



The **K**ommandeur



Volume 37 Number 5

A Publication of AHIKS

December 2002

From the President

I will take the deafening silence as vindication of my last premise—namely, that no one has a better idea for an AHIKS logo than the one I designed and submitted. I will now move for this to be put to a vote for acceptance by the entire Society.

Considering that the time before last actually generated some 6-8 responses (which I consider a virtual buzz of activity), I was not surprised that, when I challenged anyone to provide an alternative that even that group had nothing else to say. Mind you, I'm not here to bash anybody (let alone everybody) about being laissez-faire or lazy. I just choose not to be in denial of the realities of an organization like AHIKS.

Most all-volunteer organizations that provide all the services its members request or require with a minimum of hassle are considered to run pretty smoothly. When things go smoothly, folks don't like to rock the boat. Notwithstanding a vocal minority that consider it their sacred duty to periodically complain or challenge the status quo, the vast majority of any membership-based organization is generally silent and content. Not that the vocal minority are not appreciated. They not only keep us honest, but on our toes. Sometimes they go over the edge and feelings get hurt or nerves frayed. But none of these opinions would even be expressed if the writers didn't CARE about the organization in the first place, which is the exact same reason we react (sometimes badly) to their input.

Those who say too much and those who fire back too vehemently are just opposite sides of the same coin. And without dialogue, never shall the twain meet. I am, and always have been, a firm believer in both sides being heard. Like preaching to the choir, listening to yourself talk produces no change. That which does not change stagnates and dies. The history of AHIKS is a good example of this. We started out in 1966 allowing only AVALON HILL games. 36 years later we allow pbem. We have gone through growth, shrinkage, controversy, change, challenge, burnout, and crisis. But we're still here. And I believe we will still be here for another 36 years.

I am proud to be affiliated with AHIKS. In fact, I list it on my resume. I hope you appreciate what we have here as well. Whether you are part of the vocal minority or the silent majority, I think you understand what you are a part of. It is why you stay.

Thank you. Stick with us.

[Oh, and by the way, I REALLY need a used copy of COREL DRAW for IBM. If you have one (due to upgrade, etc), please contact me immediately.]

HIZZONER, EL PRESIDENTE

On the inside:

Tribute to John Grant

•

Financial news

•

Quiz answers

•

Book reviews

•

Game review

•

News in the gaming world

•

Opponents wanted

•

Conventions



VOTE on the proposed AHIKS' logo at the left. Vote either ACCEPT or REJECT. Send your votes to Les Deck at 80 Worcester Rd Stowe VT 05672-4320 or Domerider2@cs.com

Coming in the next issue:

A Panzer Leader replay between Mike West and Ken Rutkowski

John B. Grant Jr., 1949—2002

John Barrett Grant Jr., an attorney and Stamford resident, formerly of Greenwich, died Thursday, Oct. 17, at Greenwich Hospital. He was 53.

He died after a long battle with cancer, according to his family.

Born Feb. 7, 1949, in Greenwich, he was the son of Swan McLean Grant of Greenwich and the late John Barrett Grant.

Mr. Grant graduated from Deerfield Academy in 1967 and Stanford University in 1971. From 1971 to 1973, he served as a first lieutenant in the U.S. Army, 25th Company, 2nd Battalion. He was a distinguished honor graduate of the IOBC and taught classes in military intelligence at Fort Huachuca, Ariz. He received his law degree from Georgetown University Law Center in 1976.

Mr. Grant began his career in law at the New York City law firm of Shea & Gould in 1976, becoming a partner in 1985. After the firm's dissolution he was a partner at the New York City firm of Camby, Karlinsky and Stein from 1994 and 2000. In August 2000, he joined Greenberg, Traurig as a shareholder. He served on the liquidation committees of both Shea & Gould and Camby, Karlinsky and Stein.

In addition to his mother, he is survived by his wife, Julia Fuller Grant of Stamford; a son, John Barrett Grant III of Stamford; a daughter, Ann Elizabeth Grant of Stamford; two sisters, Leigh Grant of Norwalk and Elizabeth McLean Grant of Greenwich; and four nieces and nephews.

A memorial service was held Wednesday, Oct. 23, at Christ Church, Greenwich.

In lieu of flowers, memorial donations may be made to the Nantucket Conservation Foundation, 118 Cliff Road, Nantucket, MA 02554-0013 or to the Tomes-Higgins House, % Christ Church, 254 E. Putnam Ave., Greenwich, CT 06830.

A Few Words On the Passing of John Grant

Not only the Grant family, but AHIKS and the wargaming community at large have suffered a loss in the passing of John Grant. Below are comments taken from a number of wargamers from a current website. Many of the comments are directed at Randy Heller. I think all the comments are important for us to hear. The influence we have as individuals spreads far beyond our small circle of the Society. And as each of us grows older, more of the names of our friends and colleagues will be added to the list. As the hobby grays, it is a natural evolution. But not one that will necessarily become easier to accept.

Chester E. Hendrix

* * * *

Returned home from a week's hiatus tending to ailing father, only to discover best friend, John B. Grant Jr., passed away this past Thursday after a long battle with cancer. John and I were last together less than two weeks ago playtesting **A Time For Trumpets** in addition to discussing the new rules for Deluxe Edition **Bitter Woods**.

John was a true grognard and the penultimate "gentleman gamer." Over the years, many of you crossed paths with John and no doubt remember him as a challenging and courteous opponent. He was gracious in both victory and defeat.

I knew John for well over two decades and must confess that the hobby will no longer be quite the same for me without his presence. He was most helpful in making **Bitter Woods** a success.

John leaves behind a loving wife of 25 years and a college-age son and daughter. For those of you wishing to make a donation in his behalf, his favorite charity was: Tomes-Higgins House, c/o Christ Church, 254 E. Putnam Ave., Greenwich, CT 06830.

Many thanks to all for your thoughts and prayers.

