

# The Kommandeur

Volume 38 Number 4

A Publication of AHIKS

August 2003

## From the President

**S**omething Old, Something New.

Since we last talked and thanked Les "The Man" Deck for more years of service than any volunteer organization has a right to expect, most of you have been unaware of the series of semi-crises that have been brewing in those proverbial smoke-filled back rooms where The Power is wielded. After Les' surprise announcement of resignation, the scramble to find a replacement was on, but it was not a quick process. Les just gritted his teeth and soldiered on as he always has. We finally found a willing replacement, but... within a week of his acceptance (and before he and Les could even get the transition details worked out) the replacement was handed an extremely serious diagnosis from his doctor and had to bow out immediately. Just when you thought you were OK....

Les, though, God bless 'im, belied back up to the bar without missing a beat and life went on. The search recommenced and has finally hit pay-dirt. By the time you read this, the transition will be underway and within a month will have been completed. We again extend our heartfelt thanks to The Man (who, more than any other single person in this organization) has been the hub of the wheel that is AHIKS. And we introduce to you our new Match Coordinator—former President and all-around good guy—Roger Eastep.

Roger is no stranger to AHIKS, of course, having wielded Maximum Power in the past. As a former El Presidente himself, Roger has plenty of experience dealing with both the Exec and the Membership and will be an excellent MC.

One of the things that has happened over the years (by default, not by design) is that the MC has been put in the position of wearing many hats by assuming the duties of other officers. This will change as Roger assumes the reins. The duties of the several officers will be reverting back to where they belong as well as being clarified. For example, as a safety precaution, all AHIKS checks require two signatures. The Treasurer is one, but who the second is has never been spelled out. As it stands right now, the MC has been the de-facto Assistant Treasurer, but this is a position that needs to be codified. Right now, the thinking is to place the Assistant Treasurer duties on the shoulders of the Vice-President. Concurrent with this, our project over the next year will be to finally dig in and overhaul the By-Laws in time for 2004 elections so that the membership at large can ratify them. This gives us (essentially) a year for debate and clarification. This project was started some years ago, but fizzled. It's time to get it done. We published many of the important parts (as they currently exist) in Vol. 38 No. 1 of *The Kommandeur* (Feb. 2003) when we asked for volunteers to throw their hat in the ring after Les announced his need to retire. I ask you all to look over that issue again if you have it handy (or to look them over at the new website) and send your comments and suggestions to any member of the Exec.

And I would exhort all members to look inside themselves and recheck their commitment level to this great organization and see if there isn't a place in your heart that might allow you to toss your hat in the ring for one of the many Officer positions that

will be coming up in the 2004 elections. Even with the title of Your Maximum Leader, El Presidente, please let me reassure you, there is no one in this organization who is irreplaceable.

In other news, AHIKS now has a new website which can be found at the following:

<http://www.angelfire.com/ny4/gmtom/AHIKS.htm>

This is a free website (which will save the Society about \$120 a year), but you will have to ignore the little ad blurb thingie that goes with it (usually a link to a virus program or credit card or some such innocuous offer). To save \$120 a year I can learn to let that glassy eyed thing happen whenever it appears—much as I do when my kids ask for money. Our new web manager is Tom Thomsen, and he has done an *outstanding* job putting together this new website.

I apologize to the Membership for the confusion that has surrounded the transition of the Office of the MC. It is, after all, the centrally most important position in the Society. But I beg your indulgence and patience while we complete the transfer of responsibility and to remember that everyone involved here *is* a volunteer. They all have real lives, and when sickness or other personal crises within the families of our members prevents them from completing their duties, as it sometimes does, transitions may not always be as smooth (or as quick) as we would like them to be. But rest assured: when the dust settles, AHIKS will go on.

Your Buddy, Chester

## Game News by Alan Poulter

### Avalanche

The latest in the **Panzer Grenadier** series is **Semper Fi: Guadalcanal**, featuring WWII tactical combat in the Solomon Islands between U.S. Marines (including Raiders and Marine Paratroopers) and the Japanese Army and marines.

The second game in the War of the States game series is Dave Powell's **Chickamauga & Chattanooga**, on these two famous 1863 battles in the American Civil War. The battles can be played separately or combined in a campaign game.

**Distant Oceans** is a supplement for the popular naval game series, **Second World War at Sea**, containing 24 new scenarios for **SOPAC**, **Bomb Alley**, **Midway** and **Eastern Fleet**, as well as variant rules.

**Granada: The Fall of Muslim Spain** is a non-series game on the *Reconquista*, the conflict between Spanish Christians and the Arab kingdoms of southern Spain. This game is not a standard wargame but borrows heavily from German-style games in its style of play.

See: [www.avalancheexpress.com](http://www.avalancheexpress.com)

### Clash of Arms

**Mighty Midgets - Coastal Forces at War 1939-1945** is the fifth book in the **Command at Sea** Series. It contains 31 historical scenarios featuring small craft (American PT, German S boats, etc.), including a campaign and rules extensions to the **Command at Sea** system.

See: [www.clashofarms.com](http://www.clashofarms.com)

### Columbia Games

Columbia Games have decided to withdraw from retail sales all together. In their Newsletter they say:

It was once possible to sell 20,000 to 30,000 copies of a wargame. Today, a good selling game, like our top-ranked **Hammer of the Scots**, can only sell 2,000 to 3,000 copies. Meanwhile, production and development costs have not decreased. Wargames survive only because of mail order. As we plan production of our new game **Liberty**, it becomes clear that only by converting entirely to mail order can we continue to bring you the wargames you love to play.

Following on from their success with **Hammer of the Scots**, they have published **Liberty**, another "block" game on a strategic conflict, this time the American Revolution from 1775-1783. A simple system tries to show the unique problems faced by each in this playable game.

See: [www.columbiagames.com](http://www.columbiagames.com)

### Critical Hit

Three new **Advanced Tactical System** games are now available, **D-Day Rangers**, **Arnhem: Defiant Stand**, and **Scottish Corridor**, extending the range of small-unit actions in WWII that the series covers.

