

The **K**ommandeur

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From the President

It's that time. It's been 5½ months now since Les tendered his resignation for MC. Through repeated calls both online, personal, and in *The K* to the general membership, in that time there have been only three individuals who have stepped forward. I have personally interviewed all three and have made my decision for an appointee. I am now officially notifying you that the vote of the Officer Corps has been tendered and Andy Johnson will take over the reins as our first new Match Coordinator in more years than any of us care to admit.

In addition, Les has made it known that the personal circumstances in his life which led him to tender his resignation have abated somewhat. He has indicated that he is willing (and is now able) to continue to serve in a reduced workload capacity as the MSO (which duties Andy would be relinquishing to take over as MC). This apparent changing of hats might seem insignificant, but the Exec needs to be maintained at seven Officers. Les said he can continue in this capacity and the vote of the Officer Corps was in the affirmative. I believe the equal exchange of hats will help facilitate what we all recognize to be easily the most labor-intensive job in the Society. It is a responsibility that Les has shouldered for far too long in

a volunteer Society. His steadfastness and never tiring get-the-job-done attitude have carried us through rough times. It's time to pass the hat, and I am confident that Andy is the man to get the job done.

This makes two out of three goals I set for this year accomplished. The trophies for the **Bulge** theme tournament have been received by the winners, and the (what earlier in the year appeared to be a crisis) situation with the position of MC has been resolved. Next on the agenda will be getting those ads in the gaming zines as we had voted on (what—two years ago?).

Now that we have an official logo that we can promote, I am asking the membership to submit text to accompany it for the greatest impact. I hope we get a bit more response than on other issues. Please submit any thoughts, tag lines, snippets, jingles, etc. to Omar the Editor. As we discussed before, gaming zines have a very long shelf life as they get shared, passed, sold/resold, auctioned, flea-marketed, etc., but rarely thrown out. A one-time blitz will keep us in the gaming community eye for a very long time.

I have another project in mind, but I'm saving that for next time. So, what have you been doing lately?

Your Buddy, Chester

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something?

Game News by Alan Poulter

Critical Hit offer wargame publishing service

Ever wanted to get a game published? Ray Tapia, head of Critical Hit, reports on the response he has had to his proposal to take other people's finished game materials and print them in addition to Critical Hit products:

"The response to our 'toe in the water' note inviting newcomers to get their creativity into printed form by allowing us to focus their work across our presses (and by ganging them with our own maps, counters, and boxes) was, in a word, amazing. Literally dozens of persons, ranging from an upcoming new wargame company featuring a well-known designer to guys wanting to be self-publishers, contacted us already. If you do the layout work we'll be happy to run your work with ours at the lowest possible cost to you. Pardon us for taking the pleasure of seeing more newcomers in print. In our humble opinion there are an overly small group of people doing the creation—and in a sense running the 'conversation' about wargaming. We'd rather see a larger population of you 'speak,' as St. Francis would say, 'using words only if necessary.' Use your own game ideas to further your hobby—beats post vs. counterpost and widens and deepens the hobby in a mature and positive way. Go for it! We want to help."

I assume that this service is not free! www.criticalhit.com

Virtual wargaming companies?

Following on from the previous story, surely if games companies do not print their own games, at least their staff all work in one location doing nothing but publishing games? Nope, wargame publishing has become a virtual 'cottage industry' as Stephen Rawling, publisher of *Against the Odds (ATO)* magazine notes:

"A quite common misconception nowadays (that perhaps traces its roots back to the old SPI company model) is that everyone involved in the production of *ATO* is huddled

together someplace—perhaps a romantic decaying warehouse—and lively discussions about the theory of hexagons break out in between week-long bouts of playtesting by on-site testers.

"Rather, this endeavour is very much an internet operation. Most principals and contributors have never met face to face, with conversations taking place via e-mail. Similarly, all jobs are given to a print broker who finds the best printer for us (who could be in Peru or Quebec—I hear Quebec is doing a lot of printing for US firms nowadays). We never meet or see the printer(s)—only their results.

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"Naturally, should *ATO* continue to prosper and grow, it will eventually require some sort of 'operations manager' to oversee things full time, and we'll find that romantic decaying warehouse to house this grand endeavour..."

Things are better now?

Is this new-fangled wargaming industry better or worse than which went before? Michael Rinella, designer of an upcoming game for MMP called *Monty's Gamble: Market-Garden*, thinks it is better:

"People who think things are 'bad' now ought to be forced to (re)live the pre-internet era. There is simply no comparison. There are more games, on more topics, and more people to play against than ever before. Games get better playtesters, more thorough playtesting (thanks to the immediacy of e-mail), and more

people playtesting them than ever before. Component quality has, thanks to the personal computer and graphics software, risen to a state where function often blends with art.

"Yes, there continue to be mediocre games made. But nowadays they get smoked out and killed in the open faster than you can say 'bad buzz at Consimworld.'

