

The Kommandeur

Volume 39 Number 2

A Publication of AHIKS

April 2004

From the President

Once again, elections are upon us. May I humbly ask all of you out there reading this to go to your closet, get out your best hat, clean it up and toss it in the ring? AHIKS is going to be in a transitional time this next year or two because membership is going to fall dramatically for a while. We could use some new blood in the Officer Corps (heck, if two or more of you guys toss your hat in the President's Ring, I'll be bowing out!). The By-Laws are in the process of being rewritten (they, too, will be on the ballot this year, God willing), and every man needs to examine himself to see if this is a good time to take his turn at the wheel.

If you are reading this, you are a member of AHIKS. That makes you someone special in this hobby. There are those who make the cut and those who are a cut above. Simply by your membership, you qualify in both categories. I salute you! AHIKS is an elite and unique organization within the hobby. Our ranks contain some of the best and brightest. We also count amongst our brethren some of the most humble. And the most steady.

Periodically we undergo stages of growth and shrinkage. Now that the legendary Les Deck has retired, the many and varied duties he has performed over the years will be going back to the various officers. One duty Les sort of "acquired" over the years was his tireless efforts at hunting down members to get them to renew. That won't be happening any more. Dead wood is just that. We need members who want to be here, not who have to be cajoled. Be a part of AHIKS because you want to. We've been small before. Our ranks will swell again. And you'll probably be reading a column like this one from a future President.

On another front, if you haven't visited web Grognards recently, drop on by. You'll find a link to **First Blood** on it where anyone can print out his own copy of the game. It's right on the home page—you don't have to scroll down far. Inside the **First Blood** page there is a link to the official AHIKS website, so hopefully that will generate a little traffic. Please feel free to spread the word. The ultimate goal is, of course, to expose more kids to the hobby we love, and nothing captures the attention like something you can get for free that has some worth. There just aren't enough Introductory Level free wargames out there. It's good to be able to give a little back.

Brethren, we appreciate your camaraderie and your support. We appreciate it even more when you share your experiences in *The K* with the rest of us. And don't be afraid to share with your gaming friends. We could use a few good gamers.

Your Buddy, Chester

Treasurer's Report from Stuart Schoenberger

2004 Legion of Honor (Perpetual Fund)

Robert Corbett	\$100
Melvin Friedrich	20
Thomas Gaddis	20
Donald Garlit	3
Charlie Johns	4
Samuel Kopf	4
William Lentz	18
Clyde Longest	15
Paul Martin	4
Richard Roksiewicz	4
James Sander	12
Robert Schneggenburger	14
Stuart Schoenberger	13
Paul Selzer	4
Brian Stretcher	4
Albert Thomas	8
Thomas Thornsen	6
William Watkins	4
Robert Wilmott	6
Subtotal	\$263
Matching funds (Omar DeWitt)	\$263
Perpetual Fund 2004	\$526

Original donations:

Frederick Kraus	\$300
Bruce Monnin	\$400

At this time, the total in this endowment fund is **\$1,226**, all thanks to the original efforts of Bruce Monnin.

This list may not be complete because of computer difficulties. If any donors are not listed, please inform the Treasurer (as much for our records as to give you credit due). Donations to the Fund will still be gratefully received.

Note: the monies received for the Fund are not included in the Society's Income. The Perpetual Fund CD will be renewed each year and the monies paid for this purpose will be added from the General Fund at that time. The interest will be added to the General Fund at that time.

(Continued on page 7)

Game News from Alan Poulter

This column 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: 26th March 2004.

Alan Poulter
(grognard@grognard.com)

First Blood on the Net

Chester Hendrix's design, **First Blood—the Guadalcanal Campaign** is now available for free download at: <http://grognard.com/fb/>

This game was originally published in issue Number 6 of Volume 26 of *The Kommandeur*, which was AHIKS' Silver Anniversary volume in December 1991. It was subsequently republished after major development in *Strategy & Tactics* #178 by Decision Games. The original AHIKS version is now available for free download by kind permission of Decision Games.

(www.decisiongame.com)

New game review magazine

Game! is a new magazine that reviews a variety of board games, mainly of the German variety, but also covers board wargames. The first issue (only) is available free at: www.gametableonline.com.

Its publisher, veteran gamer and AHIKS member **George Phillis**, says:

I have been publishing gaming fanzines for 40 years. Indeed, I founded and edited *The Tank*, the first amateur board wargaming magazine ever published, when it appeared in 1964-1965. I have folded, stapled, stamped, addressed, and printed magazines produced via spirit master, mimeograph, photocopy, and paper stencil photo-offset. In all that time, I put more effort into transferring the words to paper and shipping them to the heroic subscribers than I did assembling the editorial material that I liked.