Terrible news about John. Both my son and I played John by e-mail

or snail mail over the years. I echo Randy's comments about John both as a person and a gamer. He was a very smart, tenacious, and accomplished opponent but, above all, a true sportsman to play. After having played him by postal mail, I first got to meet John face-to-face at Gencon/Origins 88 in Milwaukee where Randy and John were in the open gaming area playing, I believe, **Bulge '81**. Our hobby is lessened by his passing.

Over the years I have met quite a few lawyers. Can't say I liked very many of them. Hated most of them, in fact. John B. Grant, Jr. was the ultimate exception to the rule. The only plaque I have ever won at Avaloncon/WBC (and I've been to all but the very first one) was against John in **Fortress Europa**. He rolled "storm" four times and still almost beat me. That's how good he was in virtually every game he played. Wargaming will never be the same. Quite possibly the best opponent I have ever played (and certainly one of the nicest guys that I have ever met). John, you shall be missed. You shall forever be in our hearts and prayers.

It's a sign of the aging of our hobby as well as our own mortality. For a hobby that some criticize as "trivializing death," the overwhelming response to events like John's passing from the gamers I know is a profound sense of respect and loss. John is the second of my former AHIKS opponents to have died in recent years. It's a sobering experience and tends to put everyday events in their proper perspective.

I am very proud to have called John my friend. He and I roomed together at the WBC's until he got sick.

My gaming ability was enhanced no small amount by constantly sparring with him. Up until his illness, John and I had an e-mail match going of one game or another (quite often more than one) every day. No kidding, every day that one of us was not on vacation we exchanged a move, or combat, or advance, or something.

He taught me so many things

The Kommandeur

about this gaming (and I've been at this for 35+ years now). Winning is not the goal, having fun and being able to hold your head high no matter the situation is.

My last communication with John was via e-mail through his wife, Julie. I sent a note stating that John should have the board set up and ready to go for the next time I saw him. She sent a note back saying that it made him smile when he read it.

John and I have an unfinished game of *Anzio* going. You will see that game set up at the next WBC for the duration of the event. I'll place a note stating what the game is all about and that I am awaiting his next move.

I have shed a tear for John each night since Randy called to give me the news; guess I'm just a wimp, but it does hurt.

Sounds like a good friend.
You don't get many of them.

It broke my spirit on Saturday when I heard John had passed. He really was a great guy. I looked forward every WBC to running into him and playing some **BB '81** if I got lucky.

When I try to explain this goofy hobby of ours, I try to legitimize it by saying that all types of intelligent, "normal" people play, e.g. "A lawyer out in Connecticut, I know."

What I didn't know, until reading the obituary was that John was a graduate of Stanford and Georgetown. And that he was an officer in the army during the Vietnam war era. And, that he taught military intelligence classes!

He was never pretentious, never bragged. Always was a sportsman. Always had some humor or wit. Always could beat the pants off of me and I'd enjoy it anyway. I respected the guy and I pray he is at peace.

I also was saddened to hear about John Grant. While I did not personally know him, what interactions I had informed me that he was both a gentleman and a scholar. He will be missed by many—friends, family, and acquaintances.

In his honor and memory, I will leave a single die at the *Anzio* board that Bob Ryan will setup at the WBC.

From Les Deck:

I have known John for many years, and his dedication to the craft is well known. We played by mail many times and I have found myself being badly beaten in many of the games we played. His acceptance on taking on the leadership for the North East as RD was a great benefit for those in that area as well as for AHIKS. I and the rest of the old timers will miss John.

★ ★

Treasurer's Report from Stuart Schoenberger

For the current year through
November 4:

Income

Dues	\$699
Interest	\$ 67

Total	\$766

Expenses

Bank charge	\$ 3
Match Coord	\$1,033
Printing	\$1,561
Treasurer	\$ 169

Total	\$2,766

AHIKS net worth as of
November 4, 2002: **\$6,631**

Your dues for 2003 (\$5 unless you paid ahead) should be in the treasurer's hands by December 31. Anyone whose dues have not been received by Jan. 31 will be dropped from the membership rolls.

Editorial

Rob Franz has volunteered to actively look for new members for AHIKS when he GMs at Prezcon in Charlottesville next year. Thanks, Rob, for your dedication and willingness to devote time to our hobby.

Starting with this issue I will be taking over the Publishing duties. Glenn Petroski has done AHIKS a great service for many years as Publisher, and we all give him our thanks for his efforts. Glenn is involved with many activities, including A.R.E.A. and an annual convention, and was happy to find someone to pass these duties on to. Glenn figures, if he drops a few more activities, maybe his kids can stop wearing name-tags. There will undoubtedly be some glitches in the passing of duties; let me know of any problems, and bear with me.

Being editor is a learning process. From the last issue I learned that the membership is not interested in quizzes, at least when spelling counts and the prize is only fame and glory. It was a tough quiz, especially the question on the SPI cat. Answers are on page 8. I also learned that the membership has no fictional favorites. Not a one to blow Hornblower's horn.

Note that we have a new RD for the Northeast. Paul Jordan has volunteered to step into the large gap left by John Grant's passing. Our thanks to Paul.

Barnes & Noble is selling two reference books that caught my interest. I mention them here in case you want to pick them up while they are available. *The Timechart of Military History* (\$15) covers matters of military interest from 3000 BC to 2000 AD. Separately, there are timelines for The Hundred Years War, The Napoleonic Wars, Colonial Wars, the American Civil War, and the two world wars. Included are also 16 pages of battle maps. The other book is *Atlas of World War II Battle Plans: Before and After* (\$10), which compares the original battle plan with what actually transpired—using maps and text. It covers some 21 battles.

