



The **K**ommandeur



Volume 37 Issue 2

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Tom Pavy, Thank You

Tom Pavy, after countless hours dedicated to putting out **The K**, has decided to step down. AHIKS owes him much for his service, and we all give him our sincere thanks. I am just beginning to appreciate how much work he has done for the Society.

I have taken over as Editor, and Stuart Schoenberger has taken on my former position as Treasurer. Hopefully he will have figured out my unusual accounting methods by the next issue and will be able to give us a financial report.

In this issue, and I trust in many to come, Alan Poulter of the

European Region has an article on the news in wargaming. I find his articles very interesting, and I believe you will, too.

The deadline for the next issue of **The K** is July 27. This is an exact, not an approximate, date. *The Kommandeur* Volume 37, Issue 3 will be sent to the publisher on July 29, and the Editor leaves on a trip July 30. It will be a much smaller issue unless the membership sends in something for me to print. Your contribution would be greatly appreciated. Hereby, this Editor joins in the chorus of Editors before him in the refrain, "Send me your words."

Omar DeWitt

12.4 REINFORCEMENTS (New Members)

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

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Our President has words for us.

And...several surprises, especially for your Editor.

Playing EuroFront, the block game extraordinaire

by Tom Oleson

In mid-May there was snow on the ground in the spectacular high Cascade passes as for the third time I drove the thousand-mile round-trip to New Denver BC to play **EuroFront** with its designer Craig Besinque. The empty roads invite speed but police lurk. The primitive ferry across the Columbia River in the middle of a remote Indian reservation is an interesting experience.

WW II in Europe has long been the favorite wargaming topic. Thirty-five years ago I spent a comparable weekend at the Los Angeles home of AHIKSer Fred Webster playing **Drang Nach Osten** (Russian front). Four days nearly 'round the clock only got us to the first Winter. I wonder if the now middle-aged teen-agers on our teams are still wargamers?

There are many titles produced by Columbia Games, including Avalon Hill's **Napoleon**. The main difference from the usual cardboard-counter game is that the units are small wooden blocks. The blank side faces the opponent, providing fog-of-war. The blocks may be rotated to reduce/increase strength, thereby including production. I have played several of these games but limit my comments to my favorite, **EuroFront**, their monster WW II/Europe game. It has 380 handsome blocks and a beautiful 4'x 8' map, which makes a striking display.

The game may be started at vari-

ous points. Interrupted by frequent chats, during a 3-day weekend we got from May 1940 to the end of 1943. To be able to conveniently play a monster game on this subject with just one opponent in a long weekend is great! Team play is also fun. As half of a two-man team, I had also recently played another scenario as German West Front commander at the home of one of the best block players, Mike Hoyt, whose enthusiasm for **EuroFront** also knows no bounds. We both recently bought a second set.

"What delights me most about **EuroFront** is the challenge of choosing among the various possible strategies."

This was my first time as Axis supreme commander. Against the designer on his home court, I just wanted to learn, and not lose too badly. The Axis must worry about the Western, Eastern, and Southern fronts, and I was unsure how to balance their demands.

I started with a fairly standard invasion of France, then accepted Vichy's offer of an armistice, and proceeded to conquer the Balkans. There are many fascinating variables as to how this will play out. My main effort was to be in the Mediterranean.

What delights me most about **EuroFront** is the challenge of choosing among the various possible strategies. The final phase of my Balkan Campaign was an invasion of Crete from Rhodes. Craig heavily reinforced the island, but by deploying strong air power I prevailed, with British losses.

I then betrayed Vichy by a double-phase ("Blitz") invasion of Tunisia, supported by a paradrop. The single Vichy unit miraculously resisted, so remarkable that Craig offered a re-roll, which I declined. In a game like **Anzio** there is no way a 3-1 attacker will have to retreat, but **EuroFront** has a more subtle combat system in which results are reasonable but unpredictable. I enjoy this operational challenge. I also have come to regard factor counting as an unrealistic chore.

I did not plan to invade the USSR. While I was bogged down by mud in Yugoslavia, Craig toyed with attacking Rumania to capture my oil supply. It takes a while for the Red Army to build up in **EuroFront**, particularly when not defending Mother Russia. This discourages but does not prevent an offensive strategy. When it became evident that I was after Middle-Eastern oil, he finally attacked at the end of 1941.

Craig tied up a strong Italian garrison in Tobruk and forgot that I might have left my powerful air cover in Crete. The block system

encourages such deceptions. As he approached Tripoli, I used air support to break out of Tobruk, slowly (infantry) advancing unopposed to Alexandria. The rest of his army was too far west! I twice came within one die-roll digit of destroying the lone garrison there, which Craig felt would have decided the war. I delayed the Allied advance into Tunisia but finally suffered the historical fate, a bit earlier.

Craig then invaded in Sicily and Salerno. Given my experience at Anzio, this could not go unanswered. With strong forces including SS armor, I retook Salerno, with heavy British losses. The Italians fought bravely but Sicily fell. Italy went over to the Allies, but they had only a toe-hold at Messina. That was the end of the Italian campaign. When the game ended Craig checked out my Italian OOB, which was much weaker than he had thought. He regretted not attacking more. Again, fog of war. A key point about EuroFront, however, is that "fog" is not absolute. As combat proceeds, units are revealed, so each side has a rough idea of the other's strength.

Craig also invaded in Normandy. I crushed one beach-head, destroying the Canadians, and forced the other units back into Cherbourg. The Allies can invade rather early in EuroFront, but it did not pay off for Craig, nor for my Allied opponent in the team game.

The Soviet attack was stymied by a powerful defense along the Vistula and Carpathians. Craig had

not noticed that Tito had cut my supply to Greece, but I felt obliged to admit it, causing me to withdraw from there, and helping the Russians turn the southern corner into Bulgaria. I don't know whether Craig is best as designer, player, good sport, or musician, but high marks all around for sure. By the end of the game Ploesti and Bucharest were still in German hands, although Sofia had fallen.

"I consider block games elegant. They retain what is crucial, while deleting what I consider non-essential, time-consuming elements."

As time ran out we judged that the game would have been a draw, possibly with the "German moral victory" requirement achieved. Please look for a better description of that, Craig! "Immoral"? I learned a lot and have already concocted a completely different strategy for next time.

Critics consider the block games simplistic. I consider them elegant. They retain what is crucial, while deleting what I consider non-essential, time-consuming elements.

If interested you might start with one of the independent component games of EuroFront such as Med Front or West Front. Craig is one of the most dedicated and supportive designers in the hobby, always refining his games, taking copious

notes during play. He recently rewrote the rules, now called "Master Front." I give this high marks with two caveats. Craig has a rules-writing philosophy different from some other designers I know well. In several places he uses what I consider rather vague statements which I would prefer be precisely defined. He expects the players to use common sense and will not placate rules lawyers. Writing rules is always a conflict between brevity and comprehensiveness. For example, I was confused whether the scenario began with a production phase. This was explained at the start of the scenario Section, but not in the rules specific to each scenario. Repetition is convenient, but lengthy.

If you want a monster ETO game playable by two in a reasonable amount of time, with the accent on the challenge of grand strategic and operational decisions, look no further. ★★

Columbia Games can be reached at:

PO Box 3457
Blaine, WA 98231

800-636-3631

www.columbiagames.com

EastFront (\$60), WestFront (\$60), MedFront(\$45), VolgaFront (\$27), are connected together by EuroFront (\$38). New rules for the combined EuroFront are \$25. The EuroFront package (minus the new rules (!)) is \$200. Postage is a flat \$5 per order.

Game News

by Alan Poulter

The End of Avalon Hill?

All is not well with Avalon Hill. After a well-received line of games published under the Avalon Hill label all went quiet regarding plans for future releases. It seems these games (**Battle Cry**, **Diplomacy**, **Axis and Allies Europe/Pacific**, **Stratego Legends**, **Acquire**, **Cosmic Encounter** and **Star Wars Queens Gambit**) did not sell enough copies. Rob Davieau, who was involved in the design and publication of most of these games and regularly answers Email questions on them, posted the following to the newsgroup rec.games.board:

Here's the update that I promised a few months ago. Effective immediately, Hasbro's Avalon Hill line will be run by Wizards of the Coast (WoTC).

WoTC, makers of Magic: The Gathering, Dungeons & Dragons, and the Harry Potter CCG now manages the existing 10-game line and assumes all sales, marketing, and distribution for 2002 and beyond. In the upcoming months and years, WoTC will develop new product for the Avalon Hill label. Axis & Allies, currently under the Milton Bradley label, will move to the Avalon Hill label and become part of the WoTC line.

WoTC have shown years of experience in the hobby market and have the staff and seasoning to get the AH games into the hands of those who want to play them. Their tournament structure and convention expertise are a perfect fit for the AH line. Their passion to gam-

ing is unquestioned. It's a good thing.

I think Rob is being very diplomatic here. One could have said the same thing when TSR took over SPI. However, the irony of the situation is that Wizards of the Coast assimilated TSR, who took over SPI all those years ago. So now Avalon Hill and SPI are under one roof! However WoTC are unlikely to do any more with their Avalon Hill property than they have with their SPI inheritance. A sad ending for a great company.

Against the Odds

Against a background of *Command* having folded, *Strategy and Tactics* showing a marked revival under the editorship of Joe Miranda and *Vae Victis* going from strength to strength (albeit in French), a new magazine with a wargame included appears! The appropriately-named *Against the Odds* issue #1 is out, containing the strategic game **Hegemon** on the Greek-Macedonian War in 339 BC. Editor of *Against the Odds* is Steve Rawlings, who used to be with *Clash of Arms*, so he has plenty of boardgame publishing experience. To make sure *Against the Odds* gets off to a good start, Steve held off its launch until the first four issue games were ready to go. For details of subscriptions and the upcoming games (which look good) see the web site at:

www.atomagazine.com

E-BROG

BROG, an abbreviation for

Bergs Review of Games, is back. BROG, you may recall, was a review magazine which specialised in cutting, witty reviews in the style of its editor, the prolific designer Richard Berg. It died a couple of years ago when Richard decided that his enthusiasm for publishing it had gone, since he saw no way to compete with the flood of timely, free reviews and opinions on games to be had from the Net. Anyway, Richard has presumably re-discovered his reviewing verve and a new publishing model. As Richard explains in an Email:

It's been two years since "Berg's Review of Games" littered your cat box with its pithy, incisive and effusively witty reviews of games, and the gaming world. Now, the body has floated to the top of the bay and BROG is ready to swim off in a new direction: The Wonderful World of Email and The Net. "Berg's Review of Games" is now E-BROG, and it, hopefully, works this way. You subscribe to E-BROG just as you would a magazine, signing up for, say, 24 reviews for a yet-to-be-determined subscription price, which will probably be the same as what the print version cost was (and that was \$19.95 for six issues). Every couple of weeks you get a complete review of a new game by e-mail, as a file to download (in Rich Text Format), using the review format from the old BROG. In addition, each review will also include a file for a color photograph (in jpg format) of the game, so you can gauge the Vis-

ual Impact for yourself.

And to entice you to see just what this would be like, we're offering you a **FREE REVIEW**: no cost, nada bucks, nothing "hidden" ... you don't even have to sign up for anything. The review will be of the first effort by "Against the Odds" magazine. Thomas Sundell's **HE-GEMON**, a game covering the efforts of the Greek City-States to resist the threat of the Macedonians, under Phillip II (c. 339 B.C.).

Now, this Email went out in March 2002, so, depending on when you read this and how cheeky you feel, you can always attempt to take up Richard on his offer by Emailing him at:

bergbrog@aol.com

Company News

Australian Design Group

What are Australian Design Group (ADG) up to these days you may be wondering, working on another edition of **World in Flames**? No, actually they are taking pre-orders for **7 Ages**, a proposed massive 12-player game covering over 100 civilisations through 6000 years. There is a short description on their web site at:

www.a-d-g.com.au/

The game sounds much too big and complex to me – but then look what happened to **World in Flames**.

Clash of Arms

New from Clash of Arms are **Brandywine** and **German-town**, both on battles from the American Revolution, using the

game system from the **Battles of the Age of Reason** series. The series rules have had minimal amendments added to use them for this era. Both games have individual rules and a number of scenarios each. Although the rules are quite complex, the low unit density keeps the games playable. Apparently the maps are gorgeous and the physical production overall is excellent. For more information see:

www.clashofarms.com

Decision Games

Operation Kremlin and **Beyond the Urals** are just out from Decision Games. Both are alternate history games, looking at what might have beens on the Eastern Front in World War Two. Both games are designed by Ty Bomba and use a system familiar from his other Eastern Front efforts. Decision Games are at:

www.decisiongames.com

Eagle Games

Their **Napoleon in Europe** should be shipping by the middle of June 2002 (\$60 plus postage) and will be a strategic game of Napoleonic warfare. Like their earlier offerings (**American Civil War** and **War! Age of Imperialism**) this game will have buckets and buckets of plastic miniatures and three sets of rules (basic, standard, and advanced). Later in the year they plan to release a board game based on the computer game **Civilisation**. This will be a turn-around as normally computer games get designed from board games. **Civilisation**, from designer Sid Meier, is a legendary computer game so it will be

interesting to see how well it converts to a board game. The Eagle Games web site is:

www.eaglegames.net

GMT

GMT have been pulling out all the stops in getting games from their successful P500 pre-publication order programme out into production. **Reds!** is a new design from Ted Raicer on the Russian Civil War. **Reds!** was originally slated for the ill-fated *Command*. This **Accursed Civil War** contains five battles from the English Civil War, using designer Ben Hull's game system developed with earlier DTP games. Finally **Prussia's Glory** is from new designer Robert Kalinowski and contains four of Frederick the Great's famous battles. Replacement maps for the earlier **Red Badge of Courage** (a **Great Battles of the American Civil War** system game on Antietam) should have gone out to purchasers of **Red Badge** with one of these three games.

These games have all been well-received. Coming soon from GMT will be a strategic-level Napoleonic card game designed by Mark McLaughlin called **The Napoleonic Wars** and **World War Two: Barbarossa to Berlin** designed by Ted Raicer, the World War Two version of his **Paths of Glory**. 2002 looks to be GMT's year. GMT Games are at:

www.gmtgames.com

It has been announced that UGG (Ude Grebe Design) will operate as the European office for GMT. As well as selling GMT games, GMT Europe will stock re-

placement parts for all in-stock GMT games, and ship missing or damaged parts to European GMT customers. UGG are at:

www.ugg.de

L2 Design Group

L2 Design Group was formed in 2001 by Dana Lombardy and Art Lupinacci, to bring out a new third edition of their classic monster game **Streets of Stalingrad**. **Streets** is yet to appear but already there are plans for a slew of other new editions of old games: Jack Radey's East Front monster **Korsun Pocket**; Perry Moore's **Last Panzer Victory**, originally published by West End Games; **Dunkerque-1940**, **Khalkhin-Gol**; and **Dien Bien Phu**, all previous designs by Dana Lombardy for Simulations Design Corporation.

L2 Design Group also plans to release a special player's guide for third edition **Streets of Stalingrad** as well as the long-anticipated Expansion Kit to link the two-game second-edition version of **Streets of Stalingrad (Fire on the Volga and Battle for the Factories)** published by Nova Game Designs. L2 Design Group are at:

www.l2designgroup.com

Ludopress

New from Ludopress, publishers of the Spanish magazine *Alea*, is **Iberos**. **Iberos** is played in scenarios, each of which is a complete game. The scenarios range from the Punic reconquest of Iberia by Hamilcar Barca to the last Roman campaigns in Iberia, the Cantabrian Wars, more than 200 years later. The designer is Javier Romero.

MMP

MMP (Multi-Man Publishing) is now shipping its newest **Advanced Squad Leader** gamette, **Operation: Watchtower**. This covers Guadalcanal with 16 scenarios, one campaign game, one countersheet, one map and an historical background.

Since MMP now own The Gamers, interest is high as to the whereabouts of the next two The Gamers games, **Screaming Eagles** (a Tactical Combat Series game) on Operation Market Garden in 1944 and **Operation Michael** (a Standard Combat Series game) on the Western Front in 1918. The latest issue of *Operations* has gone out, and these two games (at the time of writing, March 2002) are near release; apparently their counters were miscut and have to be redone, which is holding things up.

Note that material from The Gamers old web site (which has now gone) still has yet to be transferred to the MMP web site. For The Gamers errata etc please see:

www.thejoelist.com/gs

The MMP web site is at:

www.multimanpublishing.com

Magazine Wargames

Strategy and Tactics #208 is out, containing the game **Back to Iraq 3**, a Ty Bomba game on a hypothetical coalition strike on Iraq. At the time of writing (March 2002) *Strategy and Tactics* #209, **First Indo-China War**, a Joe Miranda design, was reported in press.

Vae Victis issue #42 contains **Imperator, 161-217 A.D.**, a game about the campaigns of Mar-

cus Aurelius and Septimus Severus, while issue #43 contains **Barbarossa 1941**.

Panzerschreck issue #7 includes two games, **Sacrifice In The East** covers the final months of World War Two in the East, and **Andersonville** (a card game) is based on life in the notorious Andersonville prison camp during the American Civil War.

Desktop Published Wargames

BSO, Richard Berg's DTP outlet, is offering **The Last Crusade** on the Battle of Nicopolis in 1396 between a Christian army of French and Burgundian mounted knights under King Sigismund and an Ottoman army led by Sheik Bayazid I. This game uses the same system used in his earlier BSO offerings (**Simon Says**, **The Last Raid**, **Longbow** and **A Kingdom for a Horse**). Also out from BSO is **Football** on the 1958 NFL season. For details, prices etc Email Richard Berg at:

Bergbrog@aol.com

Togoland 1914 is Khyber Pass's latest DTP effort. The game covers the British and French invasion of the German African colony of Togoland, the goal being the capture of the wireless radio station based there. Khyber Pass games are at:

www.khyberpassgames.com

The Microgame Design Group has two new releases, **Mediterranean Fury** and **War Plan Crimson**. **Mediterranean Fury** is from designer Paul Rohrbaugh and covers the Battle of Cape Matapan;

Crimson is Brian Train's latest design of a hypothetical invasion of Canada by the United States some time between 1935 and 1939. It used the same game system as his earlier **Freikorps**. Microgame Design Group are at: www/microgamedesigngroup.ca/

The indefatigable Perry Moore continues his barrage of DTP releases. **Valor And Vengeance** is on the Battle of Ulus-Kert, March 2000, and covers the Custer's Last Stand-like battle of the Russian 6th Paratroop Company (some 90 men) defense of Hill 776, south of Grozny, Chechnya. **The Soviet Nadir** covers the first day of the airborne assault near the Mujahideen base of Zhawar, where over 400 Soviet commandos landed and faced 800 enemy soldiers armed with SA-7s, Blowpipes and Stinger SAMs. Perry Moore's home page is at: pweb.jps.net/~perrya/

Most DTP wargames are small, single-map affairs. An exception is a 6 mapper (!) from DTP newcomer Red Sash Games, called **Charlies Year**. This is on the Jacobite Rebellion of 1745 and not only has 6 maps but stick-on counters (a welcome development as most DTP games involve you gluing cut-out counters onto cardboard) and two rule books and play aids. An impressive entrance indeed. Red Sash Games are at:

<http://members.shaw.ca/icweir/>

Schtuze Games are also now using stick-on counters. Their two latest games are **Allenby's Blitzkrieg** on the World War One campaigns in the Middle East and **Hamel 1918**, again World War One, but this time a Western Front

battle between Australians and a few Americans versus the Germans. Schtuze Games are at:

www.geocities.com/schutze_games

Finally, **Green Beret** is the newest DTP offering from Simulations Workshop. It is a card game which deals with the military situation in the Central Highlands of Vietnam in 1964-5. Designed by Brain Train, the game system is loosely based on **Up Front**. Simulations Workshop are at:

<http://simulationsworkshop.tripod.com/>

Free Wargames

Modern Naval Battles is back in a free version called **Cold War Naval Battles**. For this downloadable card game see:

www.relativorange.com/cwnb

Roberto Chiavini, who runs a new Italian wargames company called TCS, is offering his design **Edgehill** for download. See:

www.tcs.web1000.com/page5.html

Countermoves issue #1 is a free magazine in PDF format. It contains the games **No Man's Land**, a solitaire game of sniping in World War One, and **Malta Convoy**, a solitaire diced-based system of the Allied Relief Convoy to Malta, August 3, 1942. *Countermoves* is available at:

www.countermoves.net/

The Perfect Captain is a site which hosts a number of free games, which can be used as campaign generators for miniatures battles. These games tend to cover unusual historical topics and are rec-

ommended. The Perfect Captain is at:

perfectcaptain.50megs.com/captain.html

And finally...

There are two web sites you should check out. One is Consimworld at:

www.consimworld.com

There is a free discussion board there which contains hundreds of folders (discussions) about anything and everything to do with wargaming. The other site I would recommend (as I run it!) is Web-Grognards

<http://grognard.com>

which I update weekly with game reviews, errata, links etc. If you have any wargaming news or comments on this column or game reviews and errata you want me to put on the web please Email me at:

grognard@grognard.com

★★

Non Campus Mentis compiled by A. Henriksson, Workman Publishing © 2001. The world according to college students.

The book is filled with writings of college students taken from their history papers. Some are incomprehensible (who knows *what* they were thinking), and some are quite humorous. I will try to season this publication with a few choice items over the next few issues.

On WWII:

"Hitler's instrumentality of terror was The Gespacho."

"The Germans took the by-pass around France's Marginal Line. This was know as the 'Blintz Krieg.'"

Book Reviews by Omar DeWitt

Ghost Soldiers by Hampton Sides. © 2001 Doubleday. 342 pgs. Maps, photographs. Rating 4 out of 5. (This is now in paperback.)

Ghost Soldiers is a well-written book about a Ranger Battalion's rescue of some 200 POWs from a Japanese prison camp in the Philippines in 1945. Many of the prisoners were survivors of the infamous Death March, and had dubbed themselves the "ghost soldiers." The rescue raid itself takes up only about half the book. The rest recounts (in more detail than I wanted to read) the Japanese atrocities on The March and in various prison camps.

Blood, Tears And Folly An Objective Look at WWII by Len Deighton. © 1993 Jonathan Cape in Great Britain. Castle Books in US. 653 pgs. (Remaindered at Barnes and Noble) Maps, photographs. Rating 5 of 5.

Blood, Tears And Folly is very interesting and well written. Deighton describes the situation leading up to WWII and writes about the first year or so of that conflict. Some of the items I found of particular interest were his comments on the RAF and Rommel. The RAF between wars was primarily interested in separating itself from the Army and Navy and becoming a force unto itself. To this end, they supported the concept of strategic bombing and de-emphasized fighters, which might

be called upon to support the Army. And yet, when war started, the RAF had few effective bombers and no bomb sights or navigation equipment worth much.

Deighton is not impressed with Rommel. "Rommel was not one of the war's great generals." "When all is said and done, Rommel did little more than repeat O'Connor's methods." O'Connor is the British general who routed the

**"Rommel was not one
of the war's great
generals."**

Italians. Furthermore, Rommel was terrible with logistics, paying little attention to his supply situation. "His troubles arose from a combination of his own daring and improvisation and a disregard for the terrible problems such impulsive decisions made for his supply staff." (I can sympathize, having gone seven turns in a row without rolling a supply unit in *Afrika Korps*.)

The British defense of Malaya he finds astoundingly incompetent.

Hitler lost the war because he invaded Russia. He invaded Russia not for land, resources, or plunder, but because of hate. "The German armies invaded the Soviet Union only because Hitler and his SS men wanted to murder Jews and the 'Bolsheviks.'"

Gone For Soldiers, A Novel of the Mexican War. By Jeff Shaara. © 2000 Ballantine Books 424 pgs. Maps. Rating 2 of 5.

Jeff Shaara is the son of Michael, the author of the outstanding *The Killer Angels*, on which the excellent movie *Gettysburg* was based. Jeff has written two novels bracketing in time his father's book: *Gods And Generals* and *The Last Full Measure*. I have read the first and found it adequate. I was much less impressed with *Gone For Soldiers*. This book is written from the viewpoint of Winfield Scott and Robert E. Lee, primarily, with short parts from the viewpoints of William Worth, James Longstreet, Thomas (to be "Stonewall") Jackson, U.S. Grant, and Santa Anna. Shaara spends much too much time relating what these people are thinking; for instance, Lee is hiding under a log from Mexican soldiers, and the author spends four pages telling us what is running through Lee's mind—none of it interesting.

A much more satisfying book is:

So Far From God, The U.S. War with Mexico 1846-1848. By John S.D. Eisenhower. ©1989 Random House 436 pgs Maps, photographs. Rating 5 of 5.

"Poor Mexico! So far from God and so close to the United States," is attributed to General Diaz, president of Mexico.

So Far From God is well written and well researched. Eisenhower covers the battles both be-

tween Winfield Scott and the Mexicans and between Scott and the politicians in Washington D.C.

In his epilogue, Eisenhower writes:

Much has been written about the quality of leadership under which the troops of both sides fought. Mexican leadership, sadly, can be dismissed with an expression of sympathy for the brave Mexican troops who were betrayed by generals motivated primarily by greed and political concerns. It is significant that the flawed Santa Anna was the most capable leader of the Mexicans

The unbroken string of American victories that culminated in the successful end of the war becloud the fact that the American forces— Taylor's, Scott's, Wool's and Kearny's— were often placed in precarious positions. Taylor operated on a shoestring; Scott, on less than that, which made it impossible for him to maintain a line of communications with Veracruz on the coast. The paucity of support from Washington was a by-product of Polk's parsimony, his suspicions of his generals, and his constant underestimation of the problems they were facing. Anxious to run the war as cheaply as possible to justify his role in bringing it on, he was frustrated, rightly, by an unquestionable lethargy in the War and Navy departments in Washington. The quartermaster, in particular, fell short of meeting the legitimate needs of the armies in the field, though Thomas Jesup deserves sympathy for the gargantuan tasks that were laid before him. It is to his credit that he did as well as he did in contracting for ships, constructing landing craft, and sending thousands of tons of ammunition to two fronts in Mexico, all by wagon or mule.

This was no minor episode in our history. ★★

Regional News

[Only one of our Regional Directors turned in a report for this issue. Let's hope for more representation for the next issue.]

Kevin Reid, Pacific RD

When I took up the role I thought there might have been a medium workload: correspondence with prospective members, vetting these people, communicating with other members in the area and region. Turns out the job is very light. Sure I have had a few Emails with people but nothing taxing or time consuming. If you are ever considering being an RD, then don't let the anticipated workload dissuade you.

I have been pursuing members by placing flyers at Australian conventions and game stores. These are copies of the old flyer that was put out in the K some time ago, updated for my new address. They have elicited a small response.

Of the responses I have had, these have actually converted into nil new members (at least it didn't cost the society anything). I consider the small membership in this region symptomatic of the board gaming hobby at large. Board gaming has always had a small group of players here. More people are playing the miniatures games like *Warhammer* and its ilk. At the recent national convention in our capital of Canberra, the hall was packed with the miniatures players. Our boardgame championship struggled to find 6, not so many years ago 20 plus could be found.

The growth of the net, its rapid communication and some of

the free software to support PBcM games, is the best thing in a long while. This may be able to be translated into new members if pursued correctly. The web page is a good start. Has anyone thought about approaching the game manufacturers to include a link to our site? The benefit to the producer is that a buyer may realise he can play the game he is looking to buy through the AHKS logo and its related link to a web site. I don't know who would chase this up, any thoughts Editor? [The Editor thinks the President is better positioned to look into it.]

Back to the convention, I enjoyed the competition greatly and look forward to it each year. The games voted in were *The Russian Campaign*, *Fortress Europa*, *Paths of Glory*, *Squad Leader*, *Victory in the Pacific*, and *Cromwell's Victory*. Had a good win in SL, minor loss in POG and VITP and crushed in TRC. The FE game was incredible; playing the Allies my initial invasion was on the Bay of Biscay and it drew all the German mobile units to the Atlantic Coast. A subsequent invasion of Netherlands put the Allied army much closer to Germany than the distant German Army. It would have been a resounding Allied win but for the ports being destroyed, this being the Jedko version where they are not rebuilt.

I will continue to attempt to find new members and look forward to hearing from our diverse club. ★★

Open Match Requests from Les Deck, Match Coordinator

Members should report to the MC any corrections, additions and or deletions to the matches they have requested to insure that no duplications of matches are made and to increase the efficiency of service expected. Please have only one member of the match request ICRKS. Please use the match request form provided when requesting matches and please prepare it properly using the key as a guide. When using Email, please provide all the information on the open match request form. If you have an Email address, please make sure that the MC knows what it is.

In the event you are moving please send your change of address, phone number, and Email address to the Match Coordinator to avoid delay in the receipt of your *Kommandeur*, ICRKS and other valuable AHKS information. When contacting the MC, please include your last name and membership number.

Please send top portion of completed ICRKS to Match Rating/Roster Officer Andy E. Johnson III.

1776	(AH)	(1075) Morley
Across 5 Aprils (SPI)		(0470) Thomsen E/M
Afrika Korps (AH)		(1552) Clemons
Anzio (AH)		(0111) Oleson
Bull Run (AH)		(1252) Brooker
Bull Run (AH)		(1075) Morley
Chancellorsville(AH)		(1075) Morley
Civil War (AH)		(1075) Morley

Grant Takes Command
 Here Comes the Rebels
 Stonewall in the Valley
 Stonewall Jackson Way

Combat Mission:

Beyond Overlord		(0251) Lenard E
D-Day-77 (AH)		(1522) Clemons
Fury in the West(AH)		(1075) Morley
Guadalcanal (AH)		(1382) Massey M
Israel Defense Force(AH)		(1382) Massey M
Midway (AH)		(1148) Harmon E
Squad Leader Adv(AH)		(1293) Wood E/M
Star Ship Trooper(SPI)		(1552) Clemons
Stellar Conquest		(1264) Unnerstall
Struggle of Nations		(1550) Duffield E
Triumph & Glory(GMT)		(0470) Thomsen E/M
Up Front (AH)		(1394) Rice E

Victory in Pacific (AH)	(1542) Deaton E/M
War at Sea (AH)	(1382) Massey M
War & Peace (AH)	(0470) Thomsen E/M
We The People (AH)	(9239) Poulter E

E (member requests Email only) M (member requests mail only) E/M (either OK)

Members willing to volunteer as GM

Tom Hanover 0818	Bloody April
William Lindow 0988	Achtung! Spitfire (Clash of Arms)
Mike Rowles 1446	AF/D
Gary C. Dickson 1497	TRC
William D Lentz 1503	Civilization (AH), Stellar Conquest, Colony Delta, Quebec
Robert Carstensen 1526	Submarine, Diplomacy, Stellar Conquest
John Howell 1534	Diplomacy, Civilization, History of the World

Standby opponents for new members only

Robert Johnson 0073	Bulge-61, Stalingrad
Thomas Oleson 0111	Anzio
Mark Gorski 0708	VITP
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz
John L Kreuz 1333	BB-81
Robert K. Smith 1437	Russian Front

(Anyone who desires to be listed as standby for new members please inform the MC.)

Opponents in the European Region

Contact Jeff Hawarden
 JeffandSue@mudroad.fsnet.co.uk

Avalanche (AP)	Leslie King
Invasion Norway (GMT)	Leslie King
Drive on Paris (Gamers)	Leslie King
Submarine (AH)	Jeff Hawarden

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AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space availability. Please do not submit an article for publication which has also been submitted elsewhere. The preferred format for submitted articles, in order of preference, are: Microsoft's Word, Wordpad, Notepad; any ASCII type file; typed articles that must be re-typed into the editor's computer; hand written articles that also must be re-typed into the editor's computer. All submissions can be sent to the editor via either E-mail attachments or regular snail-mail.

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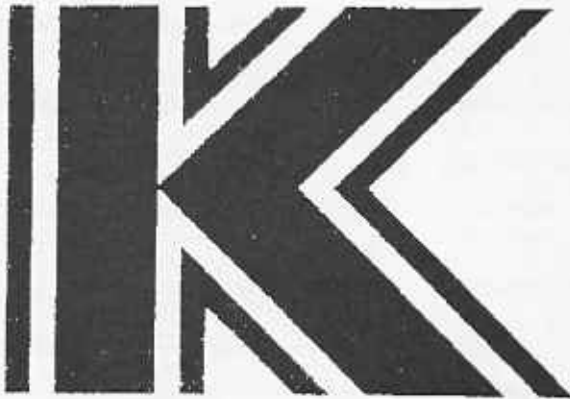
International Wargaming Society

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80 Worcester Rd.
Stowe, VT 05672
USA

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



MATCH REQUEST FORM

Name _____ Member # _____ Phone Number _____ Date _____

Address _____ Email _____

Change of Address Effective _____

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

[A] Desire A.R.E.A. Opponent (If Available)

[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

[O] Will Play Opponents Outside USA/Canada

[X] ICRKs Needed (Check One): 1-6 1-10 2-12 Other (Specify _____)

[Y] Need Preprinted OOB #'s _____ (Insert OOB # Or Game Title)

[Z] Need Continuation ICRK For Present Title _____ & ICRK # _____

Send My ICRK By Email Email Address _____

Game title #1. _____ Letter Codes _____

Game title #2. _____ Letter Codes _____

Game title #3. _____ Letter Codes _____