The **Advanced Tobruk** series gets its second game with the release of **Against All Odds** featuring the 82nd Airborne on D-Day and beyond. Distinct from the **Advanced Tactical System**, this highly-detailed WWII tactical system takes realism to deeper levels. [www.criticalhit.com](http://www.criticalhit.com)

### Decision Games

**Rebels & Redcoats, Vol. III** covers battles of the American Revolutionary War: The New York Campaign, Harlem Heights, White Plains, The New Jersey Campaign, and Princeton. Two "bonus battles" are also included: Stony Point and King's Mountain. This game uses the simple system used in previous volumes, with special rules for each battle.

The **Italian Front** is the latest game in the *Der Weltkrieg* series, covering campaigns in the WWI. It contains five separate scenarios, and can be linked with other games of the *Der Weltkrieg* series.

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

### Eagle Games

**Attack!** is the first game in an expandable system. Set in the WWII era, this is designed for 2-6 players and features easy-to-learn, fast-play rules using miniatures on a gameboard map.

The first addition, **Attack! Expansion**, provides more miniatures (naval units: aircraft carriers, battleships, destroyers, and submarines), a gameboard expansion that can be

added to the original to create a complete map of the world, and more-detailed rules. [www.eaglegames.net/](http://www.eaglegames.net/)

### GMT

**Attila** is the latest game in the **Great Battles of History** (GBoH) series and contains two of the few major battles the armies of the Hunnic Confederation under King Attila fought against Rome: The Utus and Catalaunian Fields. Simple GBoH versions of both battles are also included. Note that **Cataphract** is required for play of **Attila**.

**Corsairs and Hellcats** is the latest in the **Down in Flames** series. A sequel to **Zero!**, this game covers air combat action in the Pacific after the Battle of Midway to the end of the war.

**Sweden Fights On** is the second game in the **Musket & Pike Battles** series. The series rules have been updated and expanded in this game, which covers four battles of the Thirty Years War (Nördlingen 1634, Wittstock 1636, 2nd Breitenfeld 1642, and Jankau 1645).

**Blue vs Gray: Deluxe Edition** is a re-release of the card-based strategic American Civil War game. Extras are a play mat, fully re-written rules, and a newly designed box.

**Rise of the Roman Republic** is the first game in a new series, **Battles of the Ancient World**, that will cover virtually every war and campaign in ancient history. **Rise of the Roman Republic** itself covers the Samnite Wars, the invasion of Pyrrhus, and Hannibal's early campaigns, all on a single map of Italy. Designer is Richard Berg.

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

### Lost Battalion Games

Lost Battalion Games are a new company producing a series of card games in their **Battlelines** series, on operational-level combat in WWII. One game, **Stalingrad**, is out and is getting good press.

See: [www.lostbattalion.com/](http://www.lostbattalion.com/)

### MMP

**Korea: The Forgotten War** is the latest addition to the **Operational Combat** series (OCS), originated by



The Gamers. Using the latest OCS rules (version 3.0), the game uses 13 scenarios to cover the first year of the Korean War. Designer is Rod Miller. See: [www.multimanpublishing.com](http://www.multimanpublishing.com)

### OSG

**Sun of Austerlitz** is the latest game in the **Campaigns of Napoleon** series. Focusing on the battle of Austerlitz, it has scenarios that break the campaign up into its component parts, and it has two campaign games.

See: [www.napoleongames.com/](http://www.napoleongames.com/)

### OSS

The **Millenium Wars** series is a set of game modules that utilize a standard rules set with special rules for each game module. Modules exist for conflicts in America, the Ukraine, Korea, Iraq, and Kashmir. There is also a generic air war module that amplifies the air warfare section in the core rules but is not playable on its own. These games are reminiscent of old "micro-games" style. Designer is Joe Miranda. [www.ossgames.com](http://www.ossgames.com)

### Shrapnel Games

Shrapnel Games typically releases computer games, but their first board wgame is **Lock 'N Load: Forgotten Heroes Vietnam**, a tactical level game of small-unit actions in the Vietnam War. Although the rules are short, they are to form the basis for a series of small-unit tactical games. A demo of **Lock 'n Load** is available for download, as is a short multimedia presentation explaining the game.

See: [www.locknloadgame.com/](http://www.locknloadgame.com/)

### MAGAZINES

*Strategy and Tactics* issue #215 contains **Ignorant Armies: The Iran-Iraq War**, an operational-level game on the recent conflict between the two countries. Designer is Ty Bomba.

*Strategy and Tactics* issue #216 contains **Asia Crossroads: The Great Game**, a strategic game on the "Great Game," the conflict between the British and Russian Empires in the 19th Century for control of Central Asia. Designer is Joe Miranda. See: [www.decisiongames.com/](http://www.decisiongames.com/)

*Vae Victis* issue #51 contains **En Pointe Toujours III: Kursk**, a tactical-level game on the famous WWII battle. Earlier games using the En Pointe Toujours system have been published in *Vae Victis*. See: [www.vaevictis.com/](http://www.vaevictis.com/)

*Against The Odds* issue #4 contains **Napoleon at the Berezina**, a solitaire game on the 1812 campaign in Russia. Designer is Rob Markham. See: [www.atomagazine.com/](http://www.atomagazine.com/)

*Panzerschreck* issue #10 contains two games: **Operation Typhoon** is an operational game covering the German drive on Moscow in late 1941, while **Sniper Attack** is a solitaire card game of individual sniper action during WWII.

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

### DESKTOP PUBLISHED GAMES

The Microgame Design Group has re-published **Clash of Empires**, a game which first appeared in *The Wargamer*. Designer Kerry Anderson has revised and updated this game on the opening months of WWI on the Western Front. It now includes 20 random events cards.

