

The Kommandeur

Volume 39 Number 1

A Publication of AHIKS

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From the President

BIG NEWS!
You may recall back in 1991 when we published **First Blood: The Guadalcanal Campaign** as Volume 26, Number 6 of *The K* to celebrate our 25th Anniversary. It was big fun! Many of the brethren had helped with research and playtesting my design, and by publishing time I was quite satisfied with the final product. Every member received a copy of my game under the AHIKS imprimatur. I was later able to sell my design to *Strategy & Tactics*, but during the process of transition from my design to a published *S&T* product, **FB** underwent extensive redesign and redevelopment. The final product that appeared in *S&T* was substantially different from my original design—not unrecognizable, but certainly not the same game.

Fast forward to December 2003. Over the past two months I have entered into negotiations with Dr. Cummins at Decision Games and Alan Poulter at Grogards to give something back to the hobby at large and elevate the profile of AHIKS at the same time. Dr. Cummins has graciously agreed to allow my original design of **First Blood** (commonly referred to as the AHIKS edition) to be posted in its original form for free “download” on Alan Poulter’s Grogards website (www.grogard.com). There will be a link to our official AHIKS website (as well as one to Decision Games or *S&T*), for which we are grateful to Alan.

More importantly, there will now be a solid, introductory-level, playable board wargame (with more than 50 counters) available for free to the public that can be printed out and enjoyed. It was designed specifically in the “I go—You go” style to facilitate PBM play and should prove no problem for the novice to jump right in. I consider this an excellent start for the new year for AHIKS. It’s nice to be able to give back to the hobby we love and to promote the hobby in a tangible way by offering to the general public, at no cost, a solid example of what we do. In doing so, this spotlights not only AHIKS, but Grogards, *S&T*, and the entire hobby. I encourage all of you to look the page up on the net and share it with all of your non-gaming friends (*and* your gaming friends as well!). Pass it along to teachers, schools, and any group or entity you can think of that might be inclined to pass along a link to something free that promotes reading and critical thinking skills.

Well, that’s what I’ve been up to.
How about you?

Your Buddy, *Chester*

Treasurer's Report

from Stuart Schoenberger

This report includes only that income received and expenses paid in the year 2003. In the past, most members paid their dues in December for the upcoming year. After the treasurer’s computer crashed due to corrupt files received from AHIKS, the treasurer was compelled to wait until his computer was again up and running to deposit those dues payments timely made in 2003 for the current year 2004. Also, this statement does not reflect that the last of Les Deck’s expenses as MC were not finally paid until February, mainly his telephone and paper purchases. The same applies to Omar DeWitt’s expenses in publishing the December **K** (\$302), which were finally paid in January. The treasurer’s biggest expenses, which consist of postage and computer printer stationery, were incurred in 2002. By buying extra stationery and using of the **K** to send the initial notice, it was possible to make sizable savings. However, over 60% of the membership still required a printed notice outside of the **K**. With the new administration, dues structure, and other plans for the future, we can hope that the expenses will more closely match the income of our organization.

Income

Dues	470.95
Interest	<u>27.41</u>
Total	498.36

Expenses

Bank Chges.	2.64
Editor	2,052.55
M.C.	512.20
Awards	42.17
Treasurer	<u>25.79</u>
Total	2,137.29

Current Balance: \$4,900.33

Pay-Pal Services: Especially for our overseas and Canadian members, I have added the option of payment by Pay-Pal. Any person utilizing this service must add an extra dollar; the service is not free to the recipient. This method is user friendly for all concerned. This is effective immediately.

Game News from Alan Poulter

This article is a compilation of information gleaned chiefly from Consimworld (www.consimworld.com) and Web-Grognards (www.grognard.com).

The material was correct at time of writing: January 27, 2004.

New Magazine:

Command & Strategy

UGG (Udo Grebe Games) is based in Germany. It produces its own games (for example **Blitzkrieg General**) and acts as a European distributor for some American wargames companies. *Command & Strategy* will be UGG's new quarterly house magazine. The first issue should appear in the first quarter of 2004. To quote UGG's press release:

"*Command & Strategy* provides military historical articles, reviews games, reports game related news, and gives background information on games or new player options. Each issue of *Command & Strategy* will have either a DTP game, or an add-on, or new scenarios, or a collectible board game. **Pearl Harbor (Empires of Apocalypse Part IV)** will be published in *Command & Strategy* as UGG's first collectible board game. Since **Pearl Harbor** is a monster, it will be spread over the first 6-8 issues. Each issue of *Command & Strategy* features 40 pages partly colored, partly black and white plus one DTP countersheet or other component inside the magazine."

www.ugg.de

New Axis & Allies game: D-Day edition

Wizards of the Coast/Hasbro recently announced a new edition of **Axis & Allies**:

"**Axis & Allies D-Day** will allow players to re-create the largest combined military operation in history. Scheduled for release in May 2004, **Axis & Allies D-Day** will feature detailed game components, including a new blockhouse piece, an extra-large game board and original artwork commissioned exclusively for the D-Day game box. Other elements of this new **Axis & Allies** variant include a pre-set deck with three card categories—Order, Tactics, and Fortune—which add increasing depth and complexity to a player's game-play experience. Order cards determine play sequence and

break turns into distinct phases. Tactics cards offer players more strategic opportunities, and Fortune cards add an element of unpredictability."

