



# The **K**ommandeur



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## From the Desk of the President

**S**ome years ago, I sent out a challenge for someone to put together a logo for AHIKS that would be fairly simple, recognizable (realizing it would take a few years of constant exposure for it to catch on), unique, and unlike anything else out there in the hobby.

I didn't get any responses.

At least none that included a logo. I tried again some months ago with a similar result. Except this time, I did draw some responses from a few guys who were not happy with the logo I submitted. They had various reasons, but there was one thread that walked through every response--not one of them had anything real to offer themselves. Nobody had something different. Everybody had opinions (most against, but a couple for) which I'm sure will shock everybody reading this. After all, is there any statement more oxymoronic than "three wargamers can produce a minimum of four opinions on any given subject"?

This is probably a small thing, but the reality it illustrates goes a bit wider. Very often, when AHIKS (or other organizations) need something new or something done, a call goes out, falls on mainly deaf ears, but draws criticism without action. Considering all the brain damage I've been through the past year, I don't have a lot of room to talk about Get-

ting Things Done, because AHIKS has taken a back seat. Thank God there have been no crises this past year. There have been a few votes required for certain positions and transitions have been fairly smooth and not required me getting my fingers in anything to muck it up.

But, there are a few items that have been just sitting gathering dust. Among them are getting wood plaques to the winners of the AHIKS Bulge Invitational (I now have the capability to use IBM programs--anybody want to send me an old copy of COREL DRAW?), getting ads for AHIKS into magazines, and a few other things. About time to get things going. Step one: let's get the logo thing settled. You've all seen it on the K numerous times [Ed: see lower right]. Unless somebody submits something real to Uncle Omar to publish in the K for everybody to look at, I'm submitting it for a vote of acceptance to the entire membership at the end of the year. (I know there'll be procedural things to do in between which the rest of the Exec will let me know about.) Then, once we have that settled, next year we'll be getting those ads started.

Time to get things moving again. Your move.

Your Buddy, Chester

### On the Inside:

**Alan Poulter**  
Keeps us up-to-date on wargaming news

•  
**Shiloh battlefield visit**

•  
**Andy Johnson**  
Presents the top 40

•  
**Opponents wanted**

•  
**Upcoming events**

•  
**A Pete Menconi**  
Cartoon!

•  
**Book reviews**



# Game News

by Alan Poulter

## Strategy Gaming Society Gamer's Choice Award for 2001

From a very strong field this year a worthy winner in the Historical Simulations category emerged in GMT's **Wilderness War**. The other contenders were:

**Barbarossa: Army Group North** (GMT)

**Boer War** (*Strategy & Tactics* #205, Decision Games)

**Clash of Giants** (GMT)

**Fallschirmjaeger** (The Gamers)

**Grant Takes Command** (Multi-Man Publishing)

**Highway to the Kremlin** (Operational Studies Group)

**Red Badge of Courage** (GMT)

**Thirty Years War** (GMT)

**Zero!** (GMT)

Just to recap, **Wilderness War** is a two-player game on the French & Indian War, 1755-1760, in which Britain wrested control of North America from France. Commanding French or British forces in North America, a player must defend his frontier, raid his enemy's frontier, build chains of forts to extend his control into the wilderness, besiege and assault enemy forts, recruit Indian allies, fight and win land battles, all while dealing with events occurring in Europe that affect the war. The full war or shorter sections can be refought.

## Origins Awards

The Best Historical Board Game Award went to **Axis and Allies: Pacific** from Avalon Hill/Hasbro. There is nothing wrong with this game winning, but it is hardly a major breakthrough in game design. **Fear God & Dread**

**Nought** from Avalanche Press won the Origins Award for Best Historical Miniatures Rules.

## Charles S. Roberts Awards

The Charles S. Roberts Awards are a lot more representative than the Origins Awards. For a start they allow public voting. See the form at:

[www.consimworld.com/  
community/  
csr\\_awards\\_form.html](http://www.consimworld.com/community/csr_awards_form.html)

Up for awards under the main categories are:

Best Pre-WW II Boardgame:

**Clash of Giants** (GMT Games)

**Grant Takes Command** (MMP)

**Highway to the Kremlin** (OSG)

**Red Badge of Courage** (GMT Games)

**Wilderness War** (GMT Games)

Best WW II Boardgame:

