

# The Kommandeur

Volume 38 Number 2

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## From the President

I'm working on it.

By the time you read this, the trophies (very nice wood plaques) for the AHIKS BULGE THEME TOURNAMENT should have been received by the winners. Accompanying them will be personal letters of apology from the President for the excessive delay in presenting what we promised.

Real life notwithstanding, brain damage is a poor excuse, but it is the only one I have to offer. It is a testament to this organization that it continues to run smoothly re: services, even while your Maximum Leader drops the ball of Getting Things Done. Not that there's that much to do, but what there is should have been taken care of by now. These trophy plaques are step one in my campaign to Get Things Done.

I'm working on it.

Next item of importance will be finding a replacement for Les Deck, our Match Coordinator—next to the Editor, arguably our most important position. Thus far, my calls for volunteers have received only two responses, and I will be interviewing them and making a decision in April.

I'm working on it.

Following that will be getting those ads in the permanent game zines we've been talking about for the past two years. Now that I have a format I can use to get the art to people (and we have an official logo), this should be a lot easier.

I'm working on it.

I hope that some of you might give some thought to writing a short article on your most recent favorite pbm/pbem experience and share it with the rest of us here in the pages of The K. It would be nice to hear from you and read how your gaming life is going.

What are you working on?

Your Buddy, Chester

## Treasurer's Report

from Stuart Schoenberger

01-31-03 to 03-27-03

### INCOME

DUES PYMT	288.00
INTEREST INC.	7.01
INT.-PERP. FUND	8.10
TOTAL INCOME	303.11

### EXPENSES

BANK CHARGES	2.64
EDITOR	434.02
MC	190.72
AWARDS	37.17
TREASURER	14.80
TOTAL EXPENSES	679.85

BALANCE: \$6518.54

## Editorial

The post office gets a bum rap. It works so efficiently that we notice only on the rare occasions when something goes wrong. When it is in the news, it is about a letter that was delivered umpteen years late. We never hear about the millions upon millions of letters that are delivered on time. I started PBM-ing in the late 60's and have had only one or possibly two moves lost. And I was never sure if they were lost or "lost." The postal service does a fantastic job. I, for one, salute them.

Recently I purchased a book entitled "World War II on the Web, A Guide to the Very Best Sites." On the cover of the book is a statement, "Free CD-ROM Inside." As the store clerk explained it after the alarm went off as I was leaving the store, the CD-ROM was free only if one purchased the book. In other words, it was no more free than pages 1—203 of the text! Is that false advertising or what? Why not state, "FREE BOOK with purchase of cover"?

Remember, if you will be attending a convention this year, please contact me for some AHIKS "business cards." You don't have to do any active proselytizing, just leave them around on bulletin boards and playing areas. I plan to attend the WBC in July-August, so that convention will be covered. I hope that we can get some sort of an AHIKS get-together then. If any of you have any suggestions, let me know.

Omar DeWitt

On the inside:

Pickett  
charges again

•  
TRC: 2 in 1

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Top 40

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Your next op-  
ponent

•  
Book Review

## Pickett's Charge Replay by Paul Marccone

The following describes a solitaire game I played of Yaquinto's **Pickett's Charge**. This previously appeared in *Consimworld* in the Pickett's Charge folder.

### Full Battle scenario

Soon after the beginning of the full battle scenario, Devin's brigade has been routed. Calef's battery and Gamble's brigade are holding off Heth's division. Pender is coming up the Chambersburg Pike and the lead elements of the 1st Corps are readying to hit Heth on his right flank!

If you guys want a break from the CWB or RSS systems and want a game that plays quickly and realistically, give this game a look. While the system is not as sophisticated as the Gamer's CWB series (which I love), it plays very well. I picked up an unpunched copy on eBay for about \$15.

Yes, the map is ugly, but the neat rectangular counters more than make up for it, along with the big hexes (I believe the scale is 500 yds across).

### July 2, 7 am

The Army of the Potomac (AoP) is holding firm along the fishhook. An early morning attack by Johnson's division on Culp's Hill ended in disaster for the Rebs. Johnson was captured, Williams' brigade was destroyed, and two other brigades routed.

Longstreet's corps (minus Pickett) is maneuvering to get on the AoP's far left flank. Going is slow and the corps is strung out, even with Lee's help. Anderson's division is holding the Reb center with Heth's battered division on his left.

Rodes' division was chewed up on Day One. Most of his brigades are in reserve north of town trying to recoup losses. Early's brigade is also in reserve northeast of town.

The AoP is in relatively good shape. The III Corps is deploying from southern Cemetery Ridge to the Devil's Den/Little-Round-Top area. Elements of the I Corps are in support (most of the I Corps is still in reserve trying to recover from its first-day beating). II Corps is holding the cen-

ter with Caldwell's division in reserve (in column ready to move to counter any Reb offensive thrusts or breakthroughs).

XII Corps is holding the Cemetery Hill area, while V Corps is holding the Steven's Knoll, Culps Hill area with elements of the shattered XII Corps in support.