New Francis Tresham Game

Francis Tresham is the designer of classics like **Civilisation** and **1830** and has not published a new game for 15 years. That is about to change sometime later this year according to a press release from Phalanx Games:

"**Revolution: The Dutch Revolt** simulates the Eighty Years' War between Spain and the Netherlands. This epic struggle lasted from 1568 until 1648 and eventually brought independence to Holland and the northern provinces. In the south, the revolt was less successful, and Belgium did not emerge as an independent state until after the Napoleonic era. . . **Revolution** depicts a power struggle with many facets. Each player represents one of the principal factions involved: the Catholics, Habsburgs, Nobility, Burghers, and Reformers. Each faction has its particular goals, which are often partly common. Although factions may sometimes cooperate, they are not allies for long and easily turn on each other if the situation calls for this. This game is not a detailed military re-enactment of the Eighty Years' War. It tries to capture the flavor of these interesting times in a much broader sense. It contains an element of warfare in the form of battles and sieges, but the main theme is built on economic, religious, and political control. The constantly shifting balance of power, caused by temporary alliances, makes **Revolution** an immensely challenging game, and not for the faint hearted. Clever and timely use of available resources, including those of foreign sympathisers and allies, is needed to achieve ultimate success."

New Battle Cry! Games

GMT will be producing an Ancients version of the American Civil War game **Battle Cry!**, designed by Richard Borg. No date has been set. According to a press release, Days of Wonder, a European games company, will make a World War Two version available soon:

"For those who have been waiting with bated breath for the next game in the **Battle Cry** series, your wait is almost

over. Richard Borg, the designer of **Battle Cry!**, has announced that Days of Wonder is going to be publishing a World War II version of the game titled **Memoir '44**. We also have word that the game will have plastic pieces. The game is due to be released in May 2004."

Richard Berg Design Challenge

Richard Berg, designer of too many games to list, recently opined on Consimworld that there was no subject that he could not design a game about. Taking up this challenge, Consimworld members suggested more than 80 potential "lame duck" game topics. A panel of judges, all game designers themselves (Lee Brimmicombe-Wood, David Powell, and Charles Vasey), selected the most unpromising of these topics: the WWII Japanese balloon bombing campaign against the United States! Now Richard Berg has to turn this topic into an entertaining and informative game. Check out the folder for this Challenge on Consimworld (www.consimworld.com) to see how Richard is doing. Updates will be reported here.

Avalanche

New from Avalanche Press is **Tears of the Dragon**, a two-player fantasy-based wargame. It uses the game system from their **Granada** game, but adds spells and wizards to give a new dimension to the game. It is simple enough to be playable by non-wargamers. Designer is John R. Phythyon, Jr.

www.avalanchepress.com

AWE

Azure Wish Enterprises have released **Austerlitz**, the latest in their **Vive L'Empereur!** Napoleonic tactical-level series of games. The game comes with rules in French, but English translations of the exclusive and series rules respectively are available as Word files at:

<http://grognard.com/info1/ausrules.doc>

<http://grognard.com/info1/viverulesv3.doc>

Critical Hit

New from Critical Hit is **Santa Maria Infante**. This new game in the

Advanced Tactical Series covers the slow advance of the Allies up the Italian peninsula in 1944 and features American units taking on experienced German troops in strong defensive positions. www.criticalhit.com

Eagle Games

Attack!, designed by Glen Drover, is a multi-player game (for 2-6 people) of world conquest. The map covers North & South America, Africa, and Europe/Russia/Middle East. There is a separate **Attack! Expansion** that gives the rest of the world and adds advanced rules. **Attack!** is crammed with 600 miniatures for infantry, tanks, artillery, and aircraft, in two sizes to represent single units and groups of five units. There are cards for resources from captured areas which also show forces defending neutral areas. This game is reminiscent of **Axis & Allies** and **Risk**. www.eaglegames.net/

GMT

Europe Engulfed, from new designer Rick Young, is just out from GMT. It is a departure from other GMT games in that it used blocks for units (like games from Columbia Games) rather than cardboard counters. It is also the first game from GMT on the European Theatre of Operations throughout the entire war, 1939-45. Their earlier game **Barbarossa to Berlin** started in 1941. **Europe Engulfed** makes good use of its blocks in hiding information from players. Its rules are reasonably short and concise, considering how much ground they have to cover. For those wanting an even simpler version, "Blockskrieg!" rules (16 pages long) are available. www.gmtgames.com/

Lost Battalion Games

A new card game, **Battlelines: Winter Storm**, covers the fighting along the Chir River and the Rostov-to-Stalingrad railroad during the attempted relief of Stalingrad in 1942. It is the fourth game set in the **Battlelines: Stalingrad Campaign** series. www.l2designgroup.com/

Neppagames

A new company, Neppagames, has just released **ETO** (European

Theatre of Operations) on the War in the West, 1939-1945. **ETO** combines best elements of several existing games (like **Axis & Allies** and **Third Reich**) to create a realistic but playable recreation of the Second World War. www.neppagames.com

NEW MAGAZINE WARGAMES

Strategy & Tactics issue #219 contains **Spanish Civil War Battles 2: Guadalajara and Peñarroya**. Game designer is Perry Moore. www.decisiongames.com/

Vae Victis issue #54 contains **Stalingrad: 1942**, covering the Stalingrad campaign at the army/corps level. www.vaevictis.com/

Note that *Vae Victis* magazine and games are in French but rules translations are made available via: <http://grogard.com/vaevict.html>

Against The Odds issue #6 contains **Go Tell the Spartans**, a solitaire game designed by Rob Markham, on the three-day battle at Thermopylae between the enormous Persian army under Xerxes and 300 Greek Spartans. The player takes the Greeks! www.atomagazine.com/

Panzerschreck #11 contains three games:

1. **Panzers in the Southeast**, designed by Pieter de Wilde, a corps/army level game between the Germans and the Soviets in SE Europe from Dec. 1944 to April 1945.