### WEB SITES

Eric Harvey, the designer of **Advanced European Theater of Operations** (AETO) from Decision Games has released his official AETO Kit for Advanced ETO.

See: <http://hometown.aol.com/erharvey/myhomepage/index.html>

• A good new web site is Jonathan Arnold's The Wargamer site at: [www.thewargamer.com/](http://www.thewargamer.com/)

It has two excellent resources: the database of wargames that John Kula created for his *Simulacrum* magazine, and a growing collection of scans of countersheets, for the sole purpose of replacing missing counters.

**Whistling Death** (Clash of Arms) is a complete mini game on WWI air combat. See:

<ftp://www.grognard.com/pub/games/board/wdmini.pdf>

★★

## A Final Salute to Don Turnbull

**Donald J. Turnbull passed away on August 4, 2003.**

Don was an old and valued friend. Although he had left AHKS-UK some years ago, he was an early, very active member. Our initial contact was playing **Battle of Britain** by mail, with one of the earliest AHKSers, Ken Norris, as Game Master. My wife, Sue, and I visited Great Britain quite often in the '70s, and we always made sure our travels took us by Don's place.

Don and his friends extensively played the many games that came out in that era (the famous "Timperley Test Bed"), and printed detailed reviews in his thick, mimeographed magazine *Albion*. It was his work with *Albion* that won him the first Charles Roberts Award, which I was privileged to accept for him from Charles Roberts in 1975.

**Dungeons and Dragons** started interesting Don, and he got more and more involved with that genre. In the late '80s he lived in the US for several years working for New Infinities and Garry Gygax, with unfortunate financial results.

Sue and I were in Britain in April of this year and stopped by to visit Don and his wife, Terry. The visit was enjoyable, as usual, and he had not yet been diagnosed with cancer. We are glad we had a chance to see him one last time; we will sorely miss an old friend. Omar DeWitt



DON TURNBULL, APRIL 2003

Don's funeral was held at Whalley Parish Church on the 14th of August.

Donations can be sent to Cancer Research U.K. and Read & Simonstone Community First Responders. They can be sent to:

James Hindle C/O Jean Price at Peacehaven Chapel of Rest  
39 Downham Rd Chatburn nr. Clitheroe, Lancs. BB7 4AU Great Britain

## WBC After-Action Report from Bruce Monnin

This was my 13th year at this convention, either as Avaloncon or as The World Boardgaming Championships. Every year, I enjoy myself enough that I start anticipating next year's convention. This year was no exception.

I started this year by attending a wedding the Saturday before. But this was no ordinary wedding, as we played **Win Place & Show** at the reception (and I managed to defeat both Bruce Reiff and Ken Gutermuth in a stunning upset). Sunday we toured Antietam and Monday we did Gettysburg, which led to the main WBC festivities starting Tuesday.

I played **Circus Maximus** Tuesday night. I took a large early gamble and took an early lead, but eventually the pack caught up with me, and I limped to the finish second last. That left time for a quick game of **Win Place & Show**, where Bruce Reiff got his revenge on me when it counted.

Wednesday was a day of several events. I started with two games of **March Madness**, followed by one game of **Auction** and three games of **Titan: The Arena**. I came in sixth place, while, of course, only five moved on to the finals. Finally I finished off with a little **Greed** before bedtime.

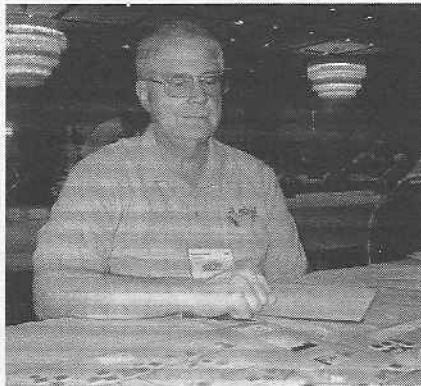
Thursday the serious games began. I played five games of **War At Sea**, which filled most of the day, followed by **GMing Pro Golf** until the Skins Game final was over at 3:00 am.

Friday I enjoyed three straight games of **Wilderness War**. I was

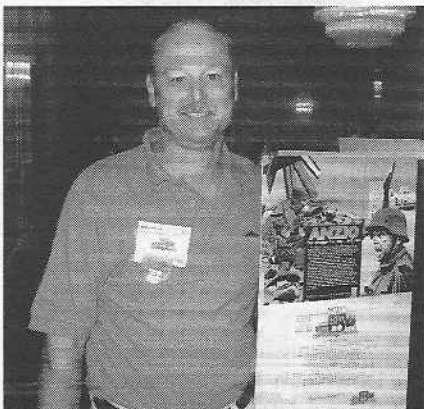
planning on a fourth, but instead I went to play a little **Formula Motor Racing** (which my daughters wanted to watch). Another fun-filled game with almost no victories.

Saturday was a family day: a little time at the Inner Harbor, followed by **GMing Slapshot Jr.** My girls both played, both had great fun, and one even made the finals. Now they both want to come back. I may have two converts to the hobby. After a little pool time with the kids, I returned to play adult **Slapshot**. After about my 10th year of trying, I finally won my table and advanced to the semifinals, where I was severely trounced.

Since it had been such a long week, we headed home early Sunday morning. But not before I picked up my only award of the week, the Charles S. Roberts award for Best Amateur Game Magazine for *The Boardgamer*. So, even after a week of losses, I got to go home with two prizes, the award and a week of glorious memories to add to my collection. ★★



KEN NIED



BOB RYAN

Wanted to buy: **Spirit of 1776** by Chuck Lane (and/or a photocopy of the British Order of Appearance). This game was published by *Panzerfaust*.

Wanted old *Panzerfaust* magazines and games printed by Donald Greenwood.