"Discussion folders and pre-order systems allow an unprecedented amount of gamer input into the design and development process, often in near 'real-time.' Twenty-five years ago my knowledge of what was happening at Avalon Hill was whatever I got to read in *The General*.

"If anything, the internet has raised expectations of industry 'transparency' too high. One sees wargame companies discussing the details of their marketing and sales strategies, revealing the size of their production runs, and posting sales figures. Amazing."

Note that Consimworld, referred to above, is a discussion board.

www.consimworld.com

How to retail games

The one place the game industry cannot be totally virtual is in retail sales. Sure, Internet retailers exist and perform a vital role. For a comprehensive list of online game stores see: <http://grogard.com/shops.html>

Glenn Drover, of Eagle Games, outlines how games hit the various different retail channels:

"The Marketplace: The upside for the consumer who shops at a specialty retailer is that they get great service and have access to unusual specialty items that are not usually available from most other retailers. The downside is that independent retailers tend to require larger margins to stay in business because they do not have the foot traffic to do large volume.

"Online sales have certain advantages (price, convenience to outlying consumers), and some disadvantages (shipping cost and potential damage, as well as the fact that the consumer must wait for his purchase and returns are a pain.)

"Large retail chains are important

for manufacturers to increase the exposure and sales of their products. Without support from larger chains, we could not afford to spend so much money producing each game. The advantage to the consumer is that they usually have aggressive pricing and are easy to find. The disadvantage is that the employees that work in those stores often are not very helpful with information about the products (CompUSA is *really* bad...often their employees have sent customers who were looking for our games away, saying that they do not carry board games.)

"As a manufacturer, I am happy to be in business with all three channels. They all offer our customers good access to our products, which is obviously important to us. Some of our devoted hobby/game retailers have commented that they do not like the fact that they must compete with larger retail chains who offer our products at lower prices. My answer to them is simple. It will pay large dividends for you in the long run. Exposure of products like ours to a mainstream audience will increase the size of the gaming community. The large retail chains cannot (and will not) carry our entire line. Even the products that they choose to carry will only be on their shelves for a relatively short period of time, and the new gamers in your area (and those who have played with them) will be looking for a place where they can buy the games that aren't being carried."

End and re-birth of The Wargamer?

Another big name in difficulty is The Wargamer, the premier site for computer wargaming. Mario Kroll, its founder writes:

"It is my bittersweet pleasure to write to you for the last time as CEO and publisher of Wargamer.com. After seven long years, I have finally decided to turn in my virtual Commanding General's rank and retire, so to speak, back to the world of civilians.

"I founded Wargamer.com in 1995, with the initial humble goal of finding opponents with whom I could

play **Panzer General**, and later, **Steel Panthers**, via e-mail. I had never imagined that one day the site would be read by more than a million visitors in a given month; that I would be heading up a staff of more than fifty absolutely magnificent writers, web designers, programmers, managers, salesmen, and managers; nor that I would ever longingly look at game after game and tell myself, 'man, I wish I had time to actually play a game just for fun sometime again.'

"As you know, we've also been plagued with financial woes for roughly two years, when our primary advertising network came close to bankruptcy and terminated their monthly advertising royalty payment contract with us. That was just the beginning, as online advertising rapidly devaluated and became as scarce as a long, hot shower on bivouac. .

"For me, the final straw came over our hacking incident right before Christmas. Being forced away from the computer for two weeks straight while the incident was being investigated and the server rebuilt, I realized that I was just not having fun anymore. Financial worries and the pretty much all-consuming time demands created by the website and the endless number of hats I had to wear over the last few years had eclipsed most of my pleasure in running my creation. They had also alienated me from my family and many friends, were making it difficult to work effectively at my real job (after finally finding a fantastic position for a large accounting and consulting firm in Washington, DC), and all but made it impossible to continue to do well in my graduate degree program that I had embarked upon as well. I realized the only reason I was still running the site was to avoid filing bankruptcy. And that, I finally admitted, wasn't fair to me, my family, my staff, or, for that matter, you, the readers.

"I approached David Heath of Matrix Games with whom I had previously partnered many years ago in creating The Gamers Net (of which The Wargamer was briefly a part) just before New Year to see if he knew anyone in the market for my site with the capital to purchase it. My goal was to clear just enough

money to get out of debt. He arranged an agreement with Shaun Wallace of MilitaryGamer.com, a friendly and slightly smaller competing site that David Heath owns, to acquire The Wargamer. As we announced a few days ago, we have thus moved forward very quickly and will be signing a final sales contract on Monday, February 24, 2003."

End of Gamefix?

Apparently *Gamefix* magazine subscribers are getting a postcard saying that the magazine has ceased publication and that future subscription issues can be traded for One Small Step (the company that owns *Gamefix*) merchandise. *Gamefix* always struggled as a wargaming magazine, and the attempt to broaden it into a general gaming magazine seems to have failed as well.