2. **QAR: Quick Armor Rules**, designed by Gary Graben, is a miniatures game on WW II desert warfare in North Africa

3. **Sink the Tirpitz**, designed by Jim Gordon, is a solitaire mini-game where the player (British) tries to sink the famous German battleship.

www.homestead.com/minden_games/index.html

NEW DESKTOP PUBLISHED WARGAMES

The Microgame Design Group has released three new games. **The Marcher Lords**, from new designer David Cuatt, is an introductory game on the Norman invasions of Wales. **Stalingrad: Pivot on the Volga**, designed by Hjalmar Gerber, covers the German Sixth Army's campaign in Southern Russia 1942 to 1943. It has large hexes in which combat can

occur, and it has victory objectives known only to the German player. **Zhukov's First Victory**, designed by Paul Rohrbaugh, is an introductory-level game on the battle between the Soviets and the Japanese in summer of 1939.

www.microgamedesigngroup.ca/

New from Canons en Carton, **Epées de France** ("Swords of France") is a quadrigame of four battles of the Hundred Years War (**Cocherel 1364**, **Auray 1364**, **Patay 1429**, and **Castillon 1453**). It is in the **Au fil de l'épée** ("By the Edge of the Sword") game series published in *Vae Victis* #26 and #45. <http://perso.club-internet.fr/fredbey/>

New from Black Cat Studio is an unofficial **Battle Cry Variant Kit**. It adds new scenarios, more realistic rules, and a variety of new terrain types to **Battle Cry!**

www.blackcatstudio.net/

New from Relative Range, **Flying Colors** is a fleet-tactical game set in the Age of Sail. Scenarios include Cape St. Vincent, the Nile, and Trafalgar. www.relativerange.com/

NEW WEB RESOURCES

Eagle Games has announced the release of a second edition of **Civilization**, their boardgame based on the computer game of the same name. For owners of the first edition, the new rules are available for download from: www.eaglegames.net/products/downloads/Civ_Manual_r2.pdf

GioGames are offering advanced rules for their tactical Napoleonic game, **Vive l'Empereur**, at: www.giogames.it/VLEcontenutoit.html

The latest version of the rules for Phalanx's strategic-level game **Age of Napoleon** is available at: <http://grogard.com/info1/aonrules.pdf>

Limited intelligence rules, which were dropped from the released version, are available for GMT's **Prussia's Glory** (tactical-level Frederick the Great era battles) at: www.gmtgames.com/nnpr/limintelrules.pdf

As a teaser for their proposed game release, **Gringo!** (tactical-level battles of the Mexican War, 1846-47), GMT have made available for download a complete mini-game, **Churubusco**, on the battle of 20 Au-

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Your Support Service Officers

On page 11 of every issue of this newsletter is printed a list of our Support Service Officers. In this article, they explain what they do.

Multiplayer Coordinator

One must wonder if there is much interest in this aspect of gaming, or whether those who indulge do it outside of AHIKS. I write this because I have heard almost nothing from the membership about such gaming. A couple of years ago we did manage to have a **Diplomacy** game, but we have not been able to start up another. It seems today's gamers are perhaps a little more insular. Many of the newer games are large and complex as well.

I notice that in *The Kommandeur* the same people are offering to GM the same games in each issue, but I have not heard if any games are actually under way.

I suspect that this office might serve no purpose. But before abolishment, I would like to suggest that as part of our dues collection for the coming year, we include a survey with just three questions:

1. Have you any interest in playing in a multi-commander or multiplayer game?
2. Have you any interest in being the GM for such a game?
3. If your answer to 1 and/or 2 is yes, what game or games would interest you?

I have run multi-commander games in the more distant past. I used my version of Colonel T. DuPuis QJMA method for conflict resolution based on his book (and direct communications) "Numbers, Predictions and War." In general I have found that games with more than 2 or 3 players per side rarely ever get past the first two to four moves. (My most ambitious one was the whole ACW with about 6 to 8 players per side.) I would still be interested in running some games of like nature. I should really enjoy running a **Battle of the Bulge** game, but Allied players need hearts of steel—the panic can get to feel very real.

I wonder if people would like to play games like **Settlers of Catan**, **Serenissima**, or even **Merchant of**

Venus, besides **Diplomacy** or **Origins of WWII**.

In closing, the membership has not demonstrated a great interest in multiplayer games, and for those few times it has been done, it has been done by the individuals involved without aid and support from AHIKS bureaucracy. Perhaps that is the way it should be.

Tell us what you think!

Bob Johnson

Chit holding service

The Chit holding service is merely being the holder of secret troop locations, secret sudden victory conditions, hidden fuel dumps, etc. Any aspect of a game that needs to be held by a third party for possible later verification is what I am for.

I get very little traffic now that e-mail is so prevalent.

Bob Ryan

Web site manager

I'll bet you thought you found a real webslinger for maintaining the AHIKS web pages, eh? Guess again! I took on the role of a game master for an on-line game a few years ago and part of doing so was to learn enough HTML to maintain web pages for each of the games I was running. Over the years the software has improved and I have learned a few tricks. The most important lessons I have learned are what *not* to do. I have a support group of similar GMs that I still call upon to help with some matters when needed, but for the most part I can now handle 99% of the things that need to be done to create, upload, and support web pages.

For those computer-literate folks out there, I am the guy who now maintains the AHIKS home page. My number-one concern about this job is keeping the information on that page timely and current. My

partner in this effort is your tireless editor who supplies me with electronic versions of *The Kommandeur* and *Despatch* to post to the web site. Perhaps equally important are the regular updates to the "Match Request" that Roger sends me every other week or so. The three of us now have this down pretty pat so that I can simply upload the files they send me to the web host, then edit the AHIKS pages to link to them. AHIKS' publications will usually be in the secure area of the web site for member access only.

To access any publication that we have available, go to the home page and enter "AHIKS" for the member name in the box provided. The password changes with each issue of the 'K'. Omar (or Roger) maintains a contact list of members who have registered to receive the 'K' via the web page. When the next issue of the 'K' is available for download they send an e-mail to all those on the contact list with the new password. This makes life a lot easier for me because I only have to maintain a single member password for the web site. The password and the member name are case sensitive.