Stuart Schoenberger  
63-84 Saunders Street, Apt. 2J  
Rego Park, NY 11374.  
forceof1@erols.com

## Charles S. Roberts Awards for 2002

[the winners are in bold]

### Best Pre-WW II Boardgame

Guilford Courthouse/Eutaw Springs (GMT Games)

Hammer of the Scots (Columbia Games)

**Napoléonic Wars (GMT Games)**

Prussia's Glory (GMT Games)

Reds! (GMT Games)

This Accursed Civil War (GMT Games)

### Best WW II Boardgame

Advanced Tobruk (Critical Hit)

**Barbarossa to Berlin (GMT Games)**

Streets of Stalingrad (L2 Design Group)

The Killing Ground (New England Simulations)

Von Manstein's Backhand Blow (GMT Games)

### Best Modern Era Boardgame

Back to Iraq 3 (*S&T* #208)

Cuban Missile Crisis (Microgame Design Group)

**First Indochina War (*S&T* #209)**

**Khe Sanh 1968 (*Against The Odds* #2) [two-way tie]**

### Best Wargame Graphics

1777: Year of the Hangman (CoA)

Brandywine/Germantown (CoA)

Hammer of the Scots (Columbia Games)

**Streets of Stalingrad (L2 Design)**

The Killing Ground (New England Simulations)

This Accursed Civil War (GMT Games)

### Best DTP-Produced Boardgame

**A Mere Matter of Marching (Microgame Design Group)**

Charlies Year (Red Sash Games)

Greek Tragedy (BSO Games)

Innocence Lost (TCS/Roberto Chiavini)

**Togoland 1914 (Khyber Pass Games) [two-way tie]**



## Hannibal at OMENS by Stuart Schoenberger

OMENS is the prequel to BPA's series of tournament games. OMENS features the card-driven games such as **Hannibal** by TAHC and **Paths of Glory** by GMT. Personally, I have been smitten since grade school by the image of Hannibal going over the Alps, his winning at Cannae, and his losing at Zama. Inevitably, I was going to purchase TAHC's **Hannibal**, even if I was not seduced by the colorful box top. Being a subscriber to the now defunct TAHC *General*, I studied all the articles on the game. My friend and I played three games. We had lots of fun, even though I now know we made some major errors in play. After my friend married and moved to South America, the game went back into the closet.

The game came back out once I learned that this year the tournament was set for Monday and Tuesday—days that were doable for me. More to the point, Stuart Tucker as the GM and last year's champion had earned a special spot in my heart as editor of the best articles on the game. Stuart Tucker was kind enough to respond to several of my e-mails on the game itself, as well as the event and lodging. I practiced two games both as the Roman player and lost both to some of the finest players in the Northeast. I realized that I had much to learn and hoped to come 50-50 in the tournament.

The night before I had traveled from Historicon in Lancaster, Pennsylvania—the Historical Miniatures event of the year. I viewed the hotel and found that it had just hosted a major martial arts tournament. On local television, they were running Bruce Lee movies! What I needed for inspiration was Ben Hur and Spartacus!

The next morning I got up, notwithstanding a shortage of sleep over the past few days. The fervor was upon me. Stuart Tucker announced the ground rules and assigned the first round of opponents. For the record, even though I have forgotten the names of all my opponents, they were all great and deserved to win due to their sportsmanship and willingness to explain the finer points in the

game. Also, they all patiently allowed me to ask our poor gamemaster numerous questions. And, I mean numerous, since many of the points pointed out to me I simply overlooked. Soon enough, Hannibal had me on the mat—I had lost too many battles and was not aggressive enough. Good card play and good tactics forced a well-deserved Carthaginian victory. 0-1! The next round as the Romans again saw more of the same, but my learning curve was up! 0-2. Even though I preferred the Carthaginians over the Romans, I knew that I best stay with the latter. This next game showed that I was really learning the game. The cards blessed the Romans—virtually no campaigns to Carthage. I kept Hannibal out of Italy for 8 of 9 turns! The Romans came swinging into Iberia from the south by sea and north over the Alps! Unfortunately for the Romans, good cards in the last hand gave Carthage invasion of Corsica and Sardinia. Hannibal slipped over the Alps to take another province. Carthage won 10-8! 0-3.



In the next game as Carthage I would show too much impulsiveness. The game truly rewards patience and good planning for the long term. Defeat from the jaws of victory is not unusual for either side. As Hannibal, I had excellent cards and had outflanked the Romans north of the Apennines. I was going for Rome with a siege train, extra cards, and more in my favor. However, the Roman player skillfully used his intercepted messenger to grab my reinforcement card, and I was over the Alps with too few men. With a one-two punch, Hannibal was out for the count! 0-4.

The last game was almost a mirror image of the fourth game in some ways. I returned to my roots as the Roman. I charged into Iberia and got clobbered. I moved back into Sicily

to counter the invasion of Mago. With my legions in northern Italy, I fought an aggressive game to keep Hannibal at bay. Poor leaders meant that the losses for Rome were much heavier. Luck seemed to come my way with Marcellus, a leader shy of the skills of Scipio Africanus! Alas, he died after committing heavy attrition losses both to Carthage and Rome. Hannibal, with a siege card, treachery card, and lots of movement cards, charged for Rome, scenting victory. The two consuls, Nero and Flaminius, had the last Roman forces. Failing to change the consuls, Nero in command took greater losses than Hannibal, but they were losses that Hannibal could not afford. The lure of victory kept Hannibal in the ring when he should have retreated back into Iberia. The next attack initiated by the Romans, coupled with good cards and die rolling, gave Rome (me) its only victory. 1-4.