With electronic publication and the support of GameTableOnline.Com (electronic editions) and Homer Games (paper editions), all that has

changed. My task is editorial. I generate the editorial material, persuade authors to leave me with material I can publish, lay it all out, and convert to PDF format. I spend no time keeping track of subscriptions, doing secretarial mailing services, or the like. GameTableOnline handles the electronic circulation. Homer Games handles the paper circulation. I never need to worry about club politics, people who want me to type their articles for them, or the like.

I do have several columns I would like to add, if volunteers can be found to supply them. In particular, I would really like to have a high-quality list of all gaming conventions around the planet, all in my preferred format, but that will take a while to develop unless a columnist can be found.

Game! is planned to cover the entire hobby, including boardgaming, miniatures, board wargames, role-playing games, club and hobby news, and more.

New military history magazine

The Armchair General, whose premiere came out in March 2004, has a website at:

www.armchairgeneral.com/

It will occasionally publish board wargames as inserts. The first issue contained a game called **Operation Iraqi Freedom** which can be downloaded at:

www.armchairgeneral.com/OperationIraqiFreedom.zip

New editor for *Operations*

Bruce Monnin becomes the new editor of MMP's *Operations*, according to the following statement from MMP:

MMP is sad to announce that Dave Demko is resigning as editor of *Operations* magazine because he does not have the time and energy to devote to it that he feels is necessary. Our thanks go to Dave for all his hard work. We especially appreciate that Dave was able to continue operating *Operations* as MMP transitioned into running The Gamers.

MMP is also very pleased to announce that **Bruce Monnin** is the new editor of *Operations*. Bruce has been publishing *The Boardgamer* since 1995 and has won the Charles S. Roberts Awards for Best Amateur Game Magazine four of the last five

years. Bruce is a Licensed Professional Engineer who is currently working on his Masters in Education, and is a member of the Board of Directors of the Boardgame Players Association.

Bruce has told us that his primary goals for *Operations* are to get issue 45 out ASAP, to get the magazine back onto a quarterly schedule ASAP, and to expand coverage to include the entire line of MMP games, while maintaining the focus of Gamers games that has been the foundation of *Operations* magazine. To help accomplish these goals we hope to expand the size of the magazine. We know you will all wish Bruce tons of luck.

Dave and Bruce are in the process of sharing material, and we hope to get the next issue out really soon. Bruce said that he will continue *The Boardgamer* for several more issues which should satisfy nearly all of the current subscriptions, after which the Avalon Hill content of *The Boardgamer* would be folded into an even further expanded *Operations* magazine.

NEW GAMES

Avalanche

Desert Rats is the seventh game in the **Panzer Grenadier** series, and the second (**Afrika Corps** being the first) to cover fighting in North Africa. **Desert Rats** contains fifty scenarios. www.avalanchepress.com

Avalon Hill

A revised edition of **Axis & Allies** has been issued. The revised **Axis & Allies**, created under the direction of Larry Harris, the game's original designer, features more detailed game pieces, a beautifully charted, full-colour world map, and updated rules. Rules changes:

–tanks have 3 defense, fighters are 10 IPCs, carriers are 16 IPCs.

–battleships take two hits before being sunk.

–even in home territories, the amount of units built there cannot exceed that territory's IPC value.

–submarines can now pass through hostile zones.

–both attacking and defending submarines now have “first strike,” due to a streamlined combat sequence.

–there can be more than one anti-

aircraft gun in a territory, even though only one can shoot.

–instead of capturing just capitals, you must capture a certain amount of victory cities (Shanghai, Manila, Tokyo, Berlin, Rome, Paris, Washington, Los Angeles, London, Calcutta, Leningrad, and Moscow)

–transports can now carry one infantry, plus one other

–neutral territories can no longer be entered, and there are more of them.