I would just like to remind you that this web page is for all AHIKS related events. Have games you want to sell? Just let me know, and I will host a page with the games you want to sell and put a link on the home page to it. I am always open to suggestions for other ideas. My web authoring software (Microsoft Front Page) is pretty easy to use and I can put together pages pretty quickly. I am not a big fan of graphics and artwork, as they take up space on the web space provider's data base and the pages take longer to load. There should not be any ads or pop-ups on the pages, since AHIKS pays the \$5/month required to stop them.

For those of you who were frequent visitors to the pages maintained by Les Deck, there is a link to them on the AHIKS home page.

Tom Thorsen

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Survey results

Many thanks to those of you who took the time to send in the survey from the last issue. Where I was wandering in the dark before, there are now guidelines.

What the survey results will *not* do is to tell me which of the articles in our files to publish. There is not now nor ever has been a body of articles from which the editor picks and chooses. I may have missed something, but I believe I have printed everything sent to me for publication. Three weeks before a deadline, I rarely have enough material to fill the issue. [Those three weeks are quite nerve-racking.]

What the survey results *will* do is indicate what the membership would like to see in *The Kommandeur*. That, in turn, will hopefully encourage you to write that article you have been pondering over. Now that you know it will be of interest to the membership, start writing.

There will be no more misguided attempts at humor, at least from your Editor. Those attempts were universally given a “many thumbs down.” I was surprised at the interest in Upcoming Events, and I will endeavor to keep that in every issue and as up-to-date as I can make it. Your input would be invaluable. Most shared my appreciation of Alan Poulter’s fine efforts.

Here are the survey results. There were 35 replies [about 17% of the membership], which is probably very good for AHIKS. The table below gives the average score [based on the 1 to 5 rating of interest]. Also listed is the number of 5’s returned for that entry.

	Avg.	5’s
1. Game news (Alan Poulter)	4.2	18
2. Game reviews	4.2	19
3. Book reviews	3.1	6
4. Movie reviews	2.7	5
5. Ouiji Dice™	2.0	4
6. Universal CF Counter	2.2	2
7. Member “Trading Cards”	2.4	5
8. Game replays	3.9	14
9. Wargaming History	3.9	10
10. Play Aids	3.9	12
11. Bios of Fellow Members	3.0	5
12. Upcoming Events	3.8	11
13. Post-Convention News	3.5	5
14. Game Scenarios	3.8	10
15. Quizzes	2.5	1
16. AHIKS Regional News	3.9	10
17. Reports from AHIKS-UK	3.3	7
18. Editorials	3.8	11
19. President’s column	3.8	12

In slots 20 and 21, members entered these items of interest: Games for sale (2), AH and SPI Classics, PC game reviews and news, info on who is playing whom in what games, AHIKS’ History, game variants, where are the best buys and selections on games, and two showed interest in an advice column that appeared in past issues of *The Kommandeur*: Ask Sarge. If anyone is interested in reviving “Ask Sarge,” please let me know.

Now that we all know where the interest lies, give serious thought to writing on a topic that interests you and the rest of the membership. Your opinions on games is of interest to others, whether someone else has commented on the game or not. This is also a clear call to the Regional Directors: the membership wants to hear from you. *O.D.*

(continued from page 4)

PBEM Coordinator

I have a web page at www.abovethefields.com/ahiksmain.htm. It lists the gamer’s name, his e-mail address, and the games he would like to PBEM. I took over the list from Bruce Monnin some 5 years ago. Since then maybe only five gamers have asked for an update (never a new name). The last gamer to contact me was over two years ago. I suspect most of the AHIKS members on the webpage are unaware of it, and if they knew, might well ask to be removed, given the *humongous* growth in spam since 5 years ago.

In short, since the last one-game update two years ago, I have coordinated nada.

Hank Burkhalter

Archivist

Over a year’s time I get only one or two requests for back issues. Sometimes the member wants one issue, sometimes more. The charge for this service is the copying cost (5 to 10 cents a page) plus the shipping. Occasionally I have an extra original copy, and in that case only the shipping is charged.

Bill Perry

★★

12.4 REINFORCEMENTS

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.

1562 Craig E. Ladner, Murfreesboro, TN

gust 1847, at: www.gmtgames.com/cwgr/churubusco.html

Roberto Chiavini has made available a free game **Naseby** (on the battle from the English Civil War) at: <http://tcsonline.web1000.com/nasebytemp.htm>

Support for Columbia's award-winning game **Hammer of the Scots** (on the Wallace and Bruce campaigns against the English) has been added to the Automated Card Tracking System (ACTS) server, which manages cards for PBeM game play at: <http://acts.warhorsesim.com/>

A complete list of board wargames published in 2003 is available at: <http://grognard.com/info1/game03.html>

Kevin Zucker, publisher of Operational Studies Group and veteran designer of Napoleonic games, is interviewed by Bob Schwartz of The Games Journal at:

www.thegamesjournal.com/articles/KevinZucker.shtml

"The Problem with Mr. Darby" is a board-wargaming and military-history inspired short film (19 ½ minutes) by Stormy Strong. It needs Windows Media Player and is a 37.6MB download! It is available from: www.stormystrong.com/ and

www.consimworld.com/Mr.DarbyBroadband.wmv



Dean Essig Returns!

Dean Essig took a break after selling The Gamers to MMP but now he is back, according to a posting in the MMP folder on Consimworld:

"MMP is proud to announce that we have hired Dean Essig full time to handle our line of Gamers games, in addition to his ongoing efforts in designing new titles for us. He has been designing and doing artwork for us on a freelance basis since we bought the Gamers, but now we are adding his considerable organizational skills as well. We look forward to our deepened relationship being long and fruitful."