**Barbarossa: Army Group North** (GMT Games)

**Fallschirmjaeger** (The Gamers)

**Guderian's Blitzkrieg II** (The Gamers)

**Pacific Victory** (Columbia Games)

**Zero!** (GMT Games)

Best Modern-Era Boardgame:

**Back to Iraq** (Decision Games/*Strategy & Tactics* #208)

**When Dragons Fight** (XTR/*Command* #54)

**Yom Kippur** (*Vae Victis* #37)

All three categories above have very strong lists. My guesses would be **Clash of Giants**, **Fallschirmjaeger**, and **Back to Iraq** respectively. Other game categories are:

ries are:

Best DTP-Produced Boardgame:

**Arginussae** (Markham Designs)

**Confederate Rails** (BSO Games)

**Guadalajara 1937** (Markham Designs)

**Longbow** (BSO Games)

**Patton's Finest** (Microgame Design Group)

Best Magazine-Published Boardgame:

**France 1940: Plan Yellow** (*Vae Victis* #37)

**Twilight of the Hapsburgs** (*Strategy & Tactics* #204)

**War of 1812** (*Strategy & Tactics* #207)

**When Dragons Fight** (XTR/*Command* #54)

The DTP award could go to any of the above. I think **War of 1812** will win the magazine game category. There are two awards for magazines:

Best Professional Wargame Magazine:

*C3i* (GMT Games/RBM Studio)

*Operations* (The Gamers)

*Paper Wars* (Omega Games)

*Strategy & Tactics* (Decision Games)

*Vae Victis*

Best Amateur Wargame Magazine:

*The Boardgamer*, Bruce Monnin

*Line of Departure*, Jim Werbaneth

*Panzerschreck*, Minden Games

*Simulacrum*, John Kula

I would like to see *Vae Victis* win the first category but expect the much-revived *Strategy & Tactics* to win again. *Simulacrum* I find the most enjoyable of the amateur magazines. Finally, there is an exceptionally strong field of candidates for the **James F. Dunnigan Award**:

Ted Raicer, Game Designer  
 Mark Simonitch, Game Designer and Graphic Artist  
 Volko Ruhnke, Game Designer, Wilderness War  
 Joe Youst, Graphic Artist

## Seen at Origins

Origins, which took place over the July 4<sup>th</sup> weekend, is traditionally used for showcasing games to be available very shortly. Seen this year were (in alphabetical order):

**Advanced ETO**, from Decision Games, is an update and expansion of the old SPI/TSR game **European Theater of Operations**, on WW II in Europe. It is a big game, with two maps, over 2,000 counters, and two bulky rules books.

**Advanced Tobruk**, from Critical Hit, is an update of the Avalon Hill version using their **Combat** rules system. The original Avalon Hill game was legendary for the number of die rolls needed. The new version has had its gameplay streamlined, and has excellent components, large, detailed counters, two nice maps, and a sealed plastic bag full of map sections to be used as overlays.

**Afrika Korps**, from Avalanche Press, is the latest entry in their **Panzer Grenadier** series on tactical WW II land combat. It has three large geomorphic desert terrain maps (paper, not mounted), five counter sheets, the second edition series rules, and 50 scenarios, from mid-1940 through mid-1941. No other maps or counters are needed; this is a stand-alone item.

**Arctic Front**, also from Avalanche Press, is a scenario book in the **Panzer Grenadier** series containing counters and rules for battles of the Finnish Army, from 1939 to 1944. It requires maps

and counters from **Panzer Grenadier** and **Heroes of the Soviet Union**.

**Civilization**, from Eagle Games, is a *rara avis*, a board game based on a computer game! It has over 800 plastic pieces representing armies throughout the ages as the game progresses through history. With cards to drive it, the game apparently moves along and looks great.

**Drive on Stalingrad**, from Decision Games, is an update of the old SPI game on the famous WW II campaign. Note that the game does not depict the full campaign: during the second half of 1942; instead, there are scenarios for Operation Blue, with the Germans on the offensive, and then Operation Uranus, with the Soviets counterattacking.

**Europe Engulfed**, from GMT, is a block game (units are blocks, whose details are hidden from the opposing player) on the WW II in Europe. Similar to the series of block games from Columbia it uses a simple but subtle game system to recreate the war at a strategic level.