–there are new destroyer and artillery units

–artillery assists infantry in attacks

–Japan, Germany, and the USA start with more money.

www.avalonhill.com

Clash of Arms

Dawn of the Rising Sun contains 20 scenarios covering all the major surface engagements of the Russo-Japanese War. It uses the same rules system as **Fear God and Dread Nought**, and also has a special Jumpstart scenario to enable rules to be learnt quickly.

www.clashofarms.com

Columbia Games

The latest “block” game (where units are blocks which can have their ID and strength hidden from the opponent) is **Gettysburg: Badges of Courage**. It uses leadership and a novel tactical combat system to recreate the struggle to control the strategic crossroads at Gettysburg. All three days of Gettysburg can be played separately or together.

www.columbiagames.com

Gio Games

War to Axis: Warfare in Normandy covers the Allied invasion of June '44. It uses a variant of the game system used in **Battle Cry**. Pieces are standup counters, not figures as in **Battle Cry**. It comes with rules in Italian and English.

www.giogames.it/

GMT

Gringo!, based on the **Great Battles of the American Civil War** system, covers battles from the Mexican War, 1846-47: Buena Vista, Monterrey, Cerro Gordo, El Molino del Rey, and Chapultepec. The system has been customised slightly to allow for

the different features of this era. Designer is Richard Berg.

www.gmtgames.com/

Lost Battalion Games

Battlelines: Stalingrad Campaign Upper Echelon Set completes the first campaign series. The set includes over 950 unique cards and spans combat operations in and around Stalingrad during the fighting of 1942. www.lostbattalion.com/

Multi-Man Publishing

A Fearful Slaughter is the latest in the Civil War Brigade series, originated by The Gamers. **A Fearful Slaughter** covers the battle of Shiloh. It has a set of specially adapted extension rules for regimental level action. It is a big game: five full-sized countersheets, two copies of charts and tables (plus some on the maps), loss record sheets and two maps. www.multimanpublishing.com

Naval Warfare Simulations

The World War One Expansion Pack #1: Tsushima expansion adds over 180 unit data cards and over 70 new classes of warships. Other features include torpedo boats, three new full-color maps, 12 pages of expanded and advanced rules, 10 scenarios covering the Russo-Japanese naval battles, and two new combat reference charts. www.naval-warfare.net/content/index.html

Pinnacle Games

Fields Of Honour: the American War of Independence is an unusual mix of boardgame and miniatures system. The game allows you to fight battles in the traditional boardgame manner, but the rules have additions for use with miniatures.

There are scenarios for Bunker Hill, Brandywine, Monmouth, Freemans Farm, Bemis Heights, and Guilford Court House. The entire war can also be gamed at the strategic level. It is a reprint of the popular miniature wargaming system, originally produced by Chameleon Eclectic.

www.peginc.com/

NEW MAGAZINE WARGAMES

Strategy & Tactics #220 contains **Group of Soviet Forces Germany**, on a hypothetical Soviet Invasion of

Germany, like the older SPI game **NATO**. Game designer is Ty Bomba. www.decisiongames.com/

Vae Victis issue #55 contains **Solferino 1859**, covering the battle at the brigade 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>

NEW DESKTOP PUBLISHED WARGAMES

New from BSO, Richard Berg's DTP label, is **East-West**, on the battles of Valverde and Olustee from the American Civil War. Like other BSO games, this one has only 7 pages of rules, no game turns, quick resolution of fire and shock combats, and a variable reinforcements rule to create different game play. BSO has no web site but you can e-mail Richard (and order the game) via

BergBROG@AoL.com

From Khyber Pass Games **Ataturk!** is an operational level game dealing with the Turkish War of Independence from 1919 to 1922. One player manages the Turkish forces and their allies while the second player handles the loose conglomeration of former WWI Allies. Initiative is random and can change every game turn. Units that wish to fight may not move that game turn, and moving units may not attack. www.khyberpassgames.com

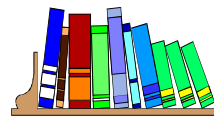
New from Schutze Games is **Vicksburg**, a Paul Rohrbaugh design on the campaign to capture Vicksburg during the American Civil War. www.geocities.com/schutze_games/

New from designer Perry Moore is **200 Miles from Moscow!** The game covers the White Offensive with tanks and aircraft advancing towards Moscow from Oct. 6th-20th, 1919. <http://pweb.jps.net/~perrya/>

NEW WEB RESOURCES

Alan Emrich (designer of **Totaler Krieg**) has created an extensive 11-week **Principles of Game Design**

Book Reviews



course. He is teaching it at The University of California at Irvine, Stanford University, and The Art Institute of California (Orange County chapter). www.alanemrich.com/PGD/PGD_Introduction.htm

As part of a new MA option course on Conflict Simulation, Professor Philip Sabin of the Dept. of War Studies, King's College London, required students to design board wargames (using Cyberboard). You can freely download student designs of games on battles from Cynoscephalae to Dien Bien Phu. In return, you can give the student designers feedback as they prepare their final versions. www.kcl.ac.uk/depsta/wsg/consim.html