Some brigades from the XII and I Corps are still in reserve, attempting to recoup losses and lose cohesion hits. Game rules allow units in reserve to exchange strength points. For example, a unit with two strength points left can eliminate itself and give those strength points to another unit stacked with it in reserve. This process takes two full turns.

Right now the CSA has 63 VPs and the USA has 53 VPs. Each side earns VPs for routing enemy units, eliminating enemy leader units, and capturing key terrain. The CSA needs to have a huge VP margin to win the game (80 points by the end of the three-day scenario). The CSA can also win by having a certain VP margin at the end of each day.

All in all, it is an exciting game that flows well. Even though the game mechanics are a bit dated and simplistic, they very effectively impart some realism into the game. Results, thus far, are pretty historic. A very nice balance between playability and realism.

### July 2, 8 am

Things do not look good for Bobby Lee.

Johnson's division, now commanded by Trimble, is down to one active brigade (Jones) and that brigade is at half strength. The other brigades have either been eliminated, routed, or are in reserve. In the 8 am turn, Ewell was not in command range of Lee, and he failed his obedience roll meaning that none of the 2nd Corps units within command range of Ewell could move.

Coster and Kzryanowski's brigades of the XI Corps (accompanied by Howard) crossed Rock Creek along the Baltimore Pike and are moving north to cut off and destroy Jones' brigade. North of East Cemetery

Hill, the only one of Early's brigades that is in the fray is Gordon's.

Since Ewell failed his obedience check, Gordon and Early had to stay put. The V Corps divisions of Barnes and Ayres moved forward with some artillery to cut Early and Trimble's broken divisions off from the rest of Lee's army. Rodes' division is holding on just west of Cemetery Hill, supported on right by Heth's division. Hood's division, which was moving south to join McLaws, turned around and is now moving east on the Chambersburg Pike to deal with the V Corps' advance off Cemetery Hill.

XII Corps is holding West Cemetery Hill. On XII Corps' left is the II Corps. Elements of the II Corps joined with Graham's brigade of the III Corps in attacking Anderson's division just west of Cemetery Ridge. They succeeded in routing Wright's and Posey's brigades.

Spying McLaws' flank march at dawn, Meade ordered the remaining brigades of III Corps and the remaining elements of I Corps to man the Round Tops and form a line running west to east south of Big Round Top.

Seeing the success the V Corps enjoyed north of Cemetery Hill, Meade is sending Caldwell's whole division with Hancock to Cemetery Hill to assist in splitting the Reb 2nd Corps off from the rest of Lee's Army and rolling up Lee's left flank.

Lee decides to abort Longstreet's flank march and sends Longstreet along with McLaws' division back north to connect with Anderson's endangered right flank west of the Wheatfield and Cemetery Ridge. The going is slow, and only one brigade is in line.

Perrin's brigade of Pender's division, fully recovered from its losses the previous day, had joined in Longstreet's flank march. It now turned around and is marching to assist Anderson's division. Hood's division is now in position to block Meade's flanking attempt, and McLaws' division along with Perrin are in position to block the Union II Corps and III Corps from crushing Anderson's division.

In terms of victory points, it is almost dead even: CSA=76, USA=75.

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## The Kommandeur

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Unless the Rebs can capture and hold the high ground and inflict huge losses on the Yanks, they will lose. As it stands now, Meade is on the verge of rolling up both of Lee's flanks and destroying the 2nd Corps.

### July 2, 10 am

Caldwell's division of II Corps forayed northeast of town to finish off Rodes' division and some of Heth's brigades. Hood, however, turned his division around and stopped the Yanks dead in their tracks. On Lee's southern flank, Longstreet and Lee got McLaws' division to stop its flank march and move north to connect with Anderson's right flank. Anderson's brigades took a beating from the Union II and III Corps.

To the northeast, Coster's brigade and Kzryanowski's brigades both got routed by the only available force Ewell has east of Gettysburg: Latimer and Jones' artillery batteries on Benner's Hill. That repulse gave Ewell and Trimble (now commanding Johnson's division) time to rally and recoup both Trimble and Early's shattered brigades. Unfortunately, Ewell is out of communication with Lee (i.e. out of command range of Lee who is with Longstreet and McLaws on the Reb southern flank) and has failed his last two obedience rolls.

To the north of Gettysburg, Rodes has been trying to rally the remnants of his shattered division by placing a few of his brigades back in reserve. He breathed a sigh of relief around 10:00 am when his scouts noted that Union troops were withdrawing from their extended position north of town in the face of Hood's counterattack.

In fact, once Meade learned that Caldwell and Ayres were being attacked by Hood's division, he ordered a withdrawal of all his troops to the fishhook line. Meade is now tightening his lines from Culp's Hill all the way south to the Round Tops. Crawford's division of the V Corps is coming in from the east and the VI Corps is expected before sundown.

Meade will collect his forces, continue to place shattered brigades and batteries in reserve and try to hold on.