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Book Review

Hitler's Arctic War —The German Campaigns in Norway, Finland, and the USSR 1940-45
by Chris Mann & Christer Jorgensen
St. Martin's 244 pp
Reviewed by Tom Oleson

If you are thinking of spending \$24.95 on this new book, my advice is to save your money, unless—like me—you have a special interest. Mine stems from playtesting the upcoming addition to **EuroFront** which covers that area. My conclusion was that designer Craig Besinque has done a good job reflecting the conditions the book describes.

The book is interesting, but only details were novel, and it has drawbacks. Its 224 pages (including useful notes and index) are padded with over 100 large pictures, said to be previously unpublished. Most are informative, but one shot of Russian troops in a snow bank is pretty much like another, and do we really need several big pictures of Hitler, Stalin, and other leaders? Also, the authors are never content with merely stating their analysis. It must be restated several times more.

So many books on warfare suffer from a lack of maps. This one has seven—useful, but too large-scale to help follow the frequent detailed narrative of battles. This hill, that river, a village, etc. It would have helped so much to trace the action on a map. A minor error noted was a reference to German supply difficulties in Karelia, when, as the book pointed out, this sector was virtually entirely manned by the Finns. ★★

Back issues available on CD

Back issues of *The Kommandeur* edited by the current editor are available on one CD in PDF format. That includes Vol. 37 No. 2 through the current issue. These are available at cost: \$2 to US addresses, \$3 to other addresses. Send money and requests to me at the address on page 11. Make checks out to Omar DeWitt.

Pacific RD News from Kevin Reid

Hi to all the AHIKS members from the Pacific Region. Here in Australia it is summer with some warm days, around 40° C and good reason to stay in, enjoy a few games, and watch the cricket. The Australian National Game Convention is on over our Australia Day long weekend, three days in the national capital for board games, miniatures, RPG, and linked PC games. It is quite well attended, and many forms of games are competed over, the largest I believe is the DBM tournament which would have over 100 participants. The RPG'ers attend in force, and the rooms for the "Magic" card game are always full. The boardgame events never have a large turnout which, I suspect, is indicative of the numbers and age of the players out there. There tend to be about 6—8 players each year in a tournament that used to attract 4 times that number. Commonly played games are **Victory in the Pacific**, **The Russian Campaign**, **Paths of Glory**, **NATO**, **Squad Leader**, and **Fortress Europa**. I attend each year and post flyers attempting to attract membership to AHIKS. If you're in Canberra over the long weekend, drop by the boardgames section and say hi.

The Pacific area has had two members join recently. Paul Pawlak used to be an American but is an Australian now; I will leave the story to Paul. I have met Paul for a couple of face-to-face games. He lives about 40 minutes south of where I am, and, but for AHIKS, I would never have known. He is getting back into the hobby after some years off, and I have enjoyed tutoring him on some games in preparation for the competition. Welcome to AHIKS, Paul. May you have many enjoyable games.

Mark Humphries is a previous member who has decided to rejoin. He is currently living and working in the Philippines. Mark contacted me about rejoining, and it was quite easy to explain AHIKS to someone who had already been a member. I hope you have a great membership, Mark, and many great games ahead. ★★

Game in progress: The Russian Campaign by Cory Wells

This is a view of a game going on between Ron Brooker #1252 and me. It is not a fully detailed explanation but a short synopsis of the game.

We are playing a PBM game and Ron is the Russian for this game. We started the game sometime in the early summer. It has taken this long because of my work schedule and moving from one end of the country to the other. This is the old-fashioned way to play with "snail mail." It is really the first time playing this game where I have got through 1941. I guess I get so excited that I'm in a PBM game and it's gone on this far (a really big advantage to being a member of AHIKS is reliable opponents). In the past with other players I have made a mess with my moves: wrong units in wrong places and major mistakes in my math. I really appreciate Ron putting up with my mistakes, although I think I am better at keeping it straight.

This is a game for points (AHIKS), and I think it's not going well for the German Army right now. It is the winter of Jan-Feb 1942. My units are in and around cities, but it's the cities I'm around that bothers me. I was told that if you don't take Moscow in 1941, it's over. I'm going to forge forward and see what happens. But I have also been told, by this date I should be a lot farther and taken more cities.

Here is the situation:

Three Romanian units and 1 German unit are in around Odessa.

I lost one R 2-5 cav trying to sail to Sevastopol.

Army Group South (AGS) and a lot of reinforcements (most units) are in and around Kiev.

Five panzer units from AGN and three infantry units from AGC in Smolensk.

Strong infantry units from AGC three (5-4), two (4-4) infantry and SS res are in around Vitebsk.

A (4-4) unit AGN is in Riga.

A (3-4) AGN, two (6-7) Panzers from AGC with infantry in Tallinn.

Finns are locked up with three Russian (5-3) and a few (4-4) + (3-4) still in Finland.

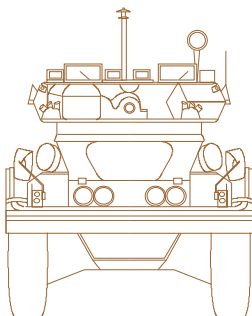
A German (3-4) holds Brest.

I have lost three (2-?), two (3-4), and one (4-4): 6 units in total. So my army is still pretty much intact.

Ron has lost nine (3-3), nine (4-3), and two (2-5): 20 units total. But he has tons of reinforcements coming in. He has a hell of a defensive line in around Moscow and now Kiev, with more units shoring up Leningrad. I know some of you vets out there are shaking your heads, but this is my first game as a German. This is how you learn, I guess.

[for the winter]

Cory Wells
Oakwood Apts. (Apt E-105)
6330 Randi St.
Woodland Hills, CA



News from the BPA

Afrika Korps Champ

The first BPA Afrika Korps PBeM Tournament has ended with Ed Menzel defeating Doug Burke for the championship. The Single Elimination event started with 26 entrants and lasted 20 months. Ed finished 5-0 against the likes of Richard Van Vugt, Dan Tierney, Greg Smith, Jonathan Lockwood, and, finally, Doug Burke—a collection of opponents with three WBC crowns. An extensive account of the final game will appear on the BPA results page for Afrika Korps.