From Microgame Design Group, **Target: Damascus** is a free downloadable expansion scenario for **No Middle Ground** covering the Israeli five-day Operation Shocktroop counteroffensive. Get it from: www.microgamedesigngroup.ca/TD/index.htm

Neppagames are offering an alternative simplified combat resolution system for their WWII strategic-level game, **European Theatre of Operations**. It is a free download and is available from:

www.neppagames.com/Downloads/downloads.htm

Lanterna! is a Mediterranean supplement to the earlier **Spanish Fury: Sail** miniatures game of warfare at sea, 1560-1603. It covers galley warfare covering the same period and includes new ship cards, counters, scenario and background on the antagonists. It is available free from the Perfect Captain web site at: <http://perfectcaptain.50megs.com/sfsail.html>

Chris Kemp is offering as a free download his miniatures rules, **Not Quite Mechanised**, for operational level WWII games. <http://homepage.ntlworld.com/nc.kemp/nqmhome.htm>

Second-edition rules for **Go Tell the Spartans**, from *Against the Odds* #6, are available in PDF format at: <http://grog.nard.com/info1/gotell2ed.pdf>

Vimiero from MMP is a free mini-game in their **Napoleonic Brigade Series**. It is available at:

www.multimanpublishing.com/theGamers/archive/vim.htm ★★

Gettysburg

by Newt Gingrich and William R. Forstchen

©2003 St Martin's 463 pages
\$24.95

Reviewed by Bill Watkins

Bottom line: this is one of the very best novels I have read in many years. It is the best historical novel I've read since "The Killer Angels." It is as good an alternate Civil War history as anything written between Ward Moore and Harry Turtledove. Even better, it could have been written just for us gamers!

Sadly, the title is misleading, inappropriate, and probably killed sales. My first reaction was to pass it by. I really didn't need another Gettysburg history. And I certainly didn't need another novel. Out of sheer boredom, I started reading—and was literally at page 200 before I took a breath! It is that good.

This isn't about *our* battle of Gettysburg. Only the initial action takes place at Gettysburg. In this what-if, Lee gets his left up quicker on day one. The result is they get shot up much earlier than happened in our world. Lee is able to focus on this repulse, unhindered by action in other parts of the field. He realizes Longstreet may have an idea and swings around the Union left, not tactically, but strategically.

That shifts the whole balance of the campaign. The actual battle is now going to take place where Meade and the Union generals thought it would: along the incredible defensive positions at Pipe Creek.

I can't give you any more detail without giving you too much. Suffice it to say every person I've gotten to read it has praised it to the skies.

You'll find the writing style familiar. The authors use the same sort of balanced viewpoints as Shaara did in "Killer Angels." Unlike Shaara, the viewpoints here are Lee himself for the Confederates and Henry Hunt, the Artillery chief, for the Union and General Haupt, chief of the Union railroads. Really. Logistics are key in this treatment, and they are handled beautifully. The section where Gen-

eral Haupt works out the needs of the Union forces and of the railroads is so good it should be included in every high school history text.

I did get very angry as I neared the conclusion. My family ran the biggest station on the Underground Railroad, and we lost a few fighting for the Union. I have no use for the romance of the Confederacy. I knew how I wanted the book to end. I also knew a Southerner like Gingrich wouldn't give it to me. But, he and Forstchen did, and did it so well they had me nodding along with them. Schmaltzy, but a great tribute to the American spirit. These guys are pros.

The book has a few Civil-War-period photos scattered about for decorative purposes. The maps are tactical, and they are hand drawn, as they might have been during the fight.

As for gamers, this book would make a wonderful extra for any number of Gettysburg games. We've already got the counter mix from virtually any decent Gettysburg game. You'd need a strategic movement map, a good tactical map of the Pipe Creek area, and an idiot rule as in *S&T's* recent **Chancellorsville** issue game.

Until somebody does that for us, get the book.

When China Ruled The Seas—The Treasure Fleet of the Dragon Throne 1405-1433

by Louise Levathes,
Oxford University Press \$16.95 in paperback

Reviewed by Tom Oleson

Richard Berg boasts that he can make a wargame on any subject. The topic of this book is one richly deserving of it. The USA is often spoken of as the only super power, but we do not have a nuclear monopoly. We do not even come close to the super power status China enjoyed in 1415 "...all the important ports in the Indian Ocean and China Seas, from Korea and Japan throughout the Malay Archipelago and India to the East African coast were at least nominally

under Chinese authority and acknowledged the suzerainty of the dragon throne. China could have consolidated its position and become the dominant power in shaping the modern world. While Europe was emerging from the Dark Ages, China, with her navy of giant junks, was poised to become the colonial power of the 16th century...but the emperor was turning inward. That moment at the pinnacle lasted barely more than 5 years." They simply lost interest.