(Continued on page 9)

Game News by Alan Poulter

Charles S. Roberts Award Winners

The official winners of the 2001 Charles S. Roberts Awards were announced during the World Boardgaming Championships 2002. Categories and winners are given below:

Best Pre-WW II Boardgame
Wilderness War (GMT Games)

Best WW II Boardgame
Barbarossa: Army Group North (GMT Games)

Best Modern Era Boardgame
When Dragons Fight (XTR/
Command #54)

Best Wargame Graphics
Wilderness War (GMT)

Best DTP-Produced Boardgame
Longbow (BSO Games)

Best Magazine-Published Boardgame
War of 1812, *S&T* # 207

James F. Dunnigan Award
Volko Ruhnke, designer of **Wilderness War**

Clausewitz Award Hall of Fame
Joseph Miranda

Best Pro. Wargame Magazine
Strategy & Tactics (Decision Games)

Best Amateur Wargame Magazine
The Boardgamer, ed. Bruce Monnin

I should admit I got most of my guesses wrong, as given in my previous article. Oh, well, better luck next year!

The Spread of "P500"

P500 is the process GMT pioneered for selecting which games they print. They produce a list of possible games, give information about those games (online reports of playtests, pictures of counters and maps, and possibly rules) and allow people

to sign up either online or via a flyer to buy these games at a discount. When 500 orders are reached for a game, it goes into production. In practice P500 has worked well in giving GMT cash (from pre-orders) to pay up-front printing costs and in ensuring good games get published. As an example of the latter point, in the previous Awards section, both **Wilderness War** and **Barbarossa: Army Group North** are P500 graduates. Other companies have followed suit with their own versions of P500: Columbia Games, MMP, Clash of Arms, Decision Games, OSG and UGG.

Like everything, there are drawbacks. Some games are better supported pre-publication than others. For example, I pre-ordered **Wilderness War** after reading designer Volko Ruhnke's excellent play-through reports on Consimworld. If a game has no active online champion then it is not likely to pick up pre-orders. Online, such support is easy to provide but offline it is not, making choice of games very much harder for those not online. Some companies in the list above also appear less committed than others to providing the sorts of information to tempt people into pre-ordering.

The process will work only if people are prepared to pre-order. There are some gamers, it appears, who will buy a game if it is available but will, under no circumstances, pre-order, even though they risk nothing by so doing. My feeling is that if you want to influence the games to be produced in the future, get pre-ordering now! If not enough information is given, then let the company and/or designer concerned know. Sticking my neck out here I think that downloadable demos of games for pre-orders should be available, so that the buyers really know what they are getting: see the report under Shrapnel Games below for an example.

A handy list of pre-order scheme web pages in alphabetical order follows. If I have omitted any, please let me know (by e-mailing me at grognard@grognard.com):

www.clashofarms.com/projects.html

www.columbiagames.com/Products/GamePlan/wargames.html

www.decisiongames.com/html/pledge_page.html

www.gmtgames.com/p500/gmtp50.asp

www.multimanpublishing.com/preorder/preorder.php

www.napoleongames.com/store/storePo.cfm

www.ugg.de/p500tab.html

L2 Reprint Line Grows

Bucking the pre-order trend are L2, a company banking on the collectability and sheer gaming awesomeness represented in its proposed, chiefly reprint, line. Says one of the founders, Art Lupinacci:

"My philosophy on running this company will be to publish games we can get behind now, next year and hopefully, a few more years down the road as well. **Streets of Stalingrad (SoS)** is the magnum opus of games. It is a no brainer and will be supported to my dying days, I guess. I have passion for the game.

"**The Russian Campaign**, albeit a game more than a simulation, is still going strong after 25 years! **Korsun Pocket** is a historical study with the same meat as **SoS**. **Dunkerque 1940** is unique and richly deserves a make over.

"These games will continue to stay in print as long as interest and support are there. We will do our part to update them, enhance them, occasionally give them a touch-up and support them with Gamers Guides filled with history, replays, variants, and the like. Call our Gamers Guide a super *General* if you will.

"I feel **Bitter Woods** very neatly fits into our plans. There are many games to choose from for the same topic. **Bulge** is no different. However, many will continue to be the flavor of the week. **Bitter Woods** will still be around and played long after the flavor of the week has come and gone.

"The same will apply to original designs we plan to market. **Russian Besieged**, our 'Streets of' series we

plan to expand and market, and many other titles, God willing.”

For more information see: www.l2designgroup.com/

Gene's Sabbatical

Gene Billingsley, owner of GMT, has decided to take a sabbatical from running the company. Andy Lewis reports that:

“GMT Games announces that Gene is taking a leave of absence. The reasons for the leave are personal; they are not a life threatening health issue. Rodger, Tony, Andy, Mark, Jewel, and Letitia, the everyday people of GMT Games, understand and respect Gene's desire for this leave and his right to privacy. GMT Games was, is, and will remain Gene's company. We look forward to Gene's return to GMT Games at some time in the future.

“GMT Games will, otherwise, remain much the same company that it has been recently (though we hope to continue to improve things as we have been). **C3I #14**, **Eutaw Springs/Guilford Courthouse**, and **Von Manstein's Backhand Blow** are all nearing release.”

The BROG Award

Richard Berg, publisher of *Berg's Review of Games (BROG)* has made the following announcement:

“Beginning in 2003 (and honoring games published in 2002), *BROG* will sponsor a new award which, every year, will recognize and honor Creativity in Historical Game Design. “Creativity” encompasses new systems and mechanics, new turns on old systems, and just plain old-fashioned design ingenuity. The ultimate definition and decision resides with *BROG*. In addition to the recognition, the winner will receive from \$250 to \$500, depending on the decision of *BROG* and the advisory panel.

“The award is open to any designer, for any game published in the year in question, including DTP games, which will be given equal consideration. To be eligible, however, either the publisher or the designer must provide a copy of the game to *BROG* by sending it to *BROG*, c/o Richard Berg, PO Box

28196, Charleston, SC 29413. (It might be helpful when submitting to ask *BROG* whether it (“it” being me) already has a copy, in which case it is not necessary to send one.)