GMT to re-release We the People

Says Andy Lewis of GMT:

"GMT Games is very pleased to announce that we have reached an agreement with Mark Herman to P500 a new version of **We The People**. It will not go on P500 immediately as there are some changes which will be made which need to be tested first. The most significant of these changes will be the elimination of the battle cards which will also allow the addition of the expansion cards plus a few new events."

This game is slated to appear on GMT's P500 pre-publication orders list in around three months.

Avalanche

Avalanche have produced a slew of new "series" games:

Napoleon in the Desert on Napoleon's campaigns in Egypt is the latest in the **Eagles of the Empire** series. Beware though that the game system has been simplified, in line with other Avalanche game series (e.g. **Rome at War**). The production quality has also been criticised.

Fading Legions, on the efforts of the last Roman armies fighting invasions by Germans, Persians, and Gauls between 357 and 378 AD, is the latest in the **Rome at War** series of games.

Bomb Alley, on the Mediterranean Naval War, 1940-1943, is the latest in the **Second World War At Sea** series. It has no less than 50 scenarios covering the battles between Britain's Royal Navy and Italy's Regia Marina in the Mediterranean Sea.

Battle of the Bulge is the fifth game in the **Panzer Grenadier** series, focusing on the fighting around the key crossroads of Bastogne. It includes 51 scenarios!

Granada is not a series game. Its topic is the fall of Moslem Spain, 1481-1492, and is designed by Rob Markham. It is more of a "Euro" style boardgame than a standard wargame but has a very simple **Risk**-like system which involves lots of combat die-rolling, which is not very "Euro."
www.avalanche-press.com

Clash of Arms

Brute Force is the second game in the **Struggle for Europe** series by designer Rob Beyma and the sequel to **War Without Mercy!** Just as the latter game covers WWII in the East, **Brute Force** covers it in the West. It contains three major scenarios: Norway Invasion, Blitzkrieg in the West, and Overlord. It includes second-edition series rules.
www.clashofarms.com

DGA

From a new company comes a new concept in gaming. **Battlecards!** is a card game on WWII in the West at a strategic level. It has very simple rules and is expandable with other decks that add other theatres. A fun game but not a simulation.
www.dgagames.com/

Gio Games

Gio Games is a new Italian company who have published **Vive l'Empereur**. This game on tactical-level Napoleonic combat covers the battles of Waterloo, Ligny, and Quatre Bras. Its simple rules system and sumptuous production is reminiscent of **Battle Cry** (Avalon Hill/Hasbro).
www.giogames.it/

GMT

Von Manstein's Backhand Blow, designed by Dirk Blennemann,

is an operational-level simulation of the battle between the Red Army and Von Manstein's Army Group during the period from January 31 to March 22, 1943. It uses the game system of **Turning the Tables**, **Drive to the Baltic!**, and **Velikiye Luki**, all previously published by Moments in History and from the same designer.

Also new from GMT is **Rome**. Although it contains three games with a historical flavour (**Hannibal**, **Chariot**, and **Imperium**) it is a "Euro"-style game with simple rules, very quick playing times, and wooden block units. It is a re-publication of a Reiner Knizia design.
www.gmtgames.com

L2

The third edition of **Streets of Stalingrad** is now shipping. It is a classic monster game that includes a redesigned combat results table, updated maps, and graphic presentation. It is a big package, with three maps and over 2,000 counters.
www.l2designgroup.com/

MMP

New from MMP is **Operation Veritable Historical Study**. This is an **Advanced Squad Leader** module that requires the **ASL** rulebook, **Beyond Valor**, and **West of Alamein** to play. Its subject is Canadian-German tactical fighting in the Reichswald Forest campaign in late winter 1945. Sixteen scenarios and one campaign game are included.
www.multimanpublishing.com/

Omega Games

There is a new edition of **Eastern Front Solitaire** out. The game covers the entire Eastern front from 1941 to 1944. Many components have been re-designed and upgraded.
www.omegagames.com/

Pacific Rim

A long time in coming, **Iron Tide: Panzers in the Ardennes**, designed by Nathan Kilgore, is now shipping. It uses an adaptation of the **SPI Operation Typhoon/Victory in the West** game system, to cover the Battle of the Bulge.
www.justplain.com/

Magazine Games

Strategy and Tactics issue #213 contains **Spanish Civil War Battles**, featuring the two battles **Brunete** and **Jarama**, from designer Perry Moore. More games in this series are planned for future issues.

Strategy and Tactics issue #214 contains **Granicus** and **Marathon**, using the simple **Ancient Battles** game system.
www.decisiongames.com/

Vae Victis issue #47 contains a Napoleonic game, **Les Campagnes du Poland**, which is the second game in the **Jour de Gloire** series, the first being **Les Campagnes du Danube** in *Vae Victis* #41.

Vae Victis issue #48 contains **Ardennes 1944**, yet another Battle of the Bulge game. It uses a system derived and simplified from earlier games in *Vae Victis*, **Arnhem 1944** in #13, **Kharkov 1943** in #25, and **Kip-pour 1973** in #39.

