavalry retreats. Hancock and Tyler then routed one of WH Lee's units in Signal Mill to open a way to advance southwards, by the end of the turn they were south of Polly Hunley's Corner. This would clearly force a limited withdrawal by Lee, there just wasn't enough units in front of Hancock to stop him from attacking Richmond.

Any commentary from the middle of turn 3 to turn 5 is from memory, I was the only Union commander at this point so had to give up on taking notes.

**May 30: Confederate Command Paralysis.** Ramseur and Breckinridge pull back from the South Anna to try to form a line that could stop Hancock from advancing into the rear of the units in the west. Burnside then rolls two 6's for movement, moves thru Wickham Station and is near Perrin Mill. Burnside then actually routs Ramseur causing retreat losses! Burnside! AP Hill then routs Griffin who had crossed Ground Squirrel Bridge so Warren is content to rest and wait for the next turn. Same with Hancock, he rests and recovers because he didn't want to get trapped between Early and Anderson if he moved west. Wright manages to fight his way across the South Anna, forcing Pickett to retreat, then later attacks Pickett again causing retreat losses (he might have been routed). Wright digs in front of Anderson just in case, they've crossed the river but there's a good possibility that if rain appears they'll be trapped. Ricketts hasn't been left alone this turn, Neill and Wright have been forced to attack by themselves if necessary. Sheridan's two brigades rest from their activities the previous day.

**May 31: Union Command Paralysis.** Sheridan moves west and moves north of the James River at Manakin Ferry. The Army of Northern Virginia is then content to pull back and entrench. By the end of the turn nearly all the Union's units had advanced to the Henrico/Hanover county line to make sure they would be in supply during the strategic cycle. Hancock's II Corps was in the Meadow Bridges/Mechanicsville area but could have easily crossed the Chickahominy River near New Bridge; only Gracie's brigade was guarding the eastern Richmond forts.

**May 31 strategic cycle:** Strong Union Logistics is the random event so a complete depot is placed at Hanover Junction. This insures that all Union units will be in supply unless they are in Charles City County. I believe 3 CSA replacements and 12 Union replacements were rolled for the June 3 cycle. WE Jones arrived in Lexington but both Hunter and Butler continue

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to be active! It would have been interesting to see what they would have accomplished if the game had continued.

### VP segment:

+3 Caroline County, +10 Hanover county.

### End of game Segment:

Union losses are  $84+19 = 103$ .

Confederate losses are  $56+12 = 68$ .

The Union needs to roll greater than 6 but there is a +3 modifier for May 31 so the game easily continues with a roll of 8.

**FINI**

## UKRAINE 43

By Kevin Reid

I recently played a game of GMT's *Ukraine 43*, an excellent game that covers (strangely enough) the USSR offensive into the Ukraine in 1943. The game system is quite workable and the play is easy once I had played through a couple of moves and combats. It is one of the few games I have come across that depart from the norm on ZOC (Zone of Control) procedures and pulls it off. Normally as we know, units cannot move from a ZOC to ZOC, UK43 allows this with additional movement costs. To prevent attacking units from "seeping" through the front line in the gaps between units, ZOC bonds are formed between spaced units. This terminology allows in a simple way for units to push past single units that are attempting to delay but those that have set up a defensive line must be fought.

Combat works with column shifts for the attacker, strength additions for the defender. The stronger defensive positions of fortifications in a city benefit the defender with +3 for the fort and +3 for the city, all up additional 6 defence strength. Couple this with being in woods or behind a river and the Soviets had difficulty amassing 1:1 odds, this being caused by

the reduced Soviet stacking. One way around this was placing Soviet units in various armies, these allowed greater stacking in the hex and additional +2 strength to the overall total. The size of the smaller side determines what the game refers to as "magnitude", this is the number of dice rolled on the combat column. At maximum size a total of 3 die will be rolled, one is the Primary roll and is compared against a column of the same name to determine the combat result such as DR, EX etc. The subsequent dice are compared against the other column that may or may not increase casualties. With the Zukhov leader the USSR may increase the magnitude by one, to a maximum of three, thereby hoping to create additional casualties. This certainly happens as any attack he increases suffers from heavy casualties and automatically takes an additional step loss. Heavy casualties also occur in any attack on fortifications or cities, but in these cases only where the attackers die roll is between 1 and 4 inclusive, a good attack therefore doesn't cause the die roll mandated additional casualties.