AHIKS Top 40 Active Players from Andy Johnson

These members have a Rating Qualifier Greater than "C" in all categories. Players with the same Rating are then ranked by Qualifier. This list included all match completions received and posted as of December 31, 2003. See *The Kommandeur* Vol. 37, No. 3 for the Numerical Rating Chart and the Qualifier Chart.

#	Name	Rating
1	D Burdick	2035
2	K McCarthy	1885
3	B Stretcher	1875
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	G Dandy	1625
18	M Yarwood	1610
19	C Stewart	1610
20	W Klitzke	1600
21	R Wood	1595
22	C Xanthos	1585
23	J Jodoin	1580
24	A Morley	1580
25	T Oleson	1575
26	Peter Martin	1565
27	R Shurdut	1565
28	L Deck Sr	1560
29	T Holtz	1535
30	N Markevich	1520
31	J Grant Jr	1515
32	E Menzel	1515
33	R Cottrell	1515
34	T Scarborough	1475
35	B Lindow	1470
36	C Longest	1465
37	C. Leonard	1455
38	D Bergmann	1450
39	J Mueller	1375
40	A Liboszowski	1355



Upcoming Events

This listing is as accurate as I could make it. I checked the dates at many of the web addresses given. Where there is a ?? by the date, current information was not available, and the month is the same as last year's meeting. If you are interested in that convention, check the web again and try the e-mail address. O.D.

Feb 12-15 Denver, CO
GENGHISCON
E-mail: wargamesw@aol.com
www.denvergamers.com

Feb 13-16, San Ramon, CA
DUNDRACON
E-mail: lister@red-dwarf.com
www.dundracon.com/

Feb 13-15, Pasco, WA
RADCON
E-mail: dcstaudt@gte.net
www.radcon.org

Feb 13-16, Los Angeles, CA
STRATEGICON: ORCCON
E-mail: ravengeist@aol.com
www.strategicon.net

Feb 20-22, Springfield, MO
VISIONCON
E-mail: Vylntbydesign@aol.com
www.visioncon.net

Feb 21-22, Sheboygan, WI
FIRE AND ICE
E-mail: dcmkelm@bytehead.com
www.bytehead.com/~fireandice/

Feb 25-29, Charlottesville, VA
PREZCON
E-mail: kingmaker96@mindspring.com
www.prezcon.com

March 5-7, Minneapolis, MN
MARS CON
www.marscon.org

March 5-7, Racine, WI
CONGENIAL
www.congenial.org/

March 5-7, Austin, TX
OVERLOAD-A-CON
www.overload-a-con.com

March 5-7, Portland, OR
GAMESTORM
Contact: John Williamson
E-mail: chair@pdxgames.com

March 6-7, Kenosha, WI
MIDWEST OPEN
Contact: Glenn Petroski
E-mail: GELP@core.com

March 12-14, Lancaster, PA
COLD WARS
E-mail: alfhogg@bright.net
Web: coldwars2000.webjump.com

March 12-14, Pittsburg, Kans
GORILLA CON
www.gorilla-con.com

March 12-14, Hunt Valley, MD
ENLIGHTENMENT VII
www.boardgamers.org/specific/aor04.htm

March 12-14, Burnaby, BC Canada
SALUTE
E-mail: big_dog@telus.net
www.trumpeterclub.com

March 19-21, High Point, NC
STELLARCON
E-mail: stellarcon@hotmail.com
www.stellarcon.org

March 19-21, Stamford, CT
CONNCON
E-mail: willi@conncon.com
www.conncon.com/

March 20, Philadelphia, PA
PAGE GAMEATHON
www.philagamers.org

Mar 19-21 Clarksville, TN
CHAOS CON
E-mail:
chaos@gamemastersguild.org
www.chaoscon.org

March 26-28, College Station, TX
AGGIECON
E-mail: emer-ald_tiger_eyes@yahoo.com
http://cepheid.tamu.edu/aggiecon

March. 26-28, Carbondale, IL
EGYPTIAN CAMPAIGN
E-mail: somnambulist@iname.com
www.siu.edu/~gamesoc

March. 26-28, Wayne, NE
WILLYCON
E-mail: RoVick1@wsc.edu
http://wildcat.wsc.edu/clubs/sfclub/te xt_site/willycon/

March 26-28 Stony Brook, NY
I-CON 23
www.iconsf.org/

March 26-28, Memphis, Tenn
MIDSOUTHCON 22
www.midsouthcon.org

Mar ?? South Bend, IN
SEVEN YEARS WAR
E-mail: alfhogg@bright.net

Mar ?? Lincolnshire, IL
LITTLE WARS
E-mail: drahcir84@hotmail.com

April 2-4, Kalamazoo, MI
MARMALADE DOG 9: GAMEFEST 2004
www.wmgg.org/marmaladedog/

April 2-4, Scranton, PA
MEPACON SPRING 2004
www.mepacon.com

April 2-4, Madison, WI
ODYSSEY CON
www.oddcon.org

April 2-4, Toronto, Canada
ORION
www.rigelgroup.org/orion.html

April 8-11, Seattle, WA
NORWESCON
E-mail: mborselli@hotmail.com
www.norwescon.org

April 9-11, Melbourne, Australia
 VICTORIAN DIPLOMACY CHAMPION-
 SHIPS
[http://daanz.org.au/dip-
 tournaments.htm](http://daanz.org.au/dip-tournaments.htm)