Vae Victis issue #49 contains **Plutot Mort Que Perse** (Better Dead than Persian) on the Persian-Greek Wars, 492-479 B.C.

Vae Victis issue #50 is now available, featuring **Paris Vaut Bien Une Messe**, two games on battles from the French Wars of Religion, **Dreux 1562** and **Ivry 1598**.
www.vaevictis.com/

Against the Odds issue #3 contains **Kesselschlacht 1944** on the escape of the trapped 1st Panzer Army. www.atomagazine.com/

Panzerschreck issue #9 contains two games. **Battle for Bataan** is a two-player operational game set in early 1942, and **Escape of the Goeben** is a two-player WWI tactical naval game. www.homestead.com/minden_games/

Desktop Published Wargames

Richard Berg, via his BSO label, has released **The Marlborough Man**, featuring the battles of Blenheim (1703) and Oudenarde (1708) in the War of the Spanish Succession. **The Marlborough Man** uses a ver-

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sion of the game system used in **Longbow** and **The Last Crusade**, but with considerable changes to accommodate firearms. A rules revision is available at: <http://grognard.com/info1/marlrules.rtf>

For details on BSO see:

<http://members.tripod.com/~RichardHBerg/bs0.html>

Published by the Microgame Design Group (MDG), **The Dutch Revolt** is from new designer Michael Gilbert on the Protestant revolt led by William of Orange against the Catholic rule of the Habsburg Empire under King Phillip II of Spain. Check out the rules update at: <http://microgamedesigngroup.ca/DR.pdf>

Also from MDG is **No Middle Ground**, a Paul Rohrbaugh design on the Syrian Offensive (Operation Badr) at the beginning of the Yom Kippur War.

www.microgamedesigngroup.ca/

Perry Moore has self-published two new games. **Assault Across The Suez 1915** covers the Turkish assault across the Suez canal in early February. **Kursk In Normandy** is a tactical, company-level game on Operation Goodwood in 1944.

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

Schtuze Games have pulled out all the stops to produce a raft of new games, at DTP prices but with mounted counters!

Blitzkrieg Stalled, **Blitzkrieg Checked**, and **Blitzkrieg Unleashed** are games in Paul Rohrbaugh's new **French blitzkrieg** series, covering the 1940 battles of Arras, Gembloux, and Sedan respectively. **France 1940** is a Peter Schutze design on the same campaign but using a different game system. **March on Rome**, designed by Lloyd Krassner and Peter Schutze, is a multiplayer game set in the declining Roman empire. **Redguard** is a Brian Train design on the Cultural Revolution in Communist China. The last two designs are abstract in nature. There is an earlier version of **Redguard** available free on Brian's personal web site: www.islandnet.com/~citizenx/cultrev2.html

Victory in Vietnam II is a completely revised second edition of

Bruce Costello's popular Vietnam war game, which was originally published by the Microgame Design Group. **Warplan Dropshot** is a new design by Bruce Costello on a hypothetical World War starting in the 1950s.

www.geocities.com/schutz_games/

Blue Guidon Games, who have not published in quite a while, have just released **Thunder on South Mountain**, covering the American Civil War battle for Turner's and Fox's Gaps fought on September 14, 1862. The game uses the **Fire in Mississippi** system, but with several new features.

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

Montebello 1800 is the sixth title in the respected **Jours de Glorie** series from *Vae Victis* magazine. It covers Lannes' victory over the Austrians in northern Italy prior to the battle of Marengo.

<http://perso.club-internet.fr/fredbey/>

Eric Grenier has self-published his game design, **WWII in the West**, covering Europe, North Africa, and East Africa from 1939 to 1945. Its game system is a mix of **Axis and Allies** and SPI/TSR's **World War II:ETO** as its hex-based map uses **Axis and Allies** style pieces. Only 35 copies will be published.

<http://expage.com/ww2itw>

Web Sites

Hasbro has updated the rules it makes available for some old MB/Avalon Hill classics and made available a few articles from *The General* on its web site.

www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm

www.avalonhill.com/default.asp?x=welcome/articles

GMT Games is releasing select C3I magazine articles in PDF format for free download. <http://graydo.netfirms.com/C3i.htm>

Rules, in both English and a host of other languages, for most GMT Games are available at:

www.gmtgames.com/living_rules/living_rules.html

www.gmtgames.com/living_rules/nc.html

MMP has made available errata for The Gamers games on its web site at: www.multimanpublishing.com/theGamers/archive/index.html

Riachuelo Games are a group of Brazilian designers of wargames who are offering their designs as free downloads with English rules translations.

www.plebe.com.br/riachuelo/piratase.htm

If you have an Apple Macintosh computer, software versions of the SPI classic **After the Holocaust** can be downloaded free.