Lee has some tough decisions. His only hope at winning is to drive

"those people" off the high ground and hold the high ground. Hood's division is still fresh as is McLaws' division. Pickett should arrive in the late afternoon. Lee's scouts have brought word that the errant JEB Stuart has been found and is on the way.

With the Union lines bristling with more and more guns, and with dust clouds indicating that Meade continues to be reinforced, a frontal assault is out of the question. If Ewell can rally his divisions, and Anderson can get some of his brigades back on line, Lee can bring Ewell's Corps alongside AP Hill's left. With his lines tightened, Lee can then attempt a flanking maneuver early next morning. Meanwhile, Lee will content himself with strengthening his own lines and recovering some losses.

VP count: USA=100, CSA=97

### July 2, 4pm

On the Union side, Meade is consolidating his line on the fishhook. 5th Corps, supported by one brigade from the 11th Corps holds Culp's Hill and Cemetery Hill supported by the Artillery Reserve. Barnes division, minus Sweitzer's brigade, has emerged from Reserve and is in column behind Cemetery Ridge waiting to fill any gaps should they appear in the Union line. 12th Corps holds the western face of Cemetery Hill and the southern part of Cemetery Ridge. Following Cemetery Ridge from north to south is the 2nd Corps and 3rd Corps. The remnants of the 1st Corps are holding Round Top. Plenty of artillery from the Artillery Reserve is bolstering the Cemetery Ridge line.

Since the Union holds a 100-97 lead in VPs, there is no need to take any chances. VI Corps is arriving. Meade has immediately placed them in reserve to regain stragglers. They should not be needed any time soon, since the Rebs have backed off and don't appear to threatening...yet. On the Confederate side, Ewell has begun to move what is left of his Corps from the northeast of Gettysburg to the northwest of town. Union artillery on Cemetery Hill has slowed him down by laying artillery mission markers in his path, forcing him to go north of town. Ewell also failed an obedience roll, rendering his whole

corps inactive for a turn or two. It also prevented some of Ewell's brigades from going into reserve. Rodes' division is down to two brigades: Iverson and Daniel. Early's division is all shot up as is Stuart's (now under Trimble). Trimble and Early's boys may not recover enough strength in time to make a difference.

Lee is shifting Hood from the left of the line west of Cemetery Hill to the southern portion of the line where McLaws and Longstreet have taken up a defensive posture west of Warfield Ridge. The Union line is strong, and McLaws does not have enough brigades to chance an attack.

In the middle of the CSA line west of Cemetery Ridge is AP Hill's Corps, or what's left of it. In Anderson's division, Wilcox is on the field, Mahone is heading to reserve to regain some strength and Posey is returning to the fray. With Hood moving behind the CSA lines to rejoin McLaws, Heth now holds the far left of the CSA line with Pettigrew and Davis and some artillery. To Heth's right is Pender's depleted division of two brigades, Perrin and Scales. To Pender's right is Wilcox of Anderson's division. To the right of Wilcox is McLaws. All of Lee's boys are waiting for the right moment to launch an assault.

Pickett arrived at 4 pm and immediately went into reserve to the South of Chambersburg Pike on Herr Ridge to regain stragglers. His boys won't be ready to move again until 7 pm. But at least they will be at full strength.

Given the fact that the Rebs need to win by at least 75 VPs, Lee needs to gamble. The best strategy will be to throw Longstreet's Corps against the right of the Union line and hope for a breakthrough. Best to wait until dawn on July 3rd. Anderson will have recovered enough strength to lend a hand, as will have Pender and Heth. Ewell's boys and Stuart (who also has finally arrived) can help protect the flanks. With a shortened line this should be easy to do. The problem is that by removing Ewell from east of town, it allows Meade to shift forces from the Culp's Hill and East Cemetery Hill sectors to other threatened parts of his line.

*(Continued on page 8)*

## Book Review

*In Deadly Combat*, A German Soldier's Memoirs of the Eastern Front  
By Gottlob Herbert Bidermann  
© 2000 University Press of Kansas  
330 p Photos and map

Reviewed by Omar DeWitt

It always amazes me how a book that relies heavily on places and refers constantly to cities and rivers contains few or no maps. Here is another one.

The Introduction refers to another book by a German infantryman ("landser") on the Eastern Front: "Forgotten Soldier" by Guy Sajer. When I read that 30 years ago, I was quite impressed. This Introduction says that there have been recent challenges to its authenticity based on details that an infantryman would have been unlikely to note or remember. I'm no expert, but it seems that Sajer could have filled in the blanks later. The book is still worth reading.

Bidermann started out the war as part of an antitank gun crew in the Crimea and ended up as an officer on the northern flank of the German forces. He entered the war in July, after the initial blitzkrieg. His unit got from Poland to the Crimea by walking, and he expressed surprise at the number of vehicles that the Soviets had.

The Soviets were tenacious fighters in the Crimea and had the advantage of warships. In a slight "not fair" tone, Bidermann writes that Germany had invaded because of a conflict of political systems, and then the Soviets turned it into "protecting their motherland."