Not being in the winning circle for the 6th round, I went to supper with my opponent. Small world; we had been members of the same club in NYC at different times. He was now living in Pittsburgh. Before the 5th round, the GM Stuart Tucker awarded four prizes—a bottle of wine to the best Roman and Carthaginian players respectively and the best (or worst) misfortune as the same received books with a slight humorous bent. The rewards were truly appreciated by the winners and the group. Would I go again? You bet I would, especially now that I have this unbeatable plan! ★★



RANDY HELLER

# World Boardgaming Championships 2003

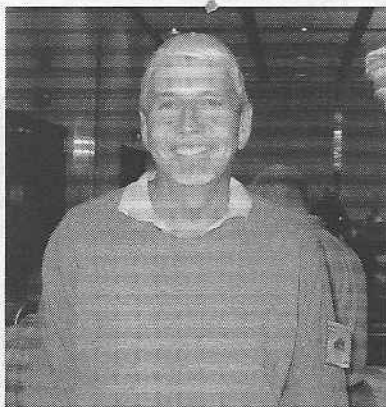
## An Editor at the WBC

A week before the WBC, I went into deep training. I had not attended a gaming convention since Origins 1997, and then I had not rolled a die in combat. This time there were several contests that I hoped to be involved in, so I needed to be ready.

I practiced throwing dice: one die, two dice, all the way up to four dice. I threw left handed, right handed, and used the border shift. I hooked the dice through the counters, bounced them over counters, and even experimented with nudging counters.

I tried staying up past my usual bedtime and also tried skipping my afternoon nap.

As for food, I practiced tearing open potato chip bags and Twinkie packets while moving counters. I wasn't very adept and still have an armored division stuck to my left thumb with some kind of chocolate substance. I ran wind sprints, simulating a dash from the gaming table to the vending machines. I tried various dance steps and squeezes so I could put off going to the rest room when my opponent was rolling the dice. Several hours were spent in a closet to prepare me for the sun deprivation I was sure to endure.



TOM PAVY

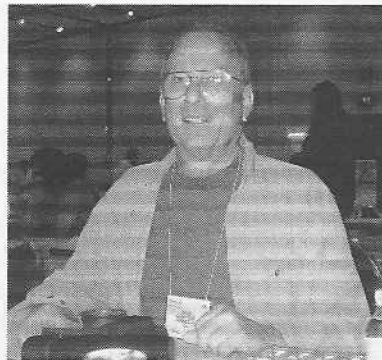
When I actually arrived at the convention, I was ready. There were lots of people, lots of junk food, lots of people having fun. I think that

gamers, pound for pound, can take on any group in the world.

The main gaming room supports over a dozen tournaments at the same time. The noise level was OK, even with the occasional victory whoop. The air conditioning was super efficient. A week before (after experiencing a month in the 90's), I wondered if I would ever be cool again. I was. I had to go back to my room to change into my long clothes.

By Thursday night, I had lost all but one game I had played, and I decided to quit while I was ahead.

Richard Berg was in attendance explaining his latest game in progress, **Onward Christian Soldiers**, which is a re-do of an earlier game of his that I particularly liked: **The Crusades**.



ED MENZEL

L2 Games was offering new and very attractive editions of **The Russian Campaign** and Randy Heller's **Bitter Woods**. The counters and hexes are larger, among other improvements.

Columbia Games unveiled their new block game **Liberty**, on the American Revolution.

I was surprised by the number of young people in attendance. Of course I consider anyone under fifty as young, but these kids were in their early teens. There were tournaments for them, and they seemed to keep occupied. I saw none of them sulking or whining, "Can we go home now?"

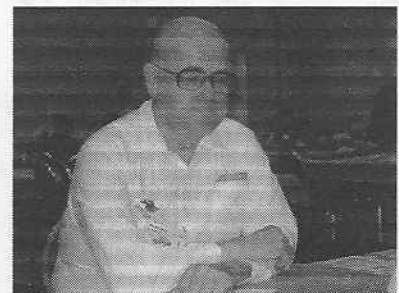
Tom Oleson shanghaied me into playing **Anzio**. It was pretty embarrassing. When Avalon Hill first published the game, I was their answer man for rule questions sent into the



BARRINGTON BEAVIS (UK), CHRIS HANCOCK

company. Some twenty-five years later I could remember only a handful of the rules, and Tom had changed most of those in his later editions of the game. I thought my lasting four turns against him was a moral victory. Tom had his new map for the game on display. He has done a great job of cleaning up the ambiguities on the original, and he has extended the map. The project is not finished, but he hopes to have it done by the end of the year. If you want to be informed of the progress of this improvement, contact Tom at [Olesontaa@aol.com](mailto:Olesontaa@aol.com) or write him at 5209 Canterwood Dr NW, Gig Harbor, WA 98332.

Gamers were using a variety of methods for rolling dice. Throwing them into a box top was the most popular. Various dice towers were in use. Some gamers preferred to live dangerously and threw them on or near the playing board with predictable results (I expect these were the same guys who kept missing the urinals).



TOM OLESON

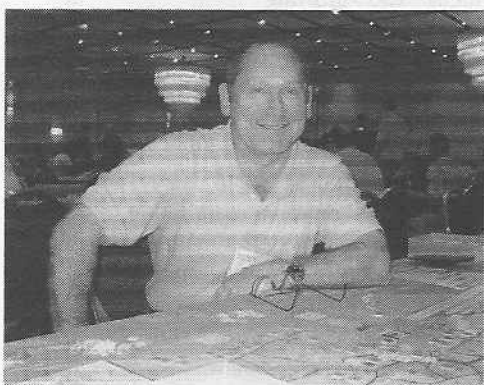
Tom Oleson bought a copy of the new game **Monty's Gamble: Market Garden**. We gave it a valiant try, but it is not a game one can open up