<http://grognard.com/board.html#a343>

Note that the Automated Card Tracking System, a PBEM aid for handling the cards used in **30 Years War**, **Blue vs Gray**, **For The People**, **Hannibal**, **Paths of Glory**, **Republic of Rome**, **Successors**, **Titan**, **We The People**, and **Wilderness War**, has changed its web address to:

<http://acts.warhorsesim.com/>

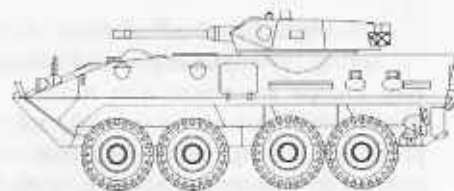
If you use the PBEM software *Aide de Camp*, note that a web site carrying a large collection of game-sets for it has re-appeared at:

<http://209.216.35.195/index.htm>

I have compiled lists of board wargames published each year between 1999 and 2002 and made them available on Web-Grognards at:

<http://grognard.com/index.html#contents>

Finally do not forget to check out the Discussion Board on John Kranz's wonderful Consimworld at: <http://www.consimworld.com> ★★



A NEW JUTLAND SCENARIO by Jeff Trout

It sometimes is hard to believe that Avalon Hill's **Jutland** is almost forty years old. The game still plays as fast and clean as the most recent, heavily researched and tested products on the market. Here is one game that the designers got right first time out.

If **Jutland** does have one drawback (apart from how much harder it is to crawl around on the floor these days moving the ships, as compared to when I first played it as a teenager), it is that the game only has two flavors of play. The second-edition rules offer several small, quick battle-cruiser actions. They play well but really offer only one type of battle. The second flavor is the full game, with *many* ships of many types and any number of possible engagements. Unfortunately, it also takes many hours to play.

In the hopes of finding a middle ground between the full game and the existing scenarios, my friend Mark Swift and I experimented with possible search-and-combat scenarios that could move as fast as the battlecruiser actions but would involve a greater variety of ships. The result is the rather whimsical new scenario that follows. Based upon our playtesting, we believe that the scenario should produce at least two hours of surface actions per game, with the initiative possibly changing sides more than once. The game also offers an answer to that old **Jutland** question: What the heck are the British supposed to do with their Armored Cruisers? Finally, the game can be played—in half a day or less. So please try it, with our compliments. If you have any feedback, or suggestions for further enhancements, please let us know at: Mdtroutfamily@aol.com or markswift@starpower.net

Fight for the Princess

Spring 1916: The capitals of warring Europe are abuzz with rumors. The Central Powers, it is said, are preparing a high-level diplomatic mission to Norway and Sweden, to be

led by Austrian Count Victor Dominic ("Don Vito") Corleone. The mission is aimed at persuading the two northern nations to open a trade route through the British blockade to Germany. If successful, the balance of the war could be altered, and Norway and/or Sweden might even join the Central Powers. Based on their own experiences with Corleone, Entente diplomats inform their governments that the Norwegians and Swedes may not be able to refuse whatever offer will be made.

The Central Powers' diplomats are to sail to Oslo aboard Denmark's newly-bought luxury liner, the German-made *Nordic Princess*. The ship has just finished her fitting out at Hamburg and is berthed at Wilhelmshaven. A half-squadron of German battleships will escort the liner on the passage north. Unbeknownst to the Danes, the German battle-cruiser squadron has also been tasked to scout ahead of the liner. Another secret from the Danes is that two platoons of German Marines, in mufti, have booked passage on the liner to guard the diplomats.

Thanks to their naval codebreakers, the British fleet obtains a few hours advance warning of the departure of the Corleone mission and scrambles to intercept.

German Order of Battle

Escort Force: *Kaiser* (flagship), *Kaiserin*, *Prinz Regent Luitpold*, *Friederich der Grosse*; DD ½ Flots 9, 10, 14; *Nordic Princess*. Starts at Wilhelmshaven.

Scout Force: *Seydlitz*, *Lutzow* (flagship), *Derfflinger*, *Von Der Tann*, *Moltke*; CL Sg 2a and 2b; DD ½ Flots 3, 4, 11, 18. Starts at Wilhelmshaven.

British Order of Battle

2nd Cruiser Squadron: *Minotaur* (flagship), *Cochrane*, *Hampshire*, *Shannon*; DD Flot 11. Starts within five hexes of K19.

3rd Battle Cruiser Squadron: *Invinci-*

ble (flagship), *Indomitable*, *Inflexible*; CL Sqds 4 and Attached; DD Flot 11 (-). Starts at Scapa Flow.

1st Battle Cruiser Squadron: *Tiger* (flagship), *Queen Mary*, *Indefatigable*, *New Zealand*; CL Sqd 1; DD Flots 1 and 9-10. Starts at Rosyth.

5th Battle Squadron (reinforced): *Barham* (flagship), *Malaya*, *Valiant*, *Warspite*, *Princess Royal*, *Lion*; CL Sqd 2; DD Flot 13. Starts at Rosyth.

Victory Conditions

Points are awarded for ships sunk and damaged per Advanced Game rules, plus one additional point for each flagship sunk.

Additional points as follows based on fate of the *Nordic Princess*:

100 points to Germans if ship reaches Oslo.