As the end of the war approached late in 1944, Bidermann wrote "The one remaining factor that steeled us to fight ever harder was the knowledge that our Soviet enemy would show no commitment to civility or to the common laws of humanity should they invade our homeland." Hmmm. One wonders where they got that attitude from. ★★

## The Russian Campaign: Two Phases in One Mailing by Albert Thomas

The system that follows was written by Don Eisan in *The General* volume 17 number 4. It pertained to **Fortress Europa** but could be used for **TRC**, too. It needed a little tweaking to fit the **TRC** rules and PBM system. I feel I have managed tweak the system to **TRC**.

The system that follows allows the phasing player to complete his first-impulse movement and combat and then proceed to the second impulse without necessitating a first-impulse mailing. In short, completing a full turn at one sitting! Systems designed to permit game players to play their games by mail require a certain amount of honesty and trust between players. Any system can be tampered with and maybe beaten, but with this one, as the author says in *The General*, the effort would be readily apparent.

This method will work with whatever source you are currently using to arrive at random die results. For our purposes we will use the ICRK system. The system locks in attack odds, sea movement, invasions, and attack resolution order for each impulse. Each player will have to keep track of the use of his ICRKs and which ones are in which sealed envelope. To use this system a player needs three charts, and an envelope computation sheet. The charts are: a hex value chart, a sea coast/port value chart, and a unit value chart. There is also an envelope computation sheet which eases the work of finding which envelope to open. The full charts and computation sheet are printed on the following pages. If anyone wishes another or a separate set, I will send the three complete charts and one envelope computation sheet (which can be reproduced) at my cost, \$1. Please include a stamped, addressed #10 envelope. Send to:

Albert Thomas  
120 Kimberly Dr West,  
Syracuse, NY 13219-2743.

1. Each player picks 6 starting ICRKs and seals them into 6 envelopes. Number the envelopes 1 to 6 on the outside. Coin envelopes work well; however folded slips of paper will work as well. Mail these to your opponent.

2. Fill out the four parts of the Envelope Computation Sheet as follows:

**Part 1** Sea Movement. List units using sea movement and the hexes they are moving to, also the values of the units/ hexes. You find these on the Unit Value & Order Chart and on the Sea Coast Hex/Value Charts. Add all values for a total.

**Part 2** List attacks, attacked hexes/values, and odds. Multiply the higher odds figure and the hex value to find the total value for the attack. Add the values and put the total on the line at the bottom.

**Part 3** List the order of resolution for the attacks. The order of resolution does not have to be the same as the Attack # in Part 2 (see example). List attacked hexes/values. Multiply the hex value times the resolution order to find the resolution value for that attack. Add all values and enter the total on the line at the bottom.

**Part 4** Add the total values for Parts 1, 2, and 3. Divide this total by 6. The remainder is the number of the envelope to open.

3. The 2<sup>nd</sup> impulse move is the same as the first. If the same envelope comes up for opening in the second impulse, open the next higher numbered envelope. For example, if envelope #3 is indicated a second time, open #4; if #6 is indicated a second time, open #1.

4. Players will replace the opened envelopes as needed. Players can agree on returning unopened envelopes every few turns or agree that unopened envelopes can be requested at any time.

An example is given on page 6.



The Kommandeur

UNIT VALUE & ORDER CHART

<b>STALIN</b> 1		<b>INF</b>	<b>CAV</b>		<b>HITLER</b> 1	<b>INF</b>	<b>ROMANIAN</b>
<b>STAVKA</b> 2		3 40	1 80		<b>HQ</b>	1 33	1/MT 76
<b>ARM CORP</b>		4 41	2 81		<b>NORTH</b> 2	2 34	3/INF 77
1 3		5 42	3 82		<b>CENTER</b> 3	3/LW 35	4/INF 78
2 4					<b>SOUTH</b> 4		
3 5		6 43	4 83		<b>PAN GREN</b>	4 36	5/INF 79
4 6		7 44	5 84		11 5	5 37	6/INF 80
5 7		8 45	6 85		26 6	6 38	7/INF 81
6 8					29 7		
7 9		9 46	4/AB 86			7 39	CAV 82
8 10		10 47	5/AB 87		43 8	8 40	2/PG 83
9 11		11 48	8/AB 88		50 9	9 41	PAN 84
10 12					52 10		
11 13		12 49				10 42	<b>HUNGARIAN</b>
12 14		13 50				11 43	2/INF 85
		14 51				12 44	3/INF 86
			<b>AK</b>		<b>PANZER</b>		1/PG 87
		16 52	<b>MODU AL</b>		3 11	13 45	
		18 53	1/ART 89		14 12	15/MT 46	<b>ITALIAN</b>
		19 54	2/ART 90		24 13	17 47	3/INF 88
<b>GUARDS</b>			3/ART 91				4/INF 89
1/CAV 15		20 55			39 14	20 48	5/INF 90
2/CAV 16		21 56			40 15	21/MT 49	
3/CAV 17		22 57			41 16	22/MT 50	<b>FINLAND</b>
4/CAV 18					42 17		2/INF 91
1/INF 19		23 58			46 18	23 51	4/INF 92
2/INF 20		24 59			47 19	26 52	6/INF 93
3/INF 21		26 60			48 20	27 53	
4/INF 22							7/INF 94
5/INF 23		27 61			56 21	28 54	
6/INF 24		29 62			57 22	29 55	<b>AK</b>
7/INF 25		30 63				30 56	<b>MODUAL</b>
8/INF 26					<b>GD</b> 23	34 57	7/ART 95
9/INF 27		31 64			<b>HG</b> 24	35 58	AK/PAN 96
1/ARM 28		32 65				36/MT 59	
2/ARM 29		33 66			<b>SS</b>		2/LW 97
3/ARM 30					<b>RES</b> 25		XI/LW 98
4/ARM 31		34 67				38 60	
5/ARM 32		37 68			1/PAN 26	42 61	
6/ARM 33		39 69			2/PAN 27	43 62	
7/ARM 34					3/PAN 28		
8/ARM 35		40 70				44 63	
		43 71			4/PAN 29	49/MT 64	
		49 72				51 65	
					5/MT 30		
		50 73				53 66	
		52 74			6/INF 31	54 67	
		54 75				55 68	
					15/CAV 32		
<b>ARMYS</b>		55 76				59 69	
1/ARM 36		59 77				72 70	
2/ARM 37		60 78				90 71	
3/ARM 38							
4/ARM 39		61 79				91/MT 72	
						97/MT 73	
						DEITL 74	
						1/CAV 75	