As one would expect, casualties for the Soviets can be fearfully high, in my first four attacks I had the equivalent of two divisions removed from the board. The Soviet replacement rate made good these losses within a single turn and units from the Dead pile are eligible to recreated, their removal not being one of utter destruction but no longer being combat capable. The German replacement schedule and reinforcements is a far cry from this and it was a difficult decision where the units were needed more.

Victory is determined by control of Victory Point cities, against an increasing schedule on the turn chart the measure of Soviet success is made. It is interesting as the German would dearly like to fall back from his exposed positions to the relative safety of the Dneiper River, to do so too early would hand victory to the USSR. Hitler at work insisting that every piece of soil be held I suspect. One interesting VP is a dam located on the East side of the river,

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whilst held intact the German benefits from higher VP that may go towards his total needed for a sudden victory, if he waits too long then the Soviets may capture the dam giving them greater VP. The dam can always be destroyed but only a certain point in the turn, the German needs consider whether he can hold the dam the extra turn for the VP or blow it. When blown there are some effects down river, these may help militarily by hindering the Soviets movement.

The German is not a complete punching bag in this game, he needs to consider short counter attacks to seal off penetrations and possibly threaten Soviet special units (HQ, artillery etc). The greater stacking and the fact units are not required to attack units adjacent allow for some specific operations. Here Manstein's ability to remove disrupt markers from German units is invaluable, it's a die roll but he can remove disrupt markers from up to three units per turn. Need a counter attack or move to seal off a penetration, rail the units to the jump off point that is within 4 of Manstein, he removes the disrupt marker incurred in railing (hopefully if die roll is 1-4) and the units then move off in the exploitation phase. The Germans also can ignore certain combat results when attacking, this reduces the chances of them taking casualties due better tactical doctrine and training. Tiger tanks increase attacking column by one and are first casualty, no worries as they always return 4 turns later for free.

I have only had a short playing of the game and there are many more facets to learn in future games. This really is a great game, one in which whilst the Soviets are the attacking player the German needs to look for counter attack opportunities to hinder and, perhaps, even stop the Soviets.

**FINI**



## TOP 75 MOST REQUESTED GAMES

Below you will find a list of the 75 most played titles & the total matches played. This list is comes from the files of the MSO-Ratings/Roster guru Andy Johnson. Unfortunately neither Mr. Johnson's predecessor (Tom Hammer) nor Mr. Johnson himself have been able to find the match history files for the period prior to 1980. So the data used to compile this list ranges from 1980 to about April of 2001. For this period there have been 260 different titles reported and a total of 8904 games played. In a later issue I may print the entire list of 260 games but for now lets zero in on the top 75.

1	RUSSIAN CAMPAIGN	1065
2	AFRIKA KORPS	537
3	BATTLE O/T BULGE-81	470
4	ANZIO	341
5	STALINGRAD	335
6	BASIC SQUAD LEADER	316
7	BATTLE O/T BULGE-65	270
8	FORTRESS EUROPA	259
9	PANZER LEADER	238
10	BG1-CHICKAMAUGA	210
11	D-DAY	203
12	VICTORY IN THE PACIFIC	194
13	GETTYSBURG 88	192
14	WATERLOO	89
15	BULL RUN	80
16	NLBQD-NAPOLEON'S LAST	172
17	THIRD REICH	144
18	WAR AT SEA	129
19	BG1-BLUE AND GREY I	105
20	SL-CROSS OF IRON	105
21	BATTLE FOR THE ARDENNE	100
22	BG1-ANTIETAM	96
23	WOODEN SHIPS AND IRON	92
24	AIR FORCE/DAUNTLESS	89
25	AIR ASSUALT ON CRETE	82
26	NAWQD- NAPOLEON AT WAR	82
27	WAR AND PEACE	75
28	BLITZKRIEG	72
29	1776	71
30	LUFTWAFFE	64
31	ARAB-ISREALI WARS	62
32	ADVACED SQUAD LEADER	62
33	NAWQD- WAGRAM	58