## Company News

### Avalanche

New from Avalanche is **Soldier Kings**, a multi-player game on the Seven Years War, the first global war. Two to eight players take the roles of the monarchs of Europe, trying to conquer territory and acquire resources to fund further conquests. Army and navy combat is a six-to-hit system with some simple modifiers to account for fortifications, etc. There are several dozen event cards which add variations to the normal flow of the play, plus specific rules for diplomacy and changing alliances for the minor countries. Overall, not many steps up from **Axis and**

**Allies**, but this is a noteworthy attempt to cover a new topic. The map and units look fabulous!

Also just out is **Great White Fleet**, the first scenario book for the **Great War at Sea** series of games. It contains 20 "what-if" scenarios, ranging from 1898-1914, all featuring pre-dreadnought warships. So plenty here for the naval enthusiast. The only drawbacks are that some counters and an expansion map are integral to the book, the map being only in black and white. [www.avalanchepress.com](http://www.avalanchepress.com)

### Azure Wish

Azure Wish is the French wargame company who brought us **Europa Universalis**, covering campaigns large and small in Europe between the end of the Renaissance and the French Revolution. They have recently produced a limited-print-run, English-language edition of their monster game on all of WW I, **La Grand Guerre**, unsurprisingly entitled **The Great War 1914-18**. For those with plenty of time on their hands a special pack with this game, **Europa Universalis**, **Hispania** (a Britannia clone) and **Xhenor** (a fantasy battle game), is available exclusively from Home Games:

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

Note that this offer will be over by the time this is published. Copies of **La Grand Guerre** alone, though, should still be for sale. Azure Wish does not have a web site yet but can be e-mailed at:

[Azure.wish@wanadoo.fr](mailto:Azure.wish@wanadoo.fr)

### Decision Games

**Pacific War Battles Volume I** is shipping. It contains three games on land battles of the Pacific Theatre in WW II. Its battalion-level game system shows the

evolution of tactical doctrine in both the Japanese and Allied armies with Banzai charges, superior U.S. fire coordination, naval bombardment, airpower, amphibious landings, and engineer operations. Games in this volume are **The Fall of Singapore** on the British defeat in 1942, **Struggle on Bataan** on the Allied defence of the Bataan Peninsula in 1942, and **Turning Point: Guadalcanal** on the seesaw contest for Guadalcanal which ended in 1943. [www.decisiongames.com/](http://www.decisiongames.com/)

### Eagle Games

The latest addition to Eagle Games' line is **Napoleon in Europe**, which comes in a weighty 4-inch deep box. Once you have sorted out the hordes of little figures (all 564 of them!) it looks to be the best game yet from this company. The addition of random event cards (in a real card deck – no assembly needed!), many historical scenarios, and a battle board correct elements that detracted from previous games. The map still has not enough space to pile units, big as it is. [www.eaglegames.net/](http://www.eaglegames.net/)

### GMT

The latest P500 graduate is **Across the Rappahannock**, the second game in the Glory series on battles of the American Civil War designed by Richard Berg. It has new command and combat mechanics that not only can be retro-fitted to the original Glory, but **Across the Rappahannock** provides all the counters necessary to play the battles in the original Glory with the new rules. **Across the Rappahannock** covers Fredericksburg and Chancellorsville, the biggest battle in the entire war. While the full game of the latter battle uses 3 maps, there are one-map battles and smaller

scenarios for those wanting something quick to play.

Also just out from GMT is **Napoleonic Wars**, the latest in their line of card-based games. Designed by Mark McLaughlin this game has been around since the days of old Avalon Hill, so it has seen plenty of development. The components include stand-up leaders, two packs of cards, four counter sheets, a rulebook, and campaign/scenario book. Although it can be played by two players, it is intended for multi-player action.

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

In an attempt to break into the collectible card game market, with a card game that is not really collectible (but will have add-on sets), GMT has released **Flagship**, a new tactical space combat game system. The first two sets in the series are **Prometheus Unchained** and **Coyote Stands**. GMT is gearing for a big promotion effort here.

[www.gmtflagship.com/Flagship/](http://www.gmtflagship.com/Flagship/)

### GRD

GRD recently released **Over There**. The second game in their WW I series. It contains eleven maps and thirteen counter-sheets, and covers the war on the Western Front from 1917-19, plus the war in Africa, in a multitude of scenarios. It mates with the earlier **March to Victory**, but ownership of this game is not necessary to play **Over There**. All-in-all, a massive game.