## The Kommandeur

## Hex Value Chart

	1	2	3	4	5	6	7	8	9	0
A AA	3	5	2	4	1	3	5	2	4	1
B BB	7	9	6	8	2	7	9	6	8	2
C CC	4	1	3	5	9	4	1	3	5	9
D DD	6	8	2	7	3	6	8	2	7	3
E EE	5	9	4	1	8	5	9	4	1	8
F FF	2	7	3	6	4	2	7	3	6	4
G GG	1	8	5	9	3	1	8	5	9	3
H HH	6	4	2	7	5	6	4	2	7	5
I II	9	3	1	8	4	9	3	1	8	4
J JJ	2	7	5	6	1	2	7	5	6	1
K KK	8	4	9	3	7	8	4	9	3	7
L LL	5	6	1	2	9	5	6	1	2	9
M MM	3	7	8	4	6	3	7	8	4	6
N NN	1	2	9	5	8	1	2	9	5	8
O OO	4	6	3	7	2	4	6	3	7	2
P PP	9	5	8	1	3	9	5	8	1	3
Q QQ	7	2	4	6	5	7	2	4	6	5
R RR	8	1	3	9	4	8	1	3	9	4
S SS	6	5	7	2	1	6	5	7	2	1
T TT	3	9	4	8	7	3	9	4	8	7
U UU	2	1	6	5	9	2	1	6	5	9
V VV	4	8	7	3	6	4	8	7	3	6
W WW	5	9	2	1	8	5	9	2	1	8
X XX	7	3	6	4	2	7	3	6	4	2
Y YY	8	1	9	5	3	8	1	9	5	3
Z ZZ	4	6	8	7	9	4	6	8	7	9

Use only the last number of a hex location. For example, hex KK24 uses row KK, column 4, and its value is 3.

## Coast Hex Value Chart

BALTIC		BLACK SEA							
B14	6	DD23	43	GG19	56	II14	71	LL19	88
D15	15	DD24	44	GG21	57	II20	72		
E10	22	DD25	45	GG28	58	II21	73	MM18	89
F17	31			GG29	59	II22	74		
H23	41	EE22	46	GG30	60	II31	75	NN18	90
		EE25	47	GG31	61				
		EE26	48			JJ15	76	OO17	91
		EE27	49	HH15	62	JJ16	77		
				HH16	63	JJ17	78	PP17	92
		FF20	50	HH17	64	JJ21	79		
		FF21	51	HH18	65	JJ22	80	QQ16	93
		FF22	52	HH19	66	JJ23	81		
		FF23	53	HH21	67	JJ32	82		
		FF27	54	HH22	68				
		FF28	55	HH23	69	KK16	83		
				HH32	70	KK17	84		
						KK18	85		
						KK19	86		
						KK20	87		

The values on this chart are used for Sea Movement ONLY.

**EXAMPLE** (refer to the charts on pages 5, 6, and 7).

**Part 1.** The 43<sup>rd</sup> Panzergrenadier Div invading hex JJ15. The total value for sea movement this impulse is 84.

**Part 2.** Two attacks are listed here. Multiply the higher odds number by the attack number.

**Part 3** The attack resolution # is multiplied by the attacked hex's value. **NOTE:** The order of resolution here is not the same order of the attacks in Part 2. After setting up the attacks and entering them, the player decided to change the resolution order of the attacks.

**Part 4.** The total of 113 is divided by 6. Since the remainder is "5," envelope #5 will be opened. (If the remainder is zero, envelope #6 is opened.)