“The winners will be decided by *BROG* with the help of an advisory panel of designers, usually from 2 to 4. For the 2002 award, *BROG* has, so far, enlisted Mark Herman and Dean Essig as such advisors. This will be a floating panel, with different advisors from year to year. Announcement will be made at the year's WBC/DonCon.

“The award is named ‘The Alexander’—or the ‘Alex’—in honor of both my boyhood hero, Alexander the Great, and my best friend, my late son, Alex, who was just as great.”

Avalanche

New from Avalanche is **US Navy Plan Red**, the latest in their **Great War at Sea** series. The US Navy's “Plan Red” was for a naval war against Britain so all the scenarios are hypothetical US/British clashes. The game map runs from Norfolk in the south up to Newfoundland in the north (on the west side). The series rules are the booklet from 1898. The scenario booklet has 5 pages of rules changes, 4 battle scenarios, and 9 operational scenarios.

Also just out from Avalanche is **Dave Powell's Gettysburg 1863**, the first instalment in a new **War of the States** series. Dave Powell is a veteran designer of American Civil War games, chiefly for *The Gamers*. This is an unusual effort for him in that it is a low-complexity, mostly division-level look at the battle using an area movement map and hourly turns. Players check at the start of each turn to see who has initiative to attempt to move first, what leaders are in command, and how many formations (generally Corps) they can activate. It is even possible for both sides to fail to activate any units on a turn. The counters are attractive, the map is serviceable, and the system is smooth, fast-playing, and fun. See:

www.avalanchepress.com

Clash of Arms

1777: The Year of the Hangman

is an operational study of the campaign for Philadelphia in the American War of Independence. Designed by Ed Wimble, it is a brigade/division-level game with day-long turns divided into several movement pulses. There are scenarios for the campaigns of Trenton and Princeton and several “what if” scenarios. The quality of the physical components is excellent. See:

www.clashofarms.com

Columbia Games

Hammer of the Scots is the latest offering from Columbia Games and the first graduate of their pre-order system. It is a cracking game with a colourful area map, simple rules, and a short playing time! It uses the trademark feature of Columbia Games, blocks, which hide units and their strengths by facing blocks toward the owning player. In this game the blocks represent armed forces (infantry, cavalry etc) or Scottish nobles, and the latter come in two versions, Red for English-controlled and Blue for Scottish. Each side can win instantly by controlling all these nobles or killing the opposing King. At game-end, victory comes from controlling the most nobles. Each turn each player reveals a card, which allows one (or more) areas with forces to be activated for moment and combat or an event to take place. Five cards make up a turn. Turns can end early if two events appear together. Combat is by die rolling. There are two scenarios, one for Wallace, the other for the Bruce. See:

www.columbiagames.com

GMT

Another cracking game is **World War 2: Barbarossa to Berlin** from GMT, which is Red Raicer's follow-up to the much-loved **Paths of Glory**. As in **Paths of Glory**, the heart of the game lies in the action cards (55 each for the Axis and Allied players). Each card can be used for operational movement and combat, strategic movement, replacements, or for an event. The movement and combat systems are similar to those in **Paths of Glory** but have been modified to recreate the blitzkrieg campaigns of

1941-45. The game really does capture the feel of WWII in Europe at the strategic level. Components as ever are excellent. [See Kev Reid's review on page 7.]

Also new from GMT is **Guilford Courthouse/Eutaw Springs**, a two-battle package in their American Revolution series. It has a new separate series rulebook applicable to the earlier games **Brandywine** and **Saratoga**. An exclusive rulebook is included for the two battles in this package as well as a crib sheet for special rules for **Brandywine** and **Saratoga**. These battle games are quick playing, with a low counter density. Maps are top notch. See: www.gmtgames.com

Phalanx

As I write, this game is out in Europe but not yet available in an English language version. **Waterloo** is the latest game from Phalanx and was intended by veteran designer Richard Berg to be a bridge between classic wargames and "German-style" strategy games like **Settlers of Catan**, **El Grande**, **Princes of Florence** and **Puerto Rico**. **Waterloo** is as graphically stunning as the earlier reprint of **A House Divided** from Phalanx. In **Waterloo**, cards are used to move units around a square grid, as well as for events, but in a much simpler fashion than in games like **Paths of Glory**. It will be interesting to see what reception this game gets and also what sales it achieves. Board wargames are lucky to sell in thousands, whereas popular "German-style" games can sell in hundreds of thousands.

Shrapnel Games

Shrapnel Games are a computer wargame publisher but they have decided to take the plunge into board wargames with **Lock 'N Load** designed by Mark H. Walker. The tactical game is on the squad level and set in Vietnam. The aim of the design is to maximise player fun by minimising rules but still produce a realistic result. It sounds like a second attempt at **Squad Leader**. Expansions covering other wars and theatres are promised. You can try it for yourself be-

fore purchasing, as there is a demo available at the Shrapnel Games web site: www.shrapnelgames.com

Steve Jackson Games

Steve Jackson Games is reprinting **One-Page Bulge**, which should have appeared back in September, but at the time of writing no reports of copies have been seen. See: www.sjgames.com

Magazine games

Strategy & Tactics issue #211 contains **Operation Elope**, on the Allied intervention in the Russian Civil War. There were reported problems with this game; for fixes see: <http://grognard.com/errata/elope.gif>

Issue #212 contains **Rough and Ready**, on several battles from the Mexican-American War, designed by Richard Berg. This is an upgrade of his earlier design for BSO, **Gringo**. See: www.decisiongames.com/

Vae Victis issue #46 contains **Verdun 1916**, which has been well received, while issue #47 contains **Poland Campaigns**, the second in the *Jours de Gloire* Campaign series. See: www.vaevictis.com/

Desktop Published Wargames

Cuban Missile Crisis is a new Kerry Anderson design for Microgame Design Group on the crisis that brought the world to the brink of nuclear war. Political and strategic decisions and events are represented by 40 cards. Rules cover air and ground operations, photo-reconnaissance, convoys, accidents, world opinion and nuclear warfare.