50 points to British if ship is captured and returned to England

50 points to British if ship is sunk by German fire

25 points to Germans if ship is sunk by British fire

25 points to British if ship turns back to Germany

5 points to British for each hit on ship from German fire (if not sunk)

2 points to Germans for each hit on ship from British fire (if not sunk)

Special Rules

1. German movement restrictions: The Escort Group leaves port at 7 a.m. and must sail by the shortest possible route to N27, from which it may exit due east (and be deemed to reach Oslo). The Escort Group may deviate from this course and speed only if the group itself sights, or is scouted by, British forces. Speed of the *Nordic Princess* is 10 (use the *Blucher* counter if you have one).

The Scouting Group may leave port at any time starting at 1 a.m. (i.e., the beginning of the scenario), but may not enter the same hex as the Escort Group until after the Escort Group has been fired upon by British forces, or until the Escort Group is about to enter N27.

2. Fire on the *Princess*: One torpedo hit will halve the speed of the liner, two will leave her dead in the water, and three will sink her. Each two gunnery hits from capital ships on the liner have the same effect as one torpedo hit. Light ships cannot fire on the liner or at enemy targets masked by the liner. Capital ships may fire at targets masked by the liner, but any shot that passes directly over the liner counter has a 66% chance of hitting the liner instead, and any shot that passes within 1,000 yards of the liner counter has a 33% chance of hitting the liner.

3. Capturing the *Princess*: Either side may attempt to board the liner when it is controlled by enemy forces. The British gain permanent control of the liner if they capture her and sail her to within 12 hexes of any British naval base.

To board, a player must have one of his ship counters end two consecutive movement phases directly alongside the liner. Each ship counter may make only one boarding attempt. British CA's may break formation to attempt to board. A boarding attempt succeeds on a roll of 4 or less on one die, with the following modifiers:

Add 1 to die roll if the attempt is made from light-ship counter.

Subtract 1 from die roll if the attempt is made from CA.

Subtract 1 from die roll if a prior boarding attempt was made by that player.

On the first turn after the liner is captured, it cannot alter direction, and its speed is halved (or reduced to 4, whichever is greater). Each turn thereafter, speed may be increased by 1 until maximum speed (as modified by any damage sustained) is reached.

4. Regrouping. After any surface battle is broken off, the player who does not control the liner may reorganize his ships, combining or dividing capital ships in the same hex into new task forces. The requirement of at least three capital ships per task force must still be met, and if possible every task force should be assigned at least one group of light ships.

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Editorial

No one has come forward with any suggestions regarding the WBC convention in July/Aug; so we will have to wing it. If you see me, please stop and introduce yourself. Because of the convention, the deadline for the next *Kommandeur* will be August 4, and the publication will be later than usual. I will have my camera with me and hope to have a spread featuring some of the members I run into—at least the clean and well-dressed ones. The photo on page 9 of your very own Editor is a test to see how well the printer handles photos.

In April, my wife and I flew to Great Britain for a couple of weeks. In London we visited the Imperial War Museum for the first time in many years. It has always been an amazing place. New to us was a full-size reconstruction of a piece of a WWI trench system.

One of the membership wrote to tell me that he had found several postcards from a New Mexico business stuck in his issue of *The K*. That sort of thing will happen from time to time since *The K* has all those tempting loose pages showing. If that happens to you, I trust that you will do what he did—put the extra mail back in the post.

The European Region of AHKS publishes a quarterly newsletter, the *Despatch*. The US officers all get a copy. I have a few extra copies of the last two issues. You can have a copy for postage costs if you are interested. Send me 60 cents per copy.

Note that our Archivist, Bill Perry, has moved. I assume the growing archives forced him into larger digs.

With the appointment of our new Match Coordinator Andy Johnson, we have to reflect back on the truly outstanding work that Les Deck contributed to the Society. We really can't thank him enough or too often.

Omar DeWitt

Treasurer's Report

from Stuart Schoenberger

INFLOWS	
DUES PYMT	313.80
INTEREST INC.	13.14
INTEREST-	
PERPETUAL FUND	8.10
TOTAL	324.24

OUTFLOWS	
BANK CHARGE	2.60
EDITOR	824.04
MC	213.38
TOURNAMENT	
AWARDS	42.17
TREASURER	25.79
TOTAL	1,108.02

OVERALL TOTAL -773.78

BALANCE AS OF 05/18/03 IS \$6,121.00

We are proceeding to formalize The Perpetual Fund set up by Bruce Monnin and explained in Vol. 37 No. 4 of *The Kommandeur*. When this endowment program is in place we hope that other members will contribute to it. ★★

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

In Vol 37 No. 2 the first part of this "review" was printed. We continue with more excerpts.

"Hannabelle crossed the Alps with a herd of eliphants and thus invaded Africa. After they defeated Carthage the Romans brutally salted the people and razored the city. Scipio was called "Africanus" because he served in Spain. One of Rome's early victory came against the Samsonites."

"The Civil War began in 1830. Many soldiers repeatedly gave their lives for their county."