**EXAMPLE:****Part 1 SEA MOVEMENT (INVASION)**

	Unit	Value	Landing Hex	Value
Black Sea	43/PG	8	JJ15	76
<b>TOTAL</b>		<b>8</b>	<b>TOTAL</b>	<b>76</b>

**Part 2 ATTACK VALUE**

Atk #	Hex	Value	Odds	[Math]	Atk Value
1	AA16	3	3-1	3 x 3	9
2	BB15	2	1-6	6 x 2	12

**TOTAL 21**

**Part 3 ATTACK RESOLUTION ORDER**

Atk Res	Atk #	Hex	Value	[Math]	Res Value
1	2	BB15	2	1 x 2	2
2	1	AA16	3	2 x 3	6

**TOTAL 8**

**Part 4 ENVELOPE RESOLUTION**

SEA MOVEMENT TOTAL	8
COAST HEX TOTAL	76
ATTACK ODDS TOTAL	21
ATTACK ORDER TOTAL	8
<b>TOTAL</b>	<b>113</b>

113 ÷ 6 = 18 Remainder of 5

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ENVELOPE COMPUTATION SHEET

TURN #  
IMPULSE #

PART 1 SEA MOVEMENT; INVASION, PORT HEXES

UNITS	UNIT	VALUE	INVASION, PORT HEXES	HEX	VALUE
BLACK SEA	=	:	:	:	:
BALTIC SEA	=	:	:	:	:
<b>TOTAL</b>			:	<b>TOTAL</b>	

PART 2 ATTACK VALUE

ATK #	DEF HEX	VALUE	ODDS : LARGER # ONLY	ATK VALUE
1	=	X	=	
2	=	X	=	
3	=	X	=	
4	=	X	=	
5	=	X	=	
6	=	X	=	
7	=	X	=	
8	=	X	=	
9	=	X	=	
10	=	X	=	
11	=	X	=	
12	=	X	=	
13	=	X	=	
14	=	X	=	
15	=	X	=	

**TOTAL**

PART 3 ATTACK RESOLUTION ORDER

ATK #	HEX	VALUE	ATTACK RESOLUTION ORDER	RES VALUE
1	=	X	=	
2	=	X	=	
3	=	X	=	
4	=	X	=	
5	=	X	=	
6	=	X	=	
7	=	X	=	
8	=	X	=	
9	=	X	=	
10	=	X	=	
11	=	X	=	
12	=	X	=	
13	=	X	=	
14	=	X	=	
15	=	X	=	

**TOTAL**

PART 4 ENVELOPE RESOLUTION

SEA MOVEMENT TOTAL
INVASION, PORT TOTAL
ATTACK ODDS TOTAL
ATTACK RESOLUTION ORDER
<b>TOTAL</b>

16 =

REMAINDER

.166 = 1
.333 = 2
.500 = 3
.666 = 4
.833 = 5
> .000 = 6

(Continued from page 3)

Looks like things will remain quiet until the early hours of July 3. However, Lee may launch a late day attack around 7 or 8 pm to try and shake things up. Depends on whether or not he wants to march Pickett right to the line (foregoing the chance to have Pickett regain stragglers), or rest Pickett and get him in position to launch a coordinated assault at dawn on July 3 with McLaws and Hood. Looks like Lee will opt for the latter strategy.

On the other side, Meade could gamble a bit and send VI Corps supported by elements of the 5th Corps on a flanking march to the north to finish off Ewell's shattered brigades and roll up the Reb line beginning with Heth's division just southwest of town.

#### July 3, 8 am

Things are looking grim for the Rebels. Here is the situation starting from Northeast of town:

The lead elements of Pleasanton's cavalry, Gregg's division, is moving north and northeast of town to turn the Reb's extreme left flank. Kilpatrick's division is southeast of town trying to catch up.

Guarding the Reb left is Stuart's division of cavalry and what's left of the Rebel 2nd Corps. In Early's division, Avery and Smith (both at half strength) are left. All of Rodes' division has either been destroyed or is in Reserve far to the west of town trying to recover from the shock and devastation of days one and two. Johnson's division (now commanded by Trimble) is down to Stuart's brigade and Jones' little brigade (down to one strength factor). The Reb 2nd Corps is holding a line on McPherson's Ridge north and south of the RR cut. On their left is Stuart facing east and holding a line that ends near Barlow's Knoll.

On the Union side, helping out Pleasanton north of town, are Von Gilsa's and Schimellfenig's brigades. On their left to the northwest of town are elements of the Union V Corps. As noted above, this movement off Cemetery and Culp's Hill have pushed the Rebs all the way back to McPherson's Ridge.

Wright and Howe's division of the Union VI Corps have extended the Union line south and have pushed what is left of the Reb 3rd Corps back to a line just east of Willoughby Run. Candy's brigade of the Union XII Corps, along with artillery from the Artillery Reserve, XII, and XI Corps are holding the Culp's Hill—Cemetery Hill line in case the Union offensive meets with disaster.