Also new from Microgame Design Group is **Operation Whirlwind**, a Brian Train design on the street battles between Hungarian rebels and Soviet invaders in November 1956. The game features an area movement map of downtown Budapest. Optional forces include extra Soviet forces, US Special Forces teams, and the 101st Airborne Division. See: www.microgamedesigngroup.ca/

Breakthrough at Gemehalo 1999 is a new Perry Moore design on the massive assault by the Ethiopian Army on the Eritrean Gemehalo fortress. It was a Great War style battle fought with modern weapons. The game comes with a 11x17-inch map, 280 counters, and rules in which morale levels will create success or failure. See:

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

Web sites

Check out the new Ludopress site at:

www.simtacludopress.net/

GR/D have a changed web site address:

www.grdgames.biz/

Skip Franklin has completely redesigned the directory of wargame companies at:

<http://grognard.com/skip/tweal.html>

Enjoy photos of the fun at the World Boardgaming Championships at:

www.boardgamers.org/wbc02/candids.htm

If you liked the old SPI game **Freedom in the Galaxy**, check out some excellent new variants, which are pretty much redesigns:

<http://grognard.com/board.html#f92>

Also 3W's **Scratch One Flattop** has had a variant published, which is also a complete redesign:

<http://grognard.com/board.html#s068>

Finally, there is a new PBEM aid available, called VASSAL, based on the VASL tool for Advanced Squad Leader:

www.vasl.org/vassal/

★ ★

Stuart Schoeberger, our Treasurer, has a query.

I am looking for information on two out-of-print games. Was Robert Bradley's **Fall Barbarossa** ever published? What was the game like? He was the designer of **Alesia**. Is anyone willing to part with it? The second game was either published in Stephen Marsland's *Gruntstet* or Don Greenwood's *Metaurus*. It was a 2-page do-it-yourself design. Same offer. All information on these games welcomed. Stuart Schoeberger, POB 510, Jamaica, NY 11435-0510.

Game Review: Barbarossa to Berlin Reviewed by Kevin Reid

The new game **Barbarossa to Berlin (BtB)** by GMT is clearly a development of the earlier **Paths of Glory** game. This in itself offered both the opportunity to correct errors in the previous design and to perpetuate any unnoticed design anomalies. It also makes for easy transition for players used to the **POG** system. The game has 18 turns and these cover a chronological period from the invasion of the Soviet Union until the fall of Berlin. Interestingly, the game has no draw; one player or the other will win. This all comes down to a question of victory points; if they reach 20, then the Axis win. If the points reach zero, the Allies win. These are garnered or lost from the capture of VP areas, from the play of certain cards, failure to carry out mandated offensives, or contravention of Stalin/Hitler orders. These last prevent units chosen by the opponent from moving. The penalty for moving said stack is the concession of a VP.

Overall the map is a rendition of Europe into areas connected by black lines; along these lines units move at a cost of 1 MP per area. Dashed blue lines connect ports via sea; these allow only the tracking of Limited Supply and the movement of Corps. Various terrain is represented: mountains, swamp, desert, forest, and a number of man-made, game-affecting areas. These latter include urban areas, forts, VP areas, and supply depots, among a few others. The cost of movement being 1 per area makes for a simple movement system. It does seem strange that mech units move just as easily through Marsh and Mountain as they do through Clear. These movement rules are an example of the design from **POG** reflected in **BtB**. It is not clear whether this is intended by the designers or if the extra effort involved in terrain cost is up to the individual to decide.

There are two decks of cards, one for the Allies and one for the Axis, with each being further divided into Blitzkrieg and Total War. The Total War cards are added to play 3 turns after the US has entered the war,

which struck me a little strange. The Axis can declare war on the US, and they gain a VP for doing so. There is also a "FDR Declares War" card, which can be played only after Summer '41, but still it seems wrong to give the Allies the opportunity to bring the US into the war. I doubt FDR would have had the opportunity.

The cards play just like the **POG** game, being used to activate areas, SR units, generate RP, or cause the event listed on the card. There are 6 rounds per turn, except for turn 1 when there is only 1 action phase. A short period of learning is required as to which cards are prerequisites for later cards, but this comes quite quickly.

The activation and movement of units strikes me a little slow from the games I have played. In activating an area it is either Combat or Movement. This is great if the defender is adjacent, but otherwise, there is just movement. During the defender's action phase, if he moves the units away, then the procedure needs to be repeated, which seems out of place in a WWII game.

The whole concept of the events certainly adds a great deal of life to the game, the pictures and what they cause bring up images of the real campaign. A welcome addition is the use of another color, in this case Blue, to the event titles as an indication that the card is a precursor to a later event. It makes it readily apparent what cards are needed to allow the playing of further event cards.

Overall, the game is excellent; it is challenging for both sides. Instead of waiting for your opponent to move, as in other games, you spend the time pondering your cards and devising the best plan. If anything negative can be said, I found the lack of Spain (and access to Gibraltar) annoying, as it removed a potential strategy I may have liked to try. Some players will also miss the earlier campaigns: Poland, France, and possibly Sealion. These campaigns and their prosecution had a direct effect on the course of the war. To have included them would have allowed a player to try alternate strategies. [Bottom of next column.]

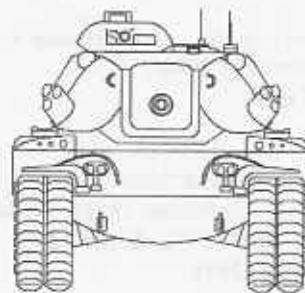
Series Replay: Panzer Leader Situation #15 Elsenborn Ridge By Mike West

Ken Rutkowski (Member #1398) and I completed a PBM game of Panzer Leader, Situation 15 - Elsenborn Ridge back in February 1999. This Series Relay was printed in The Kommandeur (Volume 34, Issue 2 - March 1, 1999). Ken elected to play the Germans while I got to command a rag-tag assortment of units from the American 2nd Division. This game turned out to be one of my most memorable Panzer Leader matches ever! The game came down to Ken making one last, desperate push with all available German forces against the village of Wiln while I concentrated all American FV assets within two hexes of Wiln and formed a final defensive perimeter with my remaining truck units. My margin of victory was slim, but in the end my American dog faces were standing proud in the smoking ruins of Wiln! That was three years go...