"The confederates were greatly damaged by navel blockage."

"Cortez was leader of a little group of torriadors who subdued the inhabitants of New Mexico with great ease. (continued on page 8)

A New, Universal Counter discovered by

Omar DeWitt

This new CF counter can be used in any game, although it is more appropriately used in pre-1900 games.

Both sides start the game with an agreed upon number of CF units. The French player always gets one more than his opponent. Every city captured generates one such unit.

Explanation of numbers: The attack and defense factors are in effect only when a friendly combat unit is in the same hex. A CF unit alone has no attack or defense factor.

Attack factor is -1 because of the unit's distractive influence.

Defense factor is 6 because of the unit's distractive influence.

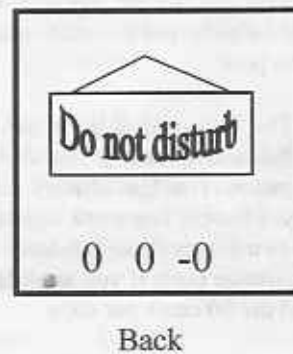
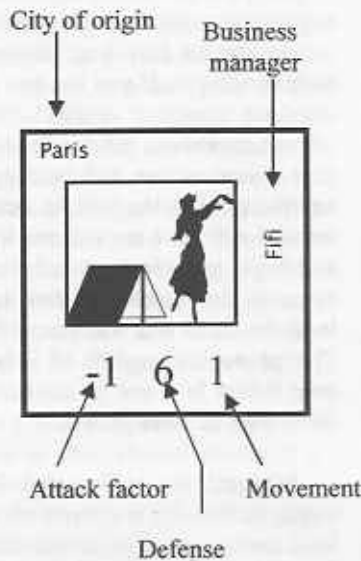
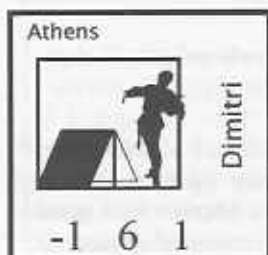
Movement factor is 1 because the unit does not wake up until noon.

How used: At the end of a Turn, any friendly combat unit shacked up, er, **stacked** with a CF unit regains one strength point or morale factor, undisrupted state, or whatever step-down status the game provides. The CF unit is then turned over, as it were, until the end of the following Turn. The CF unit is never destroyed or used up.

Effect on enemy units: if a CF unit is not stacked with a friendly combat unit and an enemy unit has the CF unit in its line-of-sight, the enemy unit *must* move directly toward the CF unit. When the enemy unit enters the same hex as the CF unit, it ends its movement and cannot engage in combat. The effect on the enemy unit is the same as the effect on a friendly unit.

This unit has not been approved by the VFW or the FDA or the CDC. ★★

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Errata for TRC in One Mailing by Albert H. Thomas

[When translating a Microsoft Word document to Microsoft Publisher, one might expect the transition to go smoothly. Such is not the case. I caught one error and corrected it. There was another I did not catch. If you are using this system, it might be prudent to get the correct charts from Albert. The editor.]

In the last issue of *The Kommandeur* (Volume 38 Number 2), a computer error added the 42nd Panzer Corps to the Unit Value Chart. There is no 42nd Panzer Corps in the game. Therefore all unit values listed after 41st Panzer are greater by 1.

This will not affect using the system as long as both players are aware of the error and notify each other which unit value chart they are using.

I should have explained how ICRKs were to be assigned. The ICRKs in the sealed envelopes are starting ICRKs. The first two would be assigned to sea movement if needed. Then assign ICRKs to the attacks by the Alpha/numeric order of the hexes attacked. Note that the attack number does not have anything to do with ICRK assignment.

If no units move by sea, start right with assigning ICRKs to the attacks.

★★

(continued from page 7)

Small box, which they brought with them, was killing the natives at a very quick rate. This bothered the Spanish little, for as Catholics they did not believe in God."

"The Germans used the "Schleppen Plan" to surprise France by attacking through Bulgaria, which is not far from Paris."

"Austria fought the Snerbs. The allies versed the Turks. The British used mostly Aztec troops to fight at Gallipoli. Italy joint the allies and this was useful because of their common border with Australia."

★★

Upcoming Events

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

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

July 11-13, 2003 Hunt Valley, MD
Shoreleave 25
Contact: Inge Heyer
Phone: 410/496-4456
E-mail:
information@shore-leave.com
www.shore-leave.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

August 8-10, 2003 Illinois Wesleyan University
Flat Con Contact: David Ross
E-mail: flatcon@flatcon.com
www.flatlands.org

Aug 23-25, 2003 Seattle, WA
Dragonflight
www.dragonflight.org

Aug 29-Sep 1, 2003 Los Angeles, CA
Strategicon: Gateway Convention
Contact: Jack Butler
E-mail: ravengeist@aol.com
www.strategicon.net

August, 2003 Indianapolis, IN
GEN CON 2003
www.wizards.com/conventions/
Welcome.asp
E-mail:
GenConEvents@wizards.com