April 16-18, San Antonio, TX
 CHIMAERA CON 2004
www.chimaeracon.com

April 16-18, Glen Ellyn, IL
 CODCON IX
www.geocities.com/scificod

April 16-18, Amherst, MA
 OURCON
www.ourcon.org

April 16-18, Columbia, SC
 ROUND CON
www.roundcon.org

April 17-18, Secaucus, NJ
 EMPIRE FAN FEST
www.empirefanfest.com

April 22-25, Timonium, MD
 GAME DAYS 2004
<http://gamesday.gamesclubofmd.org/>

April 22-25, Timonium, MD
 TITAN NATIONAL TOURNAMENT
<http://gamesday.gamesclubofmd.org/>

April 30-May 2, Somerset, NJ
 GAZEBO OF GAMES
 E-mail: boardgaming@yahoo.com
www.wildgazebo.com

April 30-May 2, Columbus, OH
 BPA BLOCK PARTY
 E-mail: BDReiff@aol.com
[www.buckeyeboardgamers.org/block-
 party](http://www.buckeyeboardgamers.org/block-party)

April 30-May 2, Overland Park, KS
 CALL TO ARMS 2004
www.hahmgs.org/

April 30-May 2, Washington, IL
 SPRING OFFENSIVE
[http://Springoffensive@yahoogroups.
 com](http://Springoffensive@yahoogroups.com)

April 30-May 2, West Des Moines, IA
 DEMI CON
 E-mail: info@dmsfs.org
www.demicon.org

May 1-2, Hamilton, Ontario Canada
 GREAT CANADIAN BAYCON
www.greatcanadianbaycon.ca/

May 1-2, Ft. Wayne, IN
 UGACON
Ugacon@Aol.Com

May 1-3, Brisbane, Australia
 BIG WEEKEND
 E-mail: sleech@ozemail.com.au
www.thebigweekend.com

May 14-16, Columbus, OH
 CAPCON XXVII
www.mgaosu.org

May 14-16, Maumee, OH
 DRUMS ALONG THE MAUMEE #5
www.HMGSGGL.com

May 21-23, Ottawa, Ont Canada
 CANGAMES
 E-mail: cangames@iosphere.net
www.cangames.ca

May 28-31, Los Angeles, CA
 GAMEX 2004
www.strategicon.net

May 28-31, Los Angeles, CA
 STRATEGICON: GAMEX
 E-mail: ravengeist@aol.com
www.strategicon.net

May 28-31, Lansing, MI
 MEDIAWESTCON
 E-mail: mdiawestcon@aol.com
www.mediawestcon.com

May 28-30, Columbus, OH
 MARCON
 E-mail: Kim.Williams@ohr.state.oh.us
www.marcon.org

May 28-31, Burlingame, CA
 KUBLACON
 E-mail: tonerz@earthlink.net
www.kublacon.com

May 28-Jun 1, Tempe, AZ
 MONSTERGAME.CON
 Contact: John Kranz (Consimworld)
 E-mail: kranz@consimworld.com
[www.consimworld.com/monstergam-
 econ](http://www.consimworld.com/monstergamecon)

June 4-6, Charlotte, NC
 CON CAROLINAS
 E-mail: jeff@argosdesigns.com
<http://secfi.org/concarolinas/>

June 24-27, Columbus, OH
 ORIGINS
 Contact: Gama (303/635-2223)
www.originsgames.com/

July 9-11, Hunt Valley, MD
 SHORELEAVE 26
 Phone: 410/496-4456
 E-mail: [information@shore-
 leave.com](mailto:information@shore-leave.com)
www.shore-leave.com

August 3-8, Hunt Valley, MD
 WORLD BOARDGAME CHAMPIONSHIP
 Contact: Don Greenwood
www.boardgamers.org
 E-mail: doncon99@toad.net

August 5- 8, Indianapolis, IN
 GEN CON
www.gencon.com

Editorial

The Perpetual Fund, set up originally by Bruce Monnin, is still in the process of being put under the aegis of AHKS. It should be finished before long. Results of the member donations to the Fund were not available by the deadline; however, I will keep my offer in effect for the remainder of 2004. I will match any donations to the fund up to a total of \$300.

I would hope that you all glance at page 11 from time to time to see just what is there. In this issue you will see that a new RD is needed for the West Central Region. Volunteers please contact our president, Chester.

It is not too late to change your preference concerning how to receive your *Kommandeur*. Let me know if you would prefer to download your issue from our web site or if you would like it as an e-mail attachment (of about 500 KB).

As you will see on page 11, the deadline for the next issue is March 31.

Omar DeWitt

Open Match Requests from Roger Eastep

In requesting matches, it's helpful if you use the Match Request Form available on the back of each issue of *The Kommandeur* or on the AHIKS website:

www.angelfire.com/ny4/gmtom/AHIKS.htm.

Mail the request to me at 16456 Tomahawk Drive, Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at ahiks291@earthlink.net. When a match is set up, only one of the players should request ICRKs for all players in the game.

If you plan to change or have changed your address, phone number, or e-mail address, please let me know the updated information as soon as possible to avoid delay in the receipt of your *Kommandeur*, ICRKs, and other valuable AHIKS information.

Please send top portion of completed ICRKS to Match Rating/Roster Officer Andy Johnson.

Note: this list is updated periodically between issues of *The Kommandeur* at www.angelfire.com/ny4/gmtom/AHIKS.htm.