And now...

Ken and I have agreed on a rematch! This time I will command elements of the 12th SS Panzer Division and 277 Volksgrenadier against units of the American 2nd Division holding an emergency line near the villages of Krinkelt and Rocherath.

[To be continued in the next issue.]



If you have played **POG**, then learning and playing this game will come readily. For those who have not, it is a very easy system to learn. Recommended. ★★

Quiz Answers

1. Who won the first Charles Roberts award? Hint: he was a member of AHIKS.

A. Don Turnbull for his magazine *Albion*.

2. What travel agency arranged the logistics of what military campaign?

A. Thomas Cook and Sons Travel Agency for the British campaign in Egypt (1884) to try to save Gordon.

3. What business had its own army (160,000 men)?

A. The British East India Company in the 1850's.

4. In what war did the Allied Commanders, standing on the decks of their ships off the invasion beaches, decide to land elsewhere?

A. The Crimean War. Raglan and Saint-Arnaud, off the landing spot at Katcha, decided to land at Eupatoria instead. 1854.

5. In the heyday of SPI, Jim Dunnigan offered a course in "How To Design Wargames." It was fairly expensive, and there was only one person who signed up. He graduated with honors and went on to design a few wargames on his own. Who was the student? Hint: he was a member of AHIKS.

A. Richard Berg was the student. He went on to design wargames in great numbers and to great acclaim.

6. Which military campaign is considered the greatest with regard to scope and number of personnel involved?

A. Operation Barbarossa. Germany committed 300 divisions to it.

7. How long did it take Germany to conquer France in WWII?

A. 27 days.

8. How many Luftwaffe pilots were credited with over 250 "kills"?

A. Five. Hartmann (352), Barkhorn (301), Rall (275), Kittel (267), and Nowotny (255).

9. What was the name of the SPI cat? (Credited with two mouse kills.)

A. Shazam! (If I remember my comic books correctly, this was the word that transformed a crippled newsboy [what was his name? Billy Maston?] into Captain Marvel.)

Book Reviews

by Albert Bowie

At the end of summer I toured some battlefields in the Virginia-Maryland-Pennsylvania area, and, naturally, bought a few books, which I review here.

Battle Tactics of the Civil War

by Paddy Griffith

239 pp. Sketches, charts, but no photos.

©2001 Yale University Press

We have often read that the American Civil War was the first "modern" war. Professor Griffith maintains that, despite such things as steam engines and rifled guns, the Civil War was really the last Napoleonic war. Although some of the points he raises are debatable, on the whole he makes a good case.

Retreat to Victory?

by Robert C. Tanner

162 pp. Maps, charts, no photos.

©2001 Scholarly Resources Inc.

Mr. Tanner, in this book, discusses whether a "Fabian" strategy—i.e., retreating and avoiding battles—would have been a viable strategy for the Confederacy. Although the Confederacy possessed territory that would have well served such a strategy—places such as the west Texas plains, the Florida peninsula, the Appalachian mountains—their locations made them unsuitable as buffer zones. And some of the most valuable regions, such as Richmond, which had industrial as well as political importance, were located practically on the front lines. Also, the Northerners' ability to use sea and river transport meant that there was no place in the South too far removed from a North-

ern supply depot. So, he concludes, the South was committed to fighting, not retreating, its way to independence.

Thirty Myths About Lee's Surrender

by Patrick A. Schroeder

32 pp. B&W photos.

©2002 Schroeder Publications

This pamphlet corrects 30 "facts" of common knowledge, which are just not true. E.g. Lee didn't surrender his sword, nor did Grant ask for it; Custer was in the vicinity, but not in the McLean house at the time of the surrender, etc.

The South As It Is 1865—1866

by John Richard Dennett

370 pp. No maps, photos, nor pictures.

©1965 Louisiana State University Press

This book is a compilation of newspaper articles written by a reporter whose newspaper assigned him to travel through the South a few months after the war ended and to report on conditions as he found them there. This is not a book about war but of a society struggling to come to grips with a new reality in the aftermath of the upheaval of war. One poignant observation involved a man who had been a slaveholder and who, Mr. Dennett believed, had truly been a kind master, but who was incapable of making the transition to being a good employer. Although generally sympathetic to the former rebels, Mr. Dennett continued to be outraged by their refusal to believe they had done anything morally wrong in seceding from the Union.

★★

Kevin Reid, our Pacific RD, has a request.

Recently I picked up 2nd-hand copies of *Next War* by SPI and *Bitter Woods* by AH. They are missing rules. If anyone in AHIKS can help generate a copy please e-mail me at ksreid@optusnet.com.au

Quiz answers continued

10. What Civil War general later wrote a novel which was, even later, turned into a movie starring Charlton Heston?

A. Lew Wallace wrote *Ben Hur*.

★★

Upcoming Events

Jan 10-12, 2003 Bellevue, WA

RustyCon

Contact: Donna Turner

E-mail: Turned2@nwlink.com

www.Rustycon.com/

Jan 17-19, 2003 Toronto, Canada

Contact: Ken Barton

E-mail: barton2152@rogers.com

http://realmsquest.org/pandemonium/index.html

Jan 23-26, 2003 Fort Wayne, IN

Winter Fantasy

Contact: Robert Wiese

E-mail: robertconguy@yahoo.com

www.wizards.com/rpqa/wf.asp?x=winterfantasy_3

Jan 25, 2003 Detroit, MI

WinterCon

Contact: Bob Fix

E-mail: rlfix@aol.com

www.mdgcons.com

Jan 24-26, 2003 Gainesville, FL

Jonescon

Contact: Mike Jones

E-mail: afn53824@afn.org

www.jonescon.org

Jan 24-26, 2003 Forest, VA

MarsCon

Contact: Bill Tedder

E-mail: billtedder@juno.com

www.marscon.net

Jan 25-27, 2003 Canberra, Australia

CanCon

Contact: Tim Sleight

E-mail: cancon2003@hotmail.com

www.cgs.asn.au/

Jan 31- Feb 2, 2003 Hunt Valley, MD

Winter Activation Meeting (WAM)