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

### Ludopress

Ludopress is a Spanish company and they have recently issued **Iberos** on the Roman conquest of Spain. The game has an area map, 240 counters, and two booklets, one with historical back-

ground and rules (in Spanish and English), the other with the scenarios. Game turns are one year in length with nine scenarios ranging from 3 to 17 turns, with most in the 10-15 turn area. Ludopress does not have a web site.

### New England Simulations

Not a company you hear a lot about, New England Simulations take their time about designing, testing and producing games. Their philosophy is the market can wait. Their latest release is **The Killing Ground** on the campaign in Normandy in WW II. The map and counters look great, and the game system is a modified **Victory in the West** system developed by SPI.

[www.carpatina.com/nes/](http://www.carpatina.com/nes/)

### Magazine Wargames

Issue #210 of *Strategy and Tactics* contains **Belisarius**, on the campaigns of the famous Byzantine general who enabled the Emperor Justinian to regain the western part of the Roman Empire. The game system is based on that used in popular earlier games like **Xenophon** and **Charlemagne**.

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

*Vae Victis* issue #44 contains **Batailles pour le Canada**, on battles from the Seven Years War in Canada (Fort Carillon, Les plaines d'Abraham, and Sainte-Foy) while issue #45 contains **Au Fil De L'Epee**, on the medieval battles of Bouvines, Benevento, Lac Peipous, and Muret.

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

Issue #2 of *Against the Odds* contains a John Prados game design, **Khe Sanh 1968** on the Vietnam War battle.

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## The Kommandeur

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

Issue #5 of the Italian magazine *Alea Iacta Est* contains **Pavia 1525** on the famous decisive battle of the Italian Wars, which raged almost continuously between 1494 and 1529. The French under King Francis I<sup>st</sup> were smashed by the Imperial army, swinging the balance of power in western Europe towards the Holy Roman Empire of Charles V. Pavia also saw the demise of the armed man-at-arms and the rise of hand-held firearms. An English rules translation will be available by the time you read this. The game uses rules concepts seen in earlier games. Production quality is top notch.

[www.aleaiactaest.it/](http://www.aleaiactaest.it/)

Finally issue #8 of *Panzerschreck* from Minden Games is out. It contains three games:

**St. George's Valour: The British Raid on Zeebrugge**, a solitaire game designed by Paul Rohrbaugh on the WW I raid; **The Fall of Rohm**, a solitaire political game covering Hitler's rise to power, and Goring's War, on WW II dogfights. The latter two games are both designed by Gary Graber (*Panzerschreck's* publisher), and both use packs of cards as part of their game systems.

[www.homestead.com/  
minden\\_games](http://www.homestead.com/minden_games)

### Desktop Published Wargames

A newcomer to the DTP scene, Roberto Chiavini's first commercial design, **Innocence Lost** on the battle of First Bull Run, will be out in September under his TCS company label. The game is a brigade-level simulation with a game system related to that used in Ivy Street's **Stone-wall at Cedar Mountain**.

[www.tcs.web1000.com/  
bullrun](http://www.tcs.web1000.com/bullrun)

New from Microgame Design are two games. **Across the Piave** is a Hjalmar Gerber design on two 1918 battles on the Italian front: the Battle of the Piave and Vittorio Veneto. This game has a novel system with large hexes and contact boxes between them, an interactive movement system, and a very bizarre CRT. Early reports are that it all works. The second game is **A Mere Matter of Marching**, designed by Bruce McFalane, on the Niagara Campaign of 1812. It has point-to-point movement and is biased against larger groups moving. Combat is handled on a battle board. It is faintly reminiscent of **A House Divided**.

[www.microgamedesigngroup.  
ca/](http://www.microgamedesigngroup.ca/)

Randy Heller has produced a third edition 'upgrade kit' for his game **Bitter Woods**, on the Battle of the Bulge. The kit consists of an all-new unit-counter sheet and a players' booklet. See the **Bitter Woods** home page at:

[http://members.aol.com/  
bobmryan/BWHome.htm](http://members.aol.com/bobmryan/BWHome.htm)

Perry Moore's newest game is **Operation Grozny** on the last-ditch German offensive to break through the Soviet's final defensive line to the Caucasus oilfields in WW II. The game has one 11 by 17 map, 1 players' aid chart, 2 sheets of tables, and 280 single-sided counters. The graphics for the counters are superb.