China exercised its power by sending its fleet of hundreds of ships with thousands of soldiers to make or break whatever local ruler best suited its interest, and, in many places, some Chinese remained. Not for China the hair-tearing inner turmoil of today's Western liberals. "Is it *right* for us to interfere in the affairs of East Africa and Sumatra?" was not a question they contemplated then, or, I dare say, today.

Do you seek immortality? This book also mentions the secret of the Chinese court, for men only: enough of the right sort of sex with the right number of women, and you will live forever. Unfortunately, it didn't seem to work even for the emperor.

It is a book well worth reading—on one of the most important but least-known chapters of history.

The Battle For Rome—the Germans, the Allies, the Partisans, and the Pope—September 1943-June 1944
by Robert Katz
Simon & Schuster \$28
Reviewed by Tom Oleson

This should be rewarding reading even for those not particularly interested in military history. It tells a gripping story, summed up in the subtitle. New to me was the remarkable courage under torture of the majority of Italians captured by the Germans: they died without betraying their comrades.

Also, I knew that Mark Clark was desperate for his 5th Army to be first in Rome, even at the cost of not heading east to cut off the withdrawing Germans, but I did not know that he warned General Alexander that he would even "fire on the Eighth Army" if necessary to achieve his goal. This is on page 268. Later, on

page 316, "In one tense confrontation, a British thrust...to steal first place was stopped by a traffic jam artificially created by a quick-thinking American. Moreover, several exchanges of gunfire erupted between Fifth Army and other Allied units." Clark's dubious "glory" was short-lived, as he entered Rome June 5th 1944, and we all know what happened the next day.

I first went to Rome in 1952 and lived there 1983-7, by then speaking fluent Italian. Many of the places mentioned brought back memories.

American Games—Comprehensive Collector's Guide

By Alex Malloy
Krause Publications \$26.95
Reviewed by Tom Oleson

Flipping through this book, you find several pages with familiar illustrations—old friends like **Waterloo** or **Wooden Ships & Iron Men**—but don't let that fool you. This guide is anything but comprehensive, as a glance at the list of games from familiar companies will quickly show. Not surprising, really, because it never could be done in one volume. I did find interesting the "Game Rating Guide" on page 18, and will use it to describe games I plan to sell. Avalon Hill's **Dune** is worth \$18, according to the book. Save your \$26.95, and you could pick one up!

Six Days of War June 1967 and the Making of the Modern Middle East
by Michael Oren
Oxford University Press
© 2002 446 pages maps, photos
Reviewed by Omar DeWitt

This is primarily a political study of the war. The fighting is covered, but not in the detail that the political maneuverings of the countries directly involved (and the US and the USSR). There are quite a few maps, but I had trouble using them; the towns mentioned in the text were not always on a map, and finding Bir Lahfan when nearby towns are Bir Hasana, Bir Lahfan, Bir Gafgafa, and Bir Al-Thamada was a chore. The author also would refer to commanders by name, and it would take me a couple of sentences to find out what side they were on.

Editorial

Bruce Monnin, the force behind the Perpetual Fund, has edited *The Boardgamer* through nine and a half volumes. See Alan Poulter's article for more details. *The Boardgamer* will cease publication after two more issues, and Bruce will move on to edit Multi-Man Publishing's *Operations* magazine. Back copies for *The Boardgamer* are available for most issues. The current issue, for example, contains expansion rules for **Enemy in Sight**; a **Dauntless** analysis; new units for **Panzerblitz** and **Panzer Leader**; and articles on **The Magic Realm**, **March Madness**, **Queen of the Skies**, and **Gunslinger**. *The Boardgamer* is quite a bargain at \$4 an issue (in the US). If you are interested, contact Bruce at 177 South Lincoln St., Minster, OH 45865-1240. His e-mail is

MonninB@bright.net.

Please take a look at page 11 from time to time so that you will know what is there. The addresses are as up-to-date as I can make them.

Even if you receive the paper copy of *The Kommandeur*, you are welcome to view, download, and/or print the electronic version. The electronic K occasionally has more material (since page 12 is not needed), and it has a smattering of color. Go to our web site (see page 11) and use "AHIKS" as the member name, and "Cobra" as the password. Mind the caps and omit the quote marks.

John Kula is the editor of *Simulacrum*, a quarterly journal of