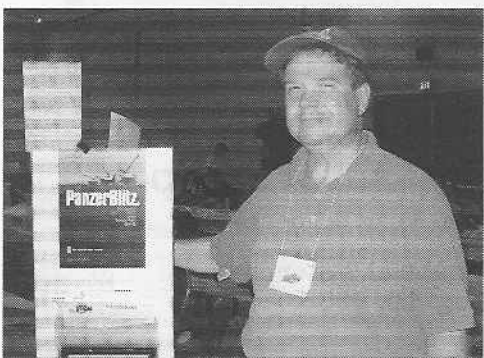
## The Kommandeur



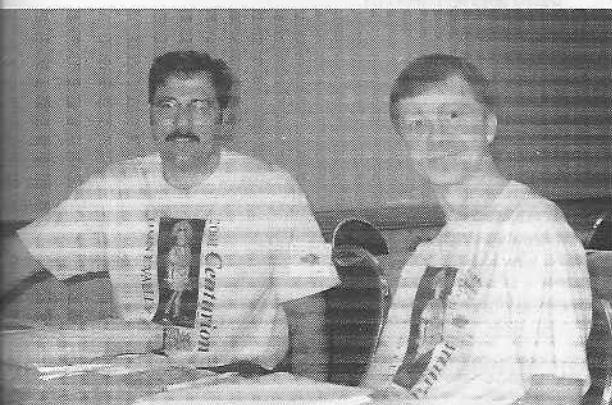
STEVE WILLIAMS



WALT GORMAN



CHUCK LEONARD

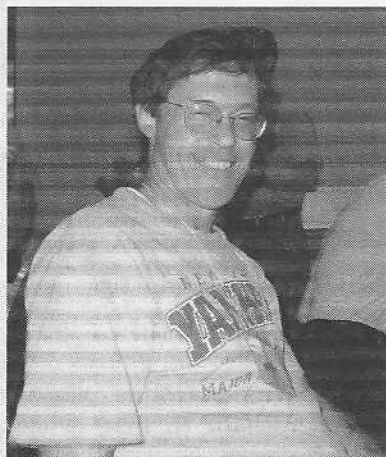


BRUNO PASSACANTANDO &amp; PAUL NIED

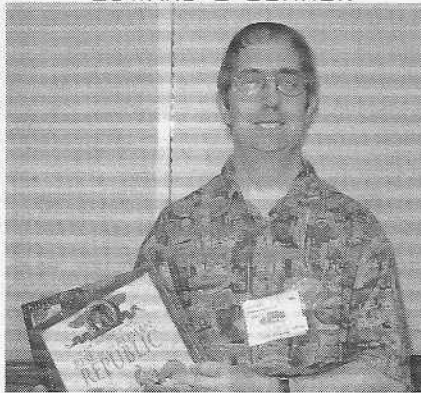
and start playing. While we were searching through the 24-page rule book for *How To Blow Bridges* and *How Does This Sunset Thing Work*, we were nostalgic about the 4 pages of rules that characterized the early wargames.

Feeling a bit like Johnny AHKS-seed, I scattered the business cards around. A copy of these cards was printed in issue 38/1 (Feb. '03). If you will be attending a convention, please contact me so that you, too, can scatter some cards. I tried to pass out AHKS stickers and take photos of all the members I saw, but I probably missed some of you. Next year?

I was impressed with the organization of the convention. Don Greenwood and his crew did an admirable job. Everything went smoothly. Compared to the early Origins that I attended, the vendors were a mere handful, selling from two small rooms instead of the main floor. The early Avalon Hill and SPI booths were each larger than the entire vendor space here. That only emphasizes that the focus here is playing games rather than buying them. ★★



EDWARD O'CONNOR



PETER CORD (UK)



GLENN PETROSKI

### The International Gamers Award

The nominees for the IGA Historical Simulation of the Year Award:

**1777: Year of the Hangman**, Clash of Arms, Ed Wimble

**Advanced Tobruk**, Critical Hit, Ray Tapio

**Barbarossa to Berlin**, GMT, Ted Raicer

**Belisarius**, Decision Games, Joe Miranda

**Drive on Stalingrad**, Decision Games, Ty Bomba

**Hammer of the Scots**, Columbia Games, Jerry Taylor & Tom Dalglish

**The Killing Ground**, New England Simulations, Mark Hinkle

**Napoléonic Wars**, GMT, Mark McLaughlin

**Prussia's Glory**, GMT, Bob Kalinowski

**Reds**, GMT, Ted Raicer

**Streets of Stalingrad**, L2, Dana Lombardy & Art Lupinacci

**von Manstein's Backhand Blow**, GMT, Dirk Blennemann

**Hammer of the Scots** was the winner. The designers and publisher receive plaques.

The home page link for the awards can be found at

[www.boardgamegeek.com/iga/](http://www.boardgamegeek.com/iga/)

The award for General Strategy, Multi-Player: **Puerto Rico** (Alca/Rio Grande Games). Designed by Andreas Seyfarth.

Continued from page 4

**Best Magazine-Published Boardgame**Back to Iraq 3 (*Strategy & Tactics* #208)Belisarius (*Strategy & Tactics* #210)**First Indochina War (Strategy & Tactics #209)**Hegemon (*Against The Odds* #1)Rough and Ready (*Strategy & Tactics* #212)**Best Game Review or Game Analysis**

"Battles for Philadelphia," Paper Wars, #45, Richard Lechowich

**"Enjoying a Slice of Sicilian," Paper Wars, #48, Adam Starkweather**

"Hobby Japan's Pacific Fleet," Paper Wars, #46, Adam Starkweather

"Kasserine," Paper Wars, #46, Alan Murphy

"Setup and Strategy in Hube's Pocket," Operations #41-42, Tony Zbaraschuk

**Best Historical or Scenario Article**

"La loi du plus fort: Castiglione," C3i, #14, Alexander Ashton &amp; Frederic Bey

"OCS Sicily as a History Lesson," Operations 43, Roger Hyman

**"Overshadowed by a Phrase: Pyrrhus," C3i, #14, David W. Tschanz**

"The British Wars in Afghanistan," S&amp;T, #208, Andrew Preziosi

"Vietnam Climax: The Siege of Khe Sanh," ATO, Vol. 1 #2, John Prados

**James F. Dunnigan Award Ben Hull, This Accursed Civil War**Joe Youst, Graphic Artist  
Mark Hinkle, The Killing Ground  
Mark Simonitch, Graphic Artist  
Steets of Stalingrad, Dana Lombardy & Art Lupinacci**Clausewitz Award Hall of fame****RECIPIENT: Mark Simonitch****Best Pre-20th Century Era Computer Wargame Medieval: Total War (Total War)****Best Professional Wargame Magazine**

Against The Odds

C3i (GMT Games/RBM Studio)

Paper Wars (Omega Games)

**Strategy & Tactics (Decision Games)**

Vae Victis

**Best Amateur Wargame Magazine**

Die Manoeverkritik (Der Musketier), Germany

**The Boardgamer, Bruce Monnin**

Panzerschreck, Minden Games

Simulacrum, John Kula

Looking for the material contained in Issue #3 (Spring 1995) of *Schwerpunkt!* regarding 3W's Chinese Civil War; to borrow (if you can't permanently part with it) or buy (original or photocopy). Thanks.