[Card-driven wargames]

www.boardgamers.org/specific/

wampre.htm

Feb 8-9, 2003 Calgary, Canada

Sentry Box

Contact: Neil Goud

Email: stratagem@shaw.ca

www3.telus.net/goud/strtcon.htm

Feb 14-17, 2003 Los Angeles, CA

Strategicon: OreCon

E-mail: ravengeist@aol.com

www.strategicon.net

Feb 7-9, 2003 Geneseo College, NY

Contact Daniel Brace

E-mail: tigger00@rochester.rr.com

http://gagg.geneseo.edu

Feb 14-17, 2003 San Romone, CA

DunDraCon

Contact: Thom Hall

E-mail: lister@red-dwarf.com

www.dundracon.com/

Feb 15-17, 2003 Pasco, WA

RadCon

Contact: Doug Stout

E-mail: dcaudat@gte.net

http://www.radcon.org

Feb 19-23, 2003 Charlottesville, VA

PrezCon

Contact: Justin Thompson

E-mail:

kingmaker96@mindspring.com

www.prezcon.com

Feb 21-23 2003 Minneapolis, MN

Con of the North

Contact: Becky Teed

E-mail: rteed2000@yahoo.com

www.conofthenorth.org

March 1-2, 2003 Kenosha, WI

Midwest Open 2003

Contact: Glenn E. L. Petroski

Phone: 262-654-5044

E-mail: GELP@Juno.com

Mar 7-9, 2003 Clarksville, TN

Chaos Con

Contact: Michael Sorensen

E-mail:

chaos@gamemastersguild.org

http://www.chaoscon.org

Mar 7-9, 2003 Lancaster, PA

Cold Wars

Contact: Ferkin Doyle

E-mail: alfhogg@bright.net

Mar 21-23, 2003 South Bend, IN

Seven Years War

Contact: Ferkin Doyle

E-mail: alfhogg@bright.net

Mar 14-16, 2003 Portland, OR

GameStorm

Contact: John Williamson

E-mail: chair@pdxgames.com

Mar 14-16, 2003 Tulsa, OK

Contact: Samtheurge@aol.com

Web: http://pages.sbcglobal.net/

raging_wolf/

Mar 21-23, 2003 Stamford, CT

ConnCon

Contact: Jon Mac

E-mail: willi@conncon.com

www.conncon.com/

Mar 20-23, 2003 College Station, TX

AggieCon

Contact: Emily Craft

E-mail: emerald_tiger_eyes

@yahoo.com

http://cepheid.tamu.edu/aggiecon

May 23-26, 2003 Los Angeles, CA

Strategicon: Gamex

Contact: Jack Butler

E-mail: ravengeist@aol.com

www.strategicon.net

July 11-13, 2003 Kalispell, MT

MonCon

Contact: Ron Glick

406/257-GAME

July 26-29, 2003 Columbus, OH

Origins

Contact: Gama (303/635-2223)

http://www.originsgames.com/

July 29 to August 3, 2003 Hunt Val-

ley, MD

World Boardgame Championship

Contact: Don Greenwood

Web: www.boardgamers.org

E-mail: doncon99@toad.net

(Editorial Continued from page 3)

My threat to print pictures of my cats had the desired result. There were more contributions than could be printed in this issue. Thank you all. The deadline for the next issue is January 31, 2003. We here in the publishing complex of AHIKS wish you and yours the best of the season and a very exciting New Year.

Omar DeWitt

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. 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.

Africa Korps (AH)	(1428)	Mann	M
Anzio, Basic & 4 th Ed (AH)	(1427)	Walsh	M
Anzio (AH)	(0111)	Oleson	
Arab Israeli War (AH)	(0804)	Sheppard	E/M
Bitter Woods	(1530)	Franz	E
Breakout Normandy	(1382)	Massey	M
Battle of the Bulge-81 (AH)	(1232)	Jordan	E
Chancellorsville (AH)	(1075)	Morley	
Chantilly (ISG)	(1262)	Marcone	
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
Computer EastFront (Columbia)	(0044)	DeWitt	E
Eylau (SPI)	(0044)	DeWitt	E/M
Guadalcanal (AH)	(1382)	Massey	M
Israel Defense Force (AH)	(1382)	Massey	M
Lutzen (SPI)	(1515)	Stubits	E/M
Squad Leader Adv (AH)	(1293)	Wood	E/M
Star Ship Trooper (SPI)	(1552)	Clemons	
Struggle of Nations	(1550)	Duffield	E

E (member requests e-mail only) **M** (member requests mail only) **E/M** (either OK)

Up Front (AH)	(1394)	Rice	E
War at Sea (AH)	(1427)	Walsh	M
War without Mercy (GMT)	(1530)	Franz	E
We The People (AH)	(9239)	Poulter	E

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

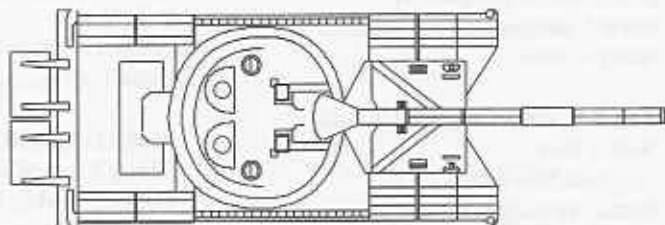
Robert Johnson 0073	Bulge-61, Stalingrad
Thomas Oleson 0111	Anzio
Mark Gorski 0708	VITP
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
John L Kreuz 1333	BB-81
Robert K. Smith 1437	Russian Front