1776 (AH)	(1561) McCabe E
1914 (AH)	(1550) Scott E/M
Adv. Third Reich (AH)	(0804) Sheppard E
Afrika Korps (AH)	(0804) Sheppard E
Alexander (AH)	(1192) Humphries E
Antietam (SPI)	(1137) Watson E
Anzio (AH)	(0111) Oleson
Anzio (AH)	(0413) Osmanson
Anzio '69 (AH)	(1192) Humphries E
Arab-Israeli Wars (AH)	(0804) Sheppard E
Austerlitz (SPI)	(0036) Yarwood
Avalanche (AH)	(0225) Segarra E
Bitter Woods (AH/MMP/L2)	(0073) Johnson E
Blitzkrieg (AH)	(0804) Sheppard E
Blue & Gray Quad 1,2 any	(1210) Fassio E/M
Bomber (Yaquinto)	(1312) Wells E
Bulge '65 (AH)	(0804) Sheppard E
Bulge '81 (AH)	(0939) Martin E
Bulge '91 (Smithsonian)	(0804) Sheppard E
Chantilly (Ivy St)	(1262) Marcone E
Chattanooga (SPI)	(1137) Watson E
Civil War (VG)	(1561) McCabe E
Civilization (AH)	(1185) Ringhoffer M
Combat Mission:	
Beyond Overlord	(1560) Vanspengen E
Diplomacy (AH)	(1185) Ringhoffer M
Dunkerque '40 (SDC)	(1192) Humphries E
E.T.O. (Neppagames)	(1466) Svevsson E
EastFront (Columbia)	(0044) DeWitt E
Flattop (AH)	(1430) Warnick E
Flattop (AH)	(1550) Duffield
For the People (AH)	(1086) Mitchell E
Gallipoli (Paper Wars)	(1192) Humphries E
Global War (AH)	(0804) Sheppard E

Grunt (SPI)	(0804) Sheppard E
Guadalcanal (AH)	(1555) Scott E/M
Hannibal (AH)	(0216) Schoenberger E/M
Invasion America (SPI)	(0804) Sheppard E
Invasion Sicily (GMT)	(0225) Segarra E
Kasserine (GMT)	(0225) Segarra E
Muckden 1905 (Spence & G)	(1192) Humphries E
Musket & Pike (SPI)	(1192) Humphries E
Napoleon's Last Battles,	
any Quad (SPI)	(1210) Fassio E/M
PanzerBlitz (AH)	(0804) Sheppard E
PanzerBlitz (AH)	(1551) Dohrman E/M
Panzer Leader (AH)	(1551) Dohrman E/M
Panzer Leader (AH)	(0804) Sheppard E
Pre-Stags (SPI)	(1192) Humphries E
Red Parachutes (AP)	(0012) Jolly E
Red Star/White Star (SPI)	(0012) Jolly E
Russian Campaign (AH)	(0804) Sheppard E
Russian Front (AH)	(0036) Yarwood M
Russian Front (AH)	(1086) Mitchell E
Schutztruppe (Flying Buffalo)	(1192) Humphries E
Search & Destroy (SPI)	(1192) Humphries E
Siege of Port Arthur (Strife)	(1192) Humphries E
Soldiers (SPI)	(1192) Humphries E
Squad Leader Adv (AH)	(1293) Wood E/M
Squad Leader Adv (AH)	(0804) Sheppard E
Squad Leader Basic (AH)	(1557) Williams E
Stalingrad (AH)	(0804) Sheppard E
Submarine (AH)	(1468) Thomas M
Submarine (AH)	(0012) Jolly E
Tannenberg (Spence & Gable)	(1192) Humphries E
Victory in the Pacific (AH)	(1019) Llewellyn E
Von Manstein's Backhand Blow	(1530) Franz E
World War III (SPI)	(0804) Sheppard E
Year of the Rat (SPI)	(0804) Sheppard E

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

Opponents in the European Region

We the People (AH) Poulter

Contact Jeff Hawarden
JeffandSue@mudroad.fsnet.co.uk



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01277-811540

GENERAL INFORMATION

The *Kommandeur* (K) is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by mail. AHKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. Subscriptions to the *Kommandeur* are available to non-members at \$1.50 per issue. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor or the European Regional Director.

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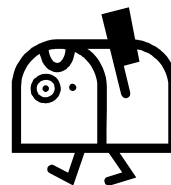
OPEN POSITION

WEB SITE ADDRESSES

US: www.angelfire.com/ny4/gmtom/AHIKS.htm

UK: www.ahiks.co.uk

Two of the offices previously listed here have been removed. All support officers were asked to contribute to the article on page 4. When no response was received after several reminders, I could only assume those two offices were no longer functioning. Should the offices resume functioning, you will be notified.



CHANGE OF ADDRESS

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

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: March 31, 2004.**

(Continued from page 6)

Pay to Playtest?

Lost Battalion Games, who publish an innovative series of card games on operational East Front combat, have issued a unique call for playtesters:

"Many of you have asked about being playtesters. We are announcing a limited number of playtest positions with Lost Battalion Games. We know you will think we are crazy, but we have decided to sell the positions for a life-time membership fee of \$250 dollars to those who qualify. The application process requires that you sign a non-disclosure agreement and submit an application letter that lets us know why we should select you to be inducted into the Cher Ami - Legion.

"Why require a membership fee?"

"We believe that anyone who is crazy enough to pay to be a playtester is dedicated enough to actually do the work. And we have a great deal of new products that require testing by people that are serious about the quality of the games they play.

"Why should you join the Cher Ami - Legion?"

'You earn a free release copy of the games that have your playtest or designer credit. You receive 20% off all other purchases of Lost Battalion Games products on our on-line store. In addition, you will be inducted into the Cher Ami Legion and receive a polo shirt, with Cher Ami and the legion motto on it. Also, you get access to the private Legion forum which is limited to the testers and developers.

"Once the rolls of the Cher Ami - Legion are full we will close the membership. To get in the Cher Ami - Legion after that will be by vacancy. That means you will have to rely on the old British army toast to get a spot. 'Here is to bitter winters and bloody battles.'

"If you are crazy enough to join Cher Ami's Legion then e-mail us at crazy@lostbattalion.com."

Alan Poulter
(grognard@grognard.com)



Standby opponents for new members only

Ron Brooker 1252	Bull Run
Robert Johnson 0073	Bulge-61, Stalingrad
John L Kreuz 1333	Bulge-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.)

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 _____