Tom Walsh (#1427)

503 Robert Ave.

Rockford, IL 61107

thomas.walsh@epa.state.il.us

**The Hamilton/Blomgren Memorial Award for Lifetime Achievement**

ConsimWorld.COM is pleased to induct **Richard H. Berg** as the second recipient of the ConsimWorld.Com sponsored Lifetime Achievement Award, officially named The Blomgren/Hamilton Memorial Award. The official announcement took place on May 28, 2003, during the opening ceremony at ConsimWorld Expo 2003.

**Richard H. Berg** is recognized for his numerous contributions to the industry, from game design, to industry pundit, book author, publisher, and event organizer. The list goes on and on.

**Alexander Awards from Richard Berg**

The Alex awards are given to the designer(s) showing the most creativity. They are chosen by vote of a panel of Design Experts, which this year included Mark Herman, Dave Powell, Dave Fox, Uli Blennemann, and Richard Berg.

The recipient of the 2003 Alexander (and \$250), is Mark McLaughlin, for taking the tired, old **Diplomacy** ideas and grafting them onto a clever (if confusing) but always enjoyable amalgamation of battle and personality power politics with his **Napoléonic Wars**.

2nd Place (and \$100) to Jerry Taylor, for his creative combining of the old block systems with many systems seen in non-block games to create a sort of hybrid (and popular) new "style," in **Hammer Of The Scots**.

3rd Place (and \$50), to Ted Raicer, for his mechanics for the chaos of the Russian Civil War, in **Reds**.

**Treasurer's Report**

from Stuart Schoenberger

Financial Statement: Jan. 1 to Aug. 10, 2003

**Income:**

Dues	328
Interest	21
Perpetual Fund	8
<b>Total</b>	<b>357</b>

**Expenses:**

Bank Charge	3
Editor	1,226
MC	282
Tournament Awards	42
Treasurer	26
<b>Total Expenses:</b>	<b>1,579</b>
<b>Overall Total:</b>	<b>-1,222</b>

**Current Balance: \$5,672.92**



# Upcoming Events

**Aug 29-Sep 1, 2003** Los Angeles, CA

Strategicon: Gateway Convention  
Contact: Jack Butler  
E-mail: [ravengeist@aol.com](mailto:ravengeist@aol.com)  
[www.strategicon.net](http://www.strategicon.net)

**August, 2003** Indianapolis, IN  
GEN CON 2003

[www.wizards.com/conventions/Welcome.asp](http://www.wizards.com/conventions/Welcome.asp)  
E-mail:  
[GenConEvents@wizards.com](mailto:GenConEvents@wizards.com)

**Aug 28-31, 2003** Cherry Hill, NJ  
ShoreCon

Contact: Anthony "Tiny" Acampora  
E-mail: [Qlive@aol.com](mailto:Qlive@aol.com)  
[www.completestrategygaming.com/moncon](http://www.completestrategygaming.com/moncon)

**Oct. 24-26, 2003** Hunt Valley, MD  
Waterloo

Napoléonic Wars Mini-Con  
[www.boardgamers.org/specific/waterloo.htm](http://www.boardgamers.org/specific/waterloo.htm)

**Nov. 7-9, 2003** Timonium, MD  
D-Day VI

Breakout Normandy  
[www.boardgamers.org/specific/bkn03.htm](http://www.boardgamers.org/specific/bkn03.htm)

**Nov. 7-9, 2003** Timonium, MD  
Euro Quest I

[www.boardgamers.org/euroques.htm](http://www.boardgamers.org/euroques.htm)  
<http://euroquest.gamesclubofmd.org/>

**Feb. 5-8, 2004** Hunt Valley, MD  
WAM II - Winter Activation Meeting  
[www.boardgamers.org/specific/wampre.htm](http://www.boardgamers.org/specific/wampre.htm)

**March 6-7, 2004**, Kenosha, WI  
Midwest Open  
Contact: Glenn Petroski  
E-mail: [GELP@core.com](mailto:GELP@core.com)

**March 12-14, 2004** Hunt Valley, MD  
Enlightenment VII  
[www.boardgamers.org/specific/aor04.htm](http://www.boardgamers.org/specific/aor04.htm)

## Editorial

This issue was delayed because of the gaming event of the year, the WBC. The next issue will get us back on the regular schedule, and the deadline will be September 30.

Those of you who play games other than wargames (such as "Euro" games) might be interested in a British quarterly publication *Counter*, Boardgames Reviewed & Discussed. The articles are intelligently written. Subscriptions can be had through Funagain.com.

If you are not currently a subscriber of Bruce Monnin's *The Boardgamer* (Dedicated to the competitive play of Avalon Hill/Victory Games and the Board & Card games of the World Boardgame Championships), you really should check it out. The July 2003 issue contains colored counters for the new **Jutland** scenario printed in that issue. E-mail Bruce at [MonninB@BRIGHT.NET](mailto:MonninB@BRIGHT.NET). AHKS members pay \$14 for 4 issues. Bruce again won the Charles Roberts Award for Best Amateur Wargame Magazine for 2002.