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34	BG1- SHILOH	52
35	BG2- BLUE & GREAY II	52
36	BG2-CHATTANOOGA	52
37	SL-G.I. ANVIL OF VICTORY	52
38	SL-CRESCENDO OF DOOM	51
39	MIDWAY	48
40	PANZERARMEE AFRIKA	45
41	PANZERGRUPPE GUDERIAN	42
42	ALEXANDER THE GREAT	34
43	BREAKOUT NORMANDY	32
44	PANZERKRIEG	32
45	BATTLE FOR GERMANY	30
46	FIRST BLOOD	30
47	GUNS OF AUGUST	30
48	FLATTOP	26
49	CHANCELLORSVILLE	25
50	BORODINO	24
51	HELL'S HIGHWAY	24
52	NAPOLEON AT WATERLOO	24
53	NAWQD-MARENGO	24
54	SUBMARINE	24
55	FURY IN THE WEST	23
56	CIVIL WAR	22
57	NATO	21
58	COBRA	20
59	IRONCLADS	20
60	WEST WALL	19
61	1941	18
62	30YWQD-NORDLINGEN	18
63	BREITENFELD	18
64	EYLAU	18
65	NLBQD-LIGNY	18
66	30YWQD-THIRTY YEARS	16
67	ARNHEM	16
68	BATTLE OF BRITAIN	16
69	MODERN BATTLES I	16
70	NLBQD-QUATRE BRAS	16
71	RUSSIAN FRONT	16
72	TOBRUK	16
73	BG1-CEMETERY HILL	15
74	ISLAND WAR QUAD	15
75	2ND FLEET	14

## WHAT TRANSPIRES HERE?

By Tom Pavy

The title of this column comes from a particularly memorable comic book I have in my not small collection of comics. The space-faring hero of this comic happens upon a rather bewildering scene on some far flung planet and bellows "What transpires here"? The aliens are transfixed by this melodramatic entrance.

Lately, I also have become transfixed. Recent events in my life have left me frozen in regards to getting the newsletter finished. It all started the day before the WTC attacks. I was in a relatively minor traffic accident that day that totaled my 10-year old car and sent me to the hospital with a case of whiplash. I was unprepared to purchase a new car so for the next month most of my free time was spent researching, test-driving and arranging financing. Not to mention the haggling with the insurance company of the person who hit me (which is still ongoing) and visits to the chiropractor about three times per week (also still ongoing) and working 60-hours per week.

On the heels of the traffic accident my wife and I decide to take advantage of the lowest mortgage rates seen in about 30-years to begin searching for a new home. So November and December is spent on all the processes involved in buying and selling homes and the planning of the move. Throw in the Thanksgiving, Christmas and New Year holidays (filled with innumerable visits from friends and relatives) during this same time frame and it's a wonder I kept my sanity. January was spent getting settled into the new home. And of course the friends and relatives who we just had over for the holidays would want to see the new place so there was a fair amount of entertaining done in February.

So the bottom line is that something had to give because of all the pressure this stuff put on my free time. Naturally, all my hobbies have been put on hold. I have not played a wargame in six months. I have not played golf nor have I had time to expand my comic book collection. I got three books for Christmas; all are gathering dust. Instead of checking my email daily, I began doing it about twice a month and even then I rarely took the time to write a reply. And, of course, the job of editing and preparing the "K" was put on the back burner.