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

New from BSO, Richard Berg's DTP self-publishing outlet, are two games. The first, **The Last Crusade**, covers the Battle of Nicopolis in 1396 (Christians versus Ottomans) using the **Long-bow** system. The maps are a little drab. The second game, **Greek Tragedy**, on the Italian Invasion of Greece in 1940, has an excel-

lent map. Using a system based on that in Berg's previous design for GMT, **June 6**, this game offers an historical scenario and several what-if scenarios. The Italians have lots of everything but find campaigning hard to get going while the Greeks have weather and the mountains on their side. The game scale is divisional, with some regiments and battalions.

Support for BSO Games comes from Richard's new web site: [www.richardberg.com](http://www.richardberg.com)

### Web Sites

**Consimworld** (<http://www.consimworld.com>) continues to go from strength to strength. Its maintainer, John Kranz, recently ran a second **Consimworld Expo 2002**, where a hard core of wargamers got together to play monster games. For reports and links to pictures see:

[http://grogard.com/  
convent.html](http://grogard.com/convent.html)

John was also looking for donations to help fund his very popular site. In a similar vein, **Boardgamegeek** (<http://www.boardgamegeek.com>) which covers all sorts of strategy board games also ran a donation drive. On my web site, **Web-Grogards** (<http://grogard.com/>) I am running a free weekly competition called the **SPI Challenge**, to win copies of old SPI games. I was very kindly given a collection of mainly SPI games by a local gamer, and, since I have many of them, it seems only fair to pass them on to those that do not have them.

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

On the subject of SPI games you might want to check out a new web site which, under license from Decision Games, is promising to make lots of SPI games

playable over the Internet:

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

Finally you may remember in my last article I covered Richard Berg's idea to move online with his magazine Berg's Review of Games (BROG). A web site is now up at:

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

It contains a substantial archive of old reviews from past-printed BROGs. It seems, though, the idea of getting people to pay for e-mailed reviews has not taken off.

Blue Guidon Games have placed issue No. 1 of *Advance & Retreat*, their company newsletter, on the web.

[www.consimworld.com/newsroom/story/0402/ar01.pdf](http://www.consimworld.com/newsroom/story/0402/ar01.pdf)

**And finally...**

Can you believe that you can get errata for an unpublished game? You can! **Advanced European Theatre of Operations**, forthcoming from Decision Games, has had errata available since late May at:

<http://grogard.com/errata1/aeto.doc>

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## Editorial

For the seven of you who keep your K's in a three-ring binder, I have moved the inside margins in a little bit. When you punch holes, it should take less or none of the text, depending on what happens in the printing process.

You should be interested in visiting the AHIKS/UK web site. The address will be printed on page 11 in future issues

[[www.ahiks.co.uk](http://www.ahiks.co.uk)].

Note also on page 11 my new e-mail address exclusively for AHIKS:

**OMARK7@JUNO.COM.**

The post office has also given me a new ZIP code.

I bought a copy of Eagle Games' **Napoleon in Europe**. In the future I hope to write a more detailed review, I would like to give you my first impressions: big, heavy, a host of plastic miniatures, and a rule book that, after one reading, seems well written. There are not enough horses for all of the cavalymen, so they will end up playing musical horses. Movement is by area, and combat

takes place on stylized off-board sheet. In battle, each side has Left, Center, and Right wings and two reserve areas. Each attacking unit rolls a die; an attacked unit that is hit may be eliminated or may rout. Officers aid in attacking or try to rally routed units. Infantry can form squares, cavalry can charge, artillery can fire from a distance. There are no *La Haye Sainte's* except on the box cover art; terrain is determined by die roll, and the terrain determined then affects the die roll. I am sure that a dedicated gamer could come up with an elaborate way to depict tactical combat, but this is a strategic game. The rule book gives ten scenarios, and the playing cards bring the uncertainty of battle and politics into the game; no one will get bored playing the same game twice. The game accommodates from two to seven players.