On the Reb 3rd Corps' right, Longstreet and his 1st Corps have met with some isolated success in the attempt to crush and turn the Union left. Kemper's brigade (Pickett's division) and Wofford's brigade (McLaw's division) have taken the Peach Orchard. Barksdale's brigade of McLaw's division has punched through just southeast of the Peach Orchard with Kershaw supporting his right rear. However, the Union I, II, and III Corps are holding steady opposite the Peach Orchard, in the Wheatfield, Devil's Den, and the Round Tops. The Blue Bellies are well supported by artillery.

On the Reb far right, early on the morning of July 3rd, three of Hood's four brigades (Anderson, Robertson, and Law) were routed trying to take the Round Tops. Benning's brigade, supported by Semmes, is holding out just west of Round Top.

On the Union side, General Reynolds was killed around 7:00 am in Devil's Den. Doubleday has now taken over I Corps. With his old division, Doubleday is maneuvering southwest of the Round Tops in an attempt to turn the Reb right flank. Newton's division of the VI Corps is well rested and in position to the east of the Peach Orchard, waiting to plug any holes in the line or exploit the growing gaps in the Reb line.

CSA = 149 Union = 148

Since the Rebs need to get at least 80 more VPs than the Union to win, Meade has little to lose in his attempt to turn both Rebel flanks and destroy the Reb army.

At this point, Lee has two choices, continue attacking on the far right and hope that he can rout some Union brigades and capture the Round Tops, Devil's Den, and possibly Cemetery Ridge, and hope his left flank does not crumble.

Or he can retreat behind Willoughby Run and hope that Meade bleeds his army dry the rest of the day trying to destroy him (not likely).

I will continue playing. I am interested to see if the Union can pull off a double envelopment or if the Rebs can get some lucky morale rolls and punch through the Union left.

#### July 3, Noon

Lee's boys are in dire straits!! What's left of his three corps and Stuart's boys (bolstered by three brigades of cavalry entering at 1100 and 1200) are holding on for dear life along the far western edge of the map.

Remnants of the Union I, II, III, V, XI, and XII Corps along with the entire Union VI and Cavalry Corps have pushed the Rebs to a line just west of Herr Ridge to the north, snaking down along the western hexes—far west of Seminary Ridge.

For game purposes, it's all over.

For its early design, this game has some great mechanics to simulate ACW combat. Once units get engaged in combat, they don't last long. It takes a long time for units to recover, and they never recover fully. The movement and command rules make it difficult to react quickly and coordinate actions. You do need to plan ahead.

It is a fun game with enough good mechanics to make for a good simulation. If you can reprint this game with an El Carto map and nicer looking counters, you'd have a real winner!

Once the Rebs failed to crack the Union line by the end of day two, it was only a matter of time. All in all, it is a great little game. The big hexes, rectangular units, good morale rules, and command mechanics that, while simplistic, force you to plan ahead all add to the game.

The movement rules (brigades must be stacked with their division commander, corps commander, or Army commander to move their full movement allowance) also make it difficult to coordinate offensives and respond quickly.

An excellent simulation and a fun game! ★★



# Upcoming Events

**Apr 18-20, 2003** Seattle, WA  
NorWesCon  
E-mail: mborselli@hotmail.com  
www.norwescon.org

**April 19-21, 2003** London, England  
UK GenCon  
www.genconuk.com/

**May 3-4, 2003** Calgary, AB Canada  
SpringCon Boardgame Tournament  
Contact: Dave Blizzard  
E-mail: davebliz@shaw.ca

**May 16-18, 2003** Ottawa, Canada  
CanGames  
Contact: Rachelle Dube-Hayes  
E-mail: cangames@iosphere.net  
www.iosphere.net/~cangames

**May 23-26, 2003** Los Angeles, CA  
Strategicon: Gamex  
Contact: Jack Butler  
E-mail: ravengeist@aol.com  
www.strategicon.net

**May 24-26, 2003** Fife, WA  
Enfilade  
Contact: Tim McNutly  
E-mail: timmcnutly@msn.com  
www.nhmg.org/enfilade.html

**May 28-Jun 1, 2003** Tempe, AZ  
Monstergame.Con  
Contact: John Kranz (Consimworld)  
E-mail: kranz@consimworld.com  
www.consimworld.com/  
monstergamecon

**May 30, June 1, 2003** High Point, NC  
Con Carolinas  
Contact: Jeff Smith  
E-mail: jeff@argosdesigns.com  
http://secfi.org/concarolinas/

**June 6-8, 2003** Vancouver, Canada  
HâmCon  
Contact: Peter Leitch  
E-mail: peter@sodan.com.au

**June 6-8, 2003** Brandon, Canada  
Prairie Con  
Contact: Craig Dedrick  
E-mail: president@prairiecon.com  
www.prairiecon.com