Things are slowly returning to normal. But not fast enough. Recently, Les Deck and I began been talking about finding an assistant for me so the "K" can get out on time. Current treasurer Omar DeWitt entered the conversation. When the conversation ended, Omar agreed to become the new editor. There is a bit more to it than that, but not much. I am sure that Les and Chester will have something to say about all this in an upcoming issue. Omar and I will be working together to get the next couple of issues finished and then I make my exit. More on this breaking story next issue. Tom Pavy

# KOMMANDEUR

## OPEN MATCH REQUESTS by Les Deck, Match Coordinator

Members should report to the MC any corrections, additions, or deletions to the following list to insure that match requests are not duplicated as well as to increase efficiency of service. A further request is made that only one member agree to request ICRKs when one has an opponent available. *Please* use the Match Request Form on the back page, properly prepared using the *Key* as a guide. Remember to send the top half of all ICRK sheets for completed matches to the MSO-Ratings. If you have moved or are preparing to move, be sure to inform the MC of that change including your new telephone number.

AHIKS is not responsible for rating any matches which are played under AREA. Such matches are solely the responsibility of the AREA Technician, Glenn E. L. Petroski, 6829 23rd Ave., Kenosha, WI, 53143-1233, (262) 654-5044. AHIKS will only attempt to provide opponents who wish to have their games AREA rated and who desire to be matched for the game requested. Ratings for AREA matches can and will be rated with AHIKS also.

If you have EMAIL, then send your request that way, but include all the information necessary to insure you receive the correct items to play with. Those of you having email please send your address to: [Domerider2@cs.com](mailto:Domerider2@cs.com)

Africa Korp	AH	Massey 2382
Anzio	AH	Oleson 0111
ASL	AH	Wood 1253
Austerlitz	?	Bowie 0299
Bulge '85	AH	Sheppard
Blackbeard	AH	Sheppard 0804
Breakout Normandy	AH	Mulloy 1504
Conquistador	AH	Cameron 1546
D-Day '65	AH	Passow 1453
Eylau	SPI	DeWitt 0044
Firepower	AH	Sheppard 0804
Gettysburg '77	AH	Sheppard 0804
Gettysburg '88	AH	Massey 1382
Grunt	SPI	Sheppard 0804
Hannibal-Rome vs Carth	AH	Massey 1382
Hell's Highway	AH	TenEyck 0826
Hitler's War	AH	DeWitt 0044
Invasion America	SPI	Sheppard 0804
Invasion Moscow	SPI	Sheppard 0804
Israeli Defense Force	AH	Massey 1382
Luftwaffe	AH	Thornton 1538
Midway	AH	Harmon 1148
Operation Olympic	SPI	Kirby 1346
Patton's 3rd Army PBEM	?	Wells 1312
Panzer Leader	AH	Harmon 1148
Search and Destroy	SPI	Sheppard 0804
Squad Leader	AH	Stewart 1150
Stellar Conquest	?	Unnerstall 1264
3rd Reich (Advanced)	AH	Sheppard 0804
Tobruk	AH	Sheppard 0804
Ukraine '43	GMT	Franz 1530

The following list of games and opponents are available in the European area. If interested, please contact:

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Drive on Pairs	Gamers	Leslie King
Invasion Norway	GMT	Leslie King
Submarine	AH	Hawarden

The following members are on standby, waiting to play the indicated game with new members only.

Member name	Member #	Game
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Tom Oleson	0111	Anzio
Mark Gorski	0708	VITP
Kenneth Oates	1238	Panzer Blitz/Leader
John Kreuz	1333	Bulge '81
Robert Smith	1437	Russian Front



VITP	AH	Roksiewicz 1108
War in the Pacific	SPI	Sheppard 0804
We the People	AH	Poulter 9239
Winter War	SPI	Passow 1453
World In Flames PBEM	ADG	Libuszowski 1433
World War III	SPI	Sheppard 0804

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- [F] Desire Fast Opponent (7 Day Reply) (If Available)
- [G] Will Game Master This Game With # \_\_\_\_\_ Players
- [M] Desire Multiplayer Match With # \_\_\_\_\_ Players
- [N] Will Play New Member
- [NR] Request Non-Rated Match Only
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