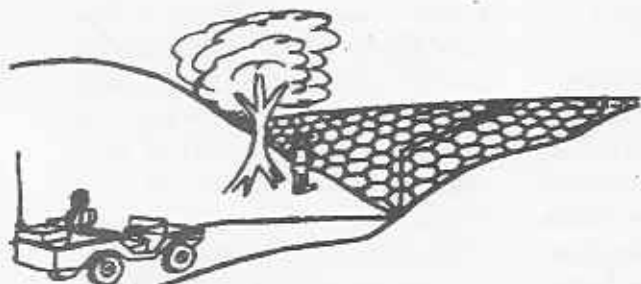
I am just about to load Columbia Games' **Computer East-Front** onto my computer. If anyone would like an easy win, contact me, and we'll set up a match.

The deadline for the next K is September 29.

Omar DeWitt

From Vol. 7 No. 4 by Pete Menconi

## Kartoon



"Easy Five, this is Easy Forward.  
We've run into a problem up here..."



Looking for MOVES magazine issues 16, 28, 60.  
Paul Sheppard, Cheltenham, UK  
[paulsheppard@msn.com](mailto:paulsheppard@msn.com)

If there are any games or magazines you would like to buy or sell, send the info to the Editor.

## Visiting Shiloh Battlefield by Omar DeWitt

In the fall of 1999, my wife and I visited the battlefield of Shiloh. The area is well kept up; the amenities are modest but adequate.

Everything was on a smaller scale than I envisioned. Pittsburg Landing and the "cliffs" that the battle runaways hid under were quite small.

The whole battle area was mostly covered with thick brush. Initially I thought that it had been left untended, but the more I read about the battle, the more I decided that the battlefield hadn't changed that much. With all the trees and brush, it was hard for me to get much of a sense of the battlefield; it must have been much worse for the combatants in the confusion of battle.

There is a well-maintained artillery park across the clearing in front of the Hornet's Nest. In his book *Confederates in the Attic, Dispatches from the Unfinished Civil War*, Pantheon © 1998, Tony Horwitz made some interesting comments about the Hornet's Nest. He talked with Stacy Allen, the park's historian. After the battle, Grant ordered the dead of both armies buried in mass graves where they fell. "It was therefore logical to conclude that the burial trenches indicated where the heaviest fighting occurred. Yet no burial trenches had ever been found near the Hornet's Nest, where Union defenders supposedly turned the battle by beating back repeated rebel assaults across Duncan Field." Unit casualty lists and the lack of unit markers also indicate minor action here.

"In Allen's version, the crucial combat at Shiloh occurred

on either side of the Nest, where the South concentrated its first-day attack. Some rebel units from these flank assaults made piecemeal contact with the Nest during the day. But it was only after the rebels had pushed the Union back on both flanks that they converged on the Nest, which had by then become a lonely Union salient. So the main reason the Federals in the Nest hung on so long was because the Confederates were busy hammering other positions for most of the day.

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"Gradually the myth grew, until the Hornet's Nest became the battle's turning point."

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"The obvious question, then, was why the Hornet's Nest assumed such prominence in history books. Here, Allen turned from physical anthropology to psychology. 'Let's put ourselves in the heads of those Yankees in the Hornet's Nest,' he said, pacing up and down the Sunken Road. 'We're in this thicket where we can't see the rest of the battlefield. There's rebels coming at us, in bits and pieces, all day long. Then suddenly we're still here and everyone else has retreated. It seems like we fought the whole battle on our own.'

"As prisoners, Allen went on, the 2,200 men captured at the Nest had months to talk over the battle and also to bond with each other. After the War, they formed a vocal veteran's group called the

Hornet's Nest Brigade, led by their commanding officer, Benjamin Prentiss, an influential politician who outlived most of his contemporaries. 'He was eager to foster the impression that the Hornet's Nest and his role there were crucial to the battle,' Allen said. 'He played it up big, particularly later in his life.'

"So gradually the myth grew, until the Hornet's Nest became the battle's turning point. The Sunken Road, in fact, wasn't even called that in initial reports of the battle. But as time passed, the shallow wagon trace became deeper and deeper in veterans' memories, eventually leading to its nickname."

When I walked along the trail, I would never have guessed it was "sunken" if I hadn't read that it was. *Confederates in the Attic* is a very interesting book, and I plan to write more about it in the future.