**Jun 20-22, 2003** San Diego, CA  
Battlecon  
Contact: John Hall  
E-mail: gametowneguys@aol.com

**July 11-13, 2003** Kalispell, MT  
MonCon  
Contact: Ron Glick  
406/257-GAME

**July 18-20, 2003** Detroit, MI  
MichiCon  
Contact: Bob Fix  
E-mail: rlfix@aol.com  
www.mdgcons.com

**July 24-27, 2003** Indianapolis, IN  
GenCon  
Contact: Wizards of the Coast  
www.wizards.com/gencon

**July 24-27, 2003** Lancaster, PA  
Historicon 2003  
Contact: Pat Shields  
Phone: (519) 633-5757  
www.historicon.org

**July 26-29, 2003** Columbus, OH  
Origins  
Contact: Gama (303/635-2223)  
www.originsgames.com/

**July 29 to August 3, 2003** Hunt Valley, MD  
World Boardgame Championship  
Contact: Don Greenwood  
www.boardgamers.org  
E-mail: doncon99@toad.net

**Aug 1-3, 2003** Milwaukee, WI  
Gamefest  
E-mail: iceman@advantageconvention.com  
www.advantageconvention.com

## 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 Qualifier. This list included all match completions received and posted as of March 26, 2003. See *The Kommandeur* Volume 37 Number 3 for the Numerical Rating Chart and the Qualifier Chart.

#	Name	Rating
1	D. Burdick	2035
2	B. Stretcher	1960
3	K. McCarthy	1885
4	G. Young	1805
5	P. Landry	1780
6	R. Heller	1770
7	P. Truesdell	1755
8	R. Wood	1740
9	D. Tierney	1725
10	C. Stewart	1705
11	A. Bowie	1690
12	C. Jehlen	1680
13	C. Minshew	1665
14	D. Grant	1645
15	H. Lowood	1635
16	T. Thornsen	1630
17	F. Kraus	1625
18	G. Dandy	1625
19	W. Klitzke	1600
20	C. Xanthos	1585
21	J. Jodoin	1580
22	A. Morley	1580
23	T. Oleson	1575
24	Ptr. Martin	1565
25	R. Shurdut	1565
26	L. Deck Sr	1560
27	J. Unnerstall	1560
28	J. Simecek	1555
29	T. Holtz	1535
30	H. Burkhalter	1530
31	N. Markevich	1520
32	R. Cottrell	1515
33	E. Menzel	1515
34	B. Lindow	1470
35	L. Jerkich	1470
36	C. Longest	1465
37	C. Leonard	1455
38	D. Bergmann	1450
39	R. Smith	1450
40	S. Andriakos	1445



## 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 3rd ed. (AH)	(1556)	Pawlak E
Anzio (AH)	(0111)	Oleson
Arab Israeli War (AH)	(0804)	Sheppard E/M
Avalanche (AH)	(0225)	Segarra E
Bitter Woods (AHIKS)	(1530)	Franz E
Bomber ((Yaquinto)	(1312)	Wells E
Breakout Normandy (SPI)	(1232)	Jordan E
Breakout Normandy (SPI)	(1382)	Massey M
Chantilly (ISG)	(1262)	Marcone E
Circus Maximus (AH)	(1559)	Hovan E
Civil War (VG)	(1559)	Hovan E
Civilization (AH)	(1559)	Hovan E
Empire Builder (Mayfair)	(1559)	Hovan E
Fortress Europa (AH)	(1466)	Svensson E/ADC2
Foxbat & Phantom (SPI)	(1559)	Hovan E
Fury in the West (AH)	(1559)	Hovan E
Invasion Sicily (GMT)	(0225)	Segarra E
Israel Defense Force (AH)	(1382)	Massey M
Kasserine (GMT)	(0225)	Segarra E
Squad Leader Adv (AH)	(1293)	Wood E/M
Squad Leader Basic (AH)	(1557)	Williams E
Star Ship Trooper (SPI)	(1552)	Clemons
Struggle of Nations	(1550)	Duffield E
Tomorrow the World (3W)	(1559)	Hovan E
Up Front (AH)	(1559)	Hovan E
Victory in the Pacific (AH)	(1559)	Hovan E
War without Mercy (GMT)	(1530)	Franz E

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

Wooden Ships, Iron Men (AH) (1559) Hovan E  
We The People (AH) (9239) Poulter E

### Members willing to volunteer as GM

Stuart Schoenberger 0216 Hannibal (TAHC)  
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  
Michael Hovan 1559 Circus Maximus, Conquistador, Civilization, Flattop

### Standby opponents for new members only

Robert Johnson 0073 Bulge-61, Stalingrad  
Thomas Oleson 0111 Anzio  
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

### 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.

1559 Michael Hovan, Elkhart, Indiana

Michael would like to acquire some tips on **Advanced 3rd Reich, Rising Sun, and World in Flames**. Anyone interested in helping out please contact the MC.

---

 The Kommandeur
 

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The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS 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 available to non-members at \$1.50 per issue. We do not accept advertising. 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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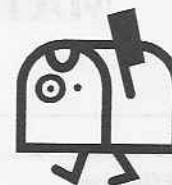
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## SUBMISSIONS

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, 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.

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## 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. **Deadline for next issue: May 31.**



International Wargaming Society

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[ ] 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
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[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 \_\_\_\_\_