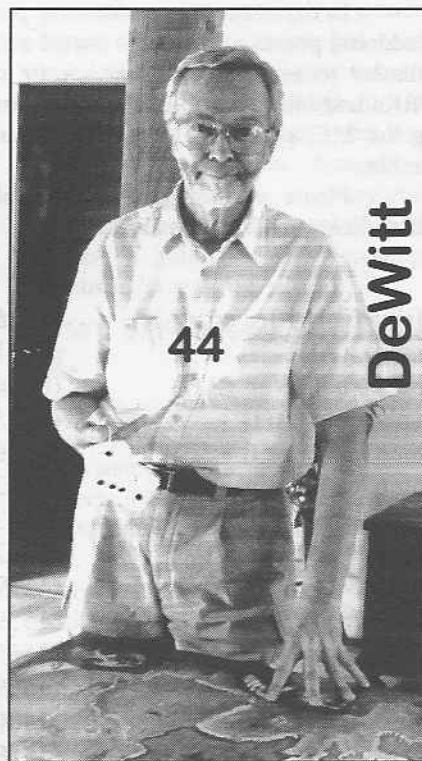
Aug 28-31, 2003 Cherry Hill, NJ
ShoreCon
Contact: Anthony "Tiny" Acampora
E-mail: Qlive@aol.com%20
www.completestrategygaming.com/
moncon

Aug 29-Sep 1, 2003 Los Angeles, CA
Strategicon: Gateway Convention
Contact: Jack Butler
E-mail: ravengeist@aol.com
www.strategicon.net

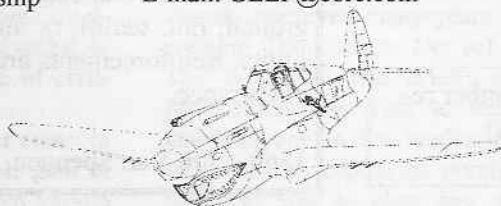
March 6-7, 2004, Kenosha, WI
Midwest Open
Contact: Glenn Petroski
E-mail: GELP@core.com

Below is the first of a series of AHIKS trading cards. Cut the card from the magazine, fold below the photo, and glue. Save 'em! trade 'em! and be the first on your block to collect the entire set!

Official AHIKS Trading Card



Number: 44
Position: Editor [has also played Judge, President, Vice President, and Treasurer]
Rookie year: 1967
Age: 70
Batting average: numbers don't go that low [nickname: "Cannon Fodder"]
Favorite saying: "The dice have to even out sometime."
Irrational belief: "These are my lucky dice."
Knows the home-board advantage is way overrated.
Favorite game: Chutes and Ladders, which he won once.



Open Match Requests from 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 Les Deck.

Afrika Korps 3rd ed. (AH)	(1556)	Pawlak E
Anzio (AH)	(0111)	Oleson
Arab Israeli War (AH)	(0804)	Sheppard E/M
Avalanche (AH)	(0225)	Segarra E
Blue/Gray I or II (SPI)	(0036)	Yarwood M
Bomber (Yaquinto)	(1312)	Wells 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
Flattop (AH)	(1430)	Warnick E
Foxbat & Phantom (SPI)	(1559)	Hovan E
Fury in the West (AH)	(1559)	Hovan E
Invasion Sicily (GMT)	(0225)	Segarra E
Kasserine (GMT)	(0225)	Segarra E
Panzerblitz (AH)	(1468)	Thomas E
Russian Campaign 3 rd Ed. (AH)	(1312)	Wells E
Russian Front (AH)	(0036)	Yarwood M
Squad Leader Adv (AH)	(1293)	Wood E/M
Squad Leader Basic (AH)	(1557)	Williams E
Tomorrow the World (3W)	(1559)	Hovan E
Up Front (AH)	(1559)	Hovan E
War without Mercy (GMT)	(1530)	Franz E
We The People (AH)	(9239)	Poulter E

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

Members willing to volunteer as GM

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

Mel Yardwood desires to play **Flattop** with 2-6 members. He will GM. Contact the MC.

Standby opponents for new members only

Robert Johnson 0073	Bulge-61, Stalingrad
Thomas Oleson 0111	Anzio
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
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

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.

1560 Jim Van Spengen, Dartmouth, N.S., Canada

 The Kommandeur

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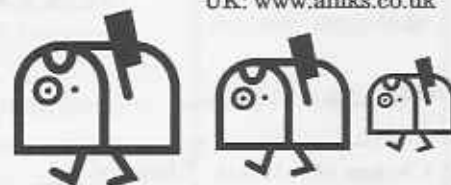
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 Domerider2
 UK: www.ahiks.co.uk



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Send Change of Address notices to Andy Johnson, 2951 Carlsbad Circle, Aurora, IL 60504. 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. **Deadline for next issue: August 4.**

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 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.



AHIKS

International Wargaming Society

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Omar DeWitt
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Rio Rancho, NM 87144-1579
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 _____