At the smallish bookstore near Pittsburg Landing I picked up another interesting book: *Shiloh, The Battle That Changed the Civil War*, by Larry Daniel, Touchstone, © 1997. It contains photographs and many excellent maps. Daniel accepts the conventional account of the fighting at the Hornet's Nest. "The Southern dead piled in heaps. A 7<sup>th</sup> Iowa soldier wrote that the ground was covered with Rebel dead. So many were the corpses that it proved possible to walk across them at places without stepping on the ground." But they don't seem to have been buried there.

The book is well written, and Daniel sets the battle in its historical context, explaining the political machinations and strategic picture prior to the battle.

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## AHIKS Top 40 Active Players from Andy Johnson

These members have a Rating Qualifier greater than "C" in all categories. Players with the same Rating are then ranked by a Qualifier. This list includes all match completions received and posted as of June 30, 2002.

#	Name	Rating
1	D Burdick	2035
2	B Stretcher	1960
3	K McCarthy	1885
4	C Stewart	1830
5	G Young	1805
6	P Landry	1780
7	R Heller	1770
8	P Truesdell	1755
9	R Wood	1740
10	D Tierney	1725
11	C Jehlen	1715
12	C Minshew	1665
13	D Grant	1645
14	H Lowood	1635
15	F Kraus	1625
16	G Dandy	1625
17	C Xanthos	1585
18	J Jodoin	1580
19	A Morley	1580
20	T Oleson	1575
21	P Martin	1565
22	R Shurdut	1565
23	L Deck Sr	1560
24	J Unnerstall	1560
25	J Simecek	1555
26	T Holtz	1535
27	H Burkhalter	1530
28	N Markevich	1520
29	J Grant Jr	1515
30	C Watson	1515
31	R Cottrell	1515
32	E Menzel	1515
33	S Andriakos	1515
34	W Klitzke	1500
35	T Thorsen	1500
36	B Lindow	1470
37	B Monnin	1470
38	L Jerkich	1470
39	C Longest	1465
40	A. Bowie	1455
	C. Leonard	1455

### AHIKS NUMERICAL RATING CHART

W/L: Winner gains & loser loses listed value

Draw: Add value to lower player, subtract from higher

Difference in rating points	Higher rated player wins	Lower rated player wins	Draw
0 to 50	70	70	0
51 to 100	65	75	5
101 to 150	60	80	10
151 to 200	55	85	15
201 to 250	50	90	20
251 to 300	45	95	25
301 to 350	40	100	30
351 to 400	35	105	35
401 to 450	30	110	40
451 to 500	25	115	45
501 to 550	20	120	50
551 to 600	15	125	55
601 to 650	10	130	60
651 to 700	5	135	65
701+	0	140	70

Continued on page 9

## BOOK REVIEWS by Omar DeWitt

*The Battle* by Patrick Rambaud © 2000 Grove Press paperback. 313 pgs. Two hard-to-read maps. Rating 2 out of 5.

*The Battle* is a novel about the Battle of Essling, Napoleon's first major defeat on land, in 1809. Although this book has won prizes and been well received, I did not find it very compelling. The battle is more or less a backdrop for the actions of the author's characters. The major incidences of the battle are described, particularly the major reason for Napoleon's defeat: the flooding river. There is graphic description of the carnage.

*World War II*, A Visual Encyclopedia. General Editor: John Keegan. © 1999, this paperback edition pub-

Continued on page 9



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**The Kommandeur**


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lished in 2001 by PRC Publishing, Ltd. 512 pgs. Maps and photographs take up about half of the book. I bought it at Sam's Club for \$13 (list: \$25).

The book seems to touch on just about everything to do with WWII. The Battle of Kursk, for instance, is covered in three and a half inches of text and a page of maps. All the planes and tanks are described. Want to know what "DEMS" were? See page 144.