There will undoubtedly be delays in matching opponents while the transfer of documents and the setting up go on. I would suggest that you write both Les and Roger with your requests and tell each that you have written the other. Again, we all thank Les for his decades of service to the Society.

Omar DeWitt

I now have a website devoted to **Air Force/Dauntless**.

[http://www.applelinks.net/googoomuck/Mike%27s\\_Air\\_Force\\_page](http://www.applelinks.net/googoomuck/Mike%27s_Air_Force_page)

I'd like to post any homebrew datacards or houserules that any members may have produced.

Mike Rowles  
#1446  
[mrowles@visi.com](mailto:mrowles@visi.com)

## AHKS 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 June 30, 2003. See *The Kommandeur* Vol. 37, No. 3 for the Numerical Rating Chart and the Qualifier Chart.

#	Name	Rating
1	D Burdick	2035
2	B Stretcher	1895
3	K McCarthy	1885
4	G Young	1860
5	P Landry	1780
6	R Heller	1770
7	P Truesdell	1755
8	D Tierney	1725
9	A. Bowie	1690
10	C Minshew	1665
11	D Grant	1645
12	J Trout	1645
13	H Lowood	1635
14	T Thorsen	1630
15	C Jehlen	1630
16	F Kraus	1625
17	C Stewart	1610
18	W Klitzke	1600
19	R Wood	1595
20	C Xanthos	1585
21	J Jodoin	1580
22	A Morley	1580
23	T Oleson	1575
24	O Pharr	1575
25	P Martin	1565
26	L Deck Sr	1560
27	T Holtz	1535
28	N Markevich	1520
29	J Grant Jr	1515
30	E Menzel	1515
31	R Cottrell	1515
32	M Yarwood	1485
33	B Lindow	1470
34	C Longest	1465
35	C. Leonard	1455
36	D Bergmann	1450
37	T Scarborough	1415
38	J Mueller	1375
39	A Liboszowski	1355
40	B Monnin	1340

## Open Match Requests from the 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 Johnson.

1776	(AH)	(0216) Schoenberger	<b>E</b>
Afrika Korps 3rd ed.	(AH)	(1556) Pawlak	<b>E</b>
Anzio	(AH)	(0111) Oleson	
Avalanche	(AH)	(0225) Segarra	<b>E</b>
Bomber (Yaquinto)		(1312) Wells	<b>E</b>
Breakout Normandy	(SPI)	(1382) Massey	<b>M</b>
Bull Run	(AH)	(1252) Brooker	<b>M</b>
Chantilly	(ISG)	(1262) Marcone	<b>E</b>
Circus Maximus	(AH)	(1559) Hovan	<b>E</b>
Civilization	(AH)	(1559) Hovan	<b>E</b>
Combat Mission:			
Beyond Overlord		(1560) Vanspengen	<b>E</b>
Dave Powell's			
Chickamauga & Chattanooga		(1466) Svensson	<b>E</b>
Empire Builder (Mayfair)		(1559) Hovan	<b>E</b>
Flattop	(AH)	(1430) Warnick	<b>E</b>
Foxbat & Phantom	(SPI)	(1559) Hovan	<b>E</b>
Fury in the West	(AH)	(1559) Hovan	<b>E</b>
Hannibal	(AH)	(0216) Schoenberger	<b>E/M</b>
Invasion Sicily	(GMT)	(0225) Segarra	<b>E</b>
Kasserine	(GMT)	(0225) Segarra	<b>E</b>
Russian Front	(AH)	(0036) Yarwood	<b>M</b>
Squad Leader Adv	(AH)	(1293) Wood	<b>E/M</b>
Squad Leader Basic	(AH)	(1557) Williams	<b>E</b>
Tomorrow the World	(3W)	(1559) Hovan	<b>E</b>
Up Front	(AH)	(1559) Hovan	<b>E</b>
War without Mercy	(GMT)	(1530) Franz	<b>E</b>
We The People	(AH)	(9239) Poulter	<b>E</b>

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

### Members willing to volunteer as GM

Hannibal (TAHC)	Stuart Schoenberger 0216
Bloody April	Tom Hanover 0818
Achtung! Spitfire	William Lindow 0988
AF/D	Mike Rowles 1446
TRC	Gary C. Dickson 1497
Civilization (AH),	William D Lentz 1503
Stellar Conquest, Colony Delta, Quebec	
Submarine, Diplomacy, Robert Carstensen	1526
Stellar Conquest	
Circus Maximus,	Michael Hovan 1559
Conquistador, Civilization, Flattop	
Napoléon (Columbia)	Omar DeWitt 0044

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

### Standby opponents for new members only

Ron Brooker 1252	Bull Run
Robert Johnson 0073	Bulge-61, Stalingrad
John L Kreuz 1333	BB-81
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
Thomas Oleson 0111	Anzio
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](mailto:JeffandSue@mudroad.fsnet.co.uk)

We The People (AH) Alan Poulter

### 12.4 REINFORCEMENTS (Returning Member)

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.

0359 Rene D. Deloffre, Los Angeles, CA

Rene is looking for an opponent for **AK, The Fall of Singapore, or Struggle on Bataan**



---

**The Kommandeur**

---

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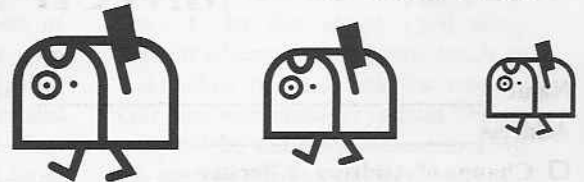
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UK: [www.ahiks.co.uk](http://www.ahiks.co.uk)

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Send Change of Address notices to Roger Eastep, 16456 Tomahawk Dr. Gaithersburg, MD 20878. Send the change notice as soon as the new address is known.

**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.

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: September 30.**

**GENERAL INFORMATION**

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.



AHIKS

International Wargaming Society

38/4

RETURN ADDRESS:

Omar DeWitt
1580 Bridger Rd NE
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 \_\_\_\_\_