(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

We The People (AH) Alan Poulter



CENTRAL OFFICES

PRESIDENT:

Chester Hendrix
915 12th St
Marysville CA 95901-4707
(530) 741-1177
CHendrix@jps.net

VICE-PRESIDENT:

Ray Labarbera
5522 Alvelais Dr.
Union City, CA 94587-5580
(510) 471-1833
Kumitedad@yahoo.com

MATCH COORDINATOR

Les Deck
80 Worcester Rd
Stowe VT 05672-4320
(802) 253-9535
Domerider2@cs.com

TREASURER

Stuart Schoenberger
63-84 Saunders St. Apt 2-J
Rego Park, NY 11374-3106
(716) 459-4946
forceof1@erols.com

EDITOR:

Omar DeWitt
1580 Bridger Road, NE
Rio Rancho, NM 87144-1579
(505) 891-8846
Omark7@juno.com

SECRETARY

William D. Watkins
918 Bogert Road
River Edge, NJ 07661-2338
(201) 265-7795
Watkins.bill@verizon.net

JUDGE:

Mike West
10 Shelburn Ct.
Durham, NC 27712-1626
(919) 471-6825
westmi@us.ibm.com

MSO-RATINGS/ROSTER

Andy Johnson III
2951 Carlsbad Circle
Aurora IL 60504
(630) 820-3991
DADJ3@AOL.com

REGIONAL DIRECTORS

CANADA:

Steve Llewellyn
37 Surrey Crescent
Predricton, N. B.
Canada E3B 4L4
llewelly@nbnet.nb.ca

NORTHEAST:

Paul K. Jordan
2802 Connecticut Ave
Medford, NY, 11763
(631) 654-1510
pkjordan@att.net

SOUTHEAST:

Alan Murphy
705 Seventh St S. E.
Washington, DC 20037
(202) 543-7004
Alpmurphy@yahoo.com

EUROPE:

Murray Cowles
6 Chafford Gardens
West Horndon, Brentwood
Essex, CM13 3MJ, UK

NORTH CENTRAL:

John Kreuz
260 East Oakview Lane
Oak Creek, WI 53154-4513
(414) 766-6747
JKreuz@Sprintmail.com

PACIFIC:

Kevin S. Reid
10 Tollhouse Way
Windsor NSW, 2756 Australia
02-45-773-274
Kevreid@optusnet.com.au

WEST CENTRAL:

Richard L. Tucker
1705 Standford Ave
Metairie, LA 70003
(504) 455-2935
Rtucker@xula.edu

Seadogge@AOL.com
01277-811540

GENERAL INFORMATION

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.

SUPPORT SERVICE OFFICERS

PUBLISHER

Omar DeWitt
1580 Bridger Road, NE
Rio Rancho, NM 87144-1579
(505) 891-8846
Omark7@juno.com

UNIT COUNTER POOL:

Clyde T. Longest Jr.
3344 Lynnhurst Blvd
Chesapeake VA 23321

(757) 483-7999
BKNFAN@AOL.com

EUROPEAN EDITOR

Kevin Croskery
4 Beechey Way
Cophthorne West Sussex

UK RH10 3LT

KCroskery@clara.net

MULTIPLAYER COODINATOR

Robert Johnson
61 South Fox Hall Ln
Weyers Cove, VA 24486
(540) 234-8767
Philorej@AOL.com

RECRUITER

OPEN POSITION

PBEM COORDINATOR:

Hank Burkhalter
3444 Palisade Cove Dr
Duluth GA 30096-6671
(678) 417-9640
roll_tide@mindspring.com

CHIT HOLDING SERVICE:

Robert Ryan
32444 Nottingwood St.
Farmington Hills MI
48334
(248) 371-7846
BobMRyan@AOL.com

ARCHIVIST:

William A. Perry
7 Chelsea Rd.
Eastampton, NJ 08060-4371
(609) 265-8829
Wappilot@earthlink.net

WEB SITE MANAGER

Les Deck
80 Worcester Road
Stowe VT 05672-4320
Domerider2@cs.com

WEB SITE ADDRESSES

US: Ourworld.cs.com/
Domerider2
UK: www.ahks.co.uk



CHANGE OF ADDRESS

Send Change of Address notices to Les Deck, 80 Worcester Road, Stowe, VT 05672. Send the change notice as soon as the new address is known.

SUBMISSIONS

AHKS 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-AHKS 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, WordPerfect, 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.

Graphics can be in any standardized graphic format or in pen and ink sized to the width of one K column or less. The Avalon Hill Game Company and The Gamers, Inc., have granted formal permission to reproduce game-related graphics in articles about their games. Permission must be received in writing from any other company to use their graphics or game-related materials in the K.

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.



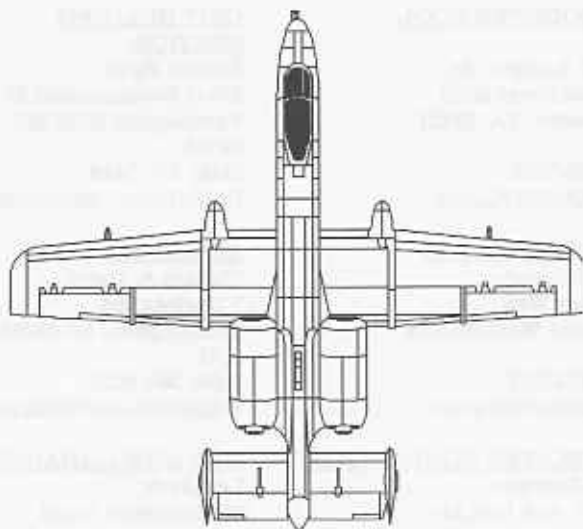
International Wargaming Society

RETURN ADDRESS:

Les Deck
80 Worcester Rd.
Stowe, VT 05672-4320
USA

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



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 _____