Continued from page 8

**QUALIFIERS FOR THE AHIKS RATING SYSTEM**

Qualifier	# of different OP- PONENTS	# of GAMES	# of different game TITLES
A	1 to 2	1	1
B	3 to 4	2	2
C	5 to 6	3	3
D	7 to 10	4	4
E	11 to 14	5 to 6	5
F	15 to 18	7 to 8	6
G	19 to 24	9 to 10	7 to 8
H	25 to 30	11 to 13	9 to 10
I	31 to 36	14 to 16	11 to 12
J	37 to 44	17 to 19	13 to 14
K	45 to 52	20 to 23	15 to 17
L	53 to 60	24 to 27	18 to 20
M	61 to 70	28 to 31	21 to 23
N	71 to 80	32 to 36	24 to 26
O	81 to 90	37 to 41	27 to 29
P	91 to 100	42 to 46	30 to 32
Q	101 to 115	47 to 52	33 to 36
R	116 to 130	53 to 58	37 to 40
S	131 to 145	59 to 65	41 to 45
T	146 to 160	66 to 70	46 to 50
U	161 to 175	71 to 75	51 to 55
V	176 to 200	76 to 80	56 to 60
W	201 to 225	81 to 85	61 to 65
X	226 to 250	86 to 90	66 to 70
Y	251 to 275	91 to 95	71 to 75
Z	276+	96+	76+


**Upcoming Events**

**Aug 30-Sep 2, 2002** Los Angeles, CA  
 Strategicon: Gateway Convention.  
 Contact: Jack Butler  
 E-mail: [ravageist@aol.com](mailto:ravageist@aol.com)  
 Web: [www.strategicon.net](http://www.strategicon.net)

**Aug 30 - Sep 2 2002** Palo Alto, CA  
 ConQuest  
 Contact: 467 Saratoga Ave. PMB 1422,  
 San Jose, CA 95129  
 Phone: 831-688-4726  
 E-mail: [info@con-quest.com](mailto:info@con-quest.com)  
 Web: [www.con-quest.com/](http://www.con-quest.com/)

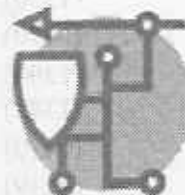
**Oct 18-20, 2002** Saskatoon, SK CANADA  
 Heros Gambit  
 Web: [www.herosgambit.com](http://www.herosgambit.com)

**Nov 1, 2002** College Station, TX  
 ProtoCon  
 Web: <http://protocon.com/>

**Nov 1, 2002** Danielson, CT  
 Ellis Con  
 Contact: John Haskell  
 E-mail: [John.Haskell@po.state.ct.us](mailto:John.Haskell@po.state.ct.us)

**March 1-2, 2003** Kenosha, WI  
 Midwest Open 2003  
 Contact: Glenn E. L. Petroski  
 Phone: 262-654-5044  
 E-mail: [GELP@Juno.com](mailto:GELP@Juno.com)

**August, 2003** Indianapolis, IN  
 GEN CON 2003  
 Web: [www.wizards.com/conventions/  
 Welcome.asp](http://www.wizards.com/conventions/Welcome.asp)  
 E-mail: [GenConEvents@wizards.com](mailto:GenConEvents@wizards.com)



## 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 e-mail, please provide all the information on the open match request form. If you have an e-mail 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 e-mail address to the Match Coordinator to avoid delay in the receipt of your Kommandeur, ICRKs and other valuable AHIKS 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
Anzio	(AH)	(0111) Oleson
Arab Israeli War (AH)		(0804) Sheppard E/M
Breakout Normandy (AH)		(1451) Grose M
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
Panzerblitz	(AH)	(0804) Sheppard E/M
Panzer Leader	(AH)	(0804) Sheppard E/M
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
War at Sea	(AH)	(1382) Massey M
War & Peace	(AH)	(0470) Thomsen E/M
We The People (AH)		(9239) Poulter E

E (member requests e-mail 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
Stuart J. Schonenberger	0216	Machiavelli; Reich Chancellor

### Standby opponents for new members only

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
Drive on Paris (Gamers)	Leslie King
Submarine (AH)	Jeff Hawarden



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**The Kommandeur**


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The *Kommandeur* (K) is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. AHKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. Subscriptions to the *Kommandeur* are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor or the European Regional Director.

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MATCH REQUEST FORM

Name \_\_\_\_\_ Member # \_\_\_\_\_ Phone # \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_ E-mail \_\_\_\_\_

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 this title \_\_\_\_\_ & ICRK # \_\_\_\_\_
- Send my ICRK by e-mail. e-mail address \_\_\_\_\_

Game title #1. \_\_\_\_\_ Letter Codes \_\_\_\_\_

Game title #2. \_\_\_\_\_ Letter Codes \_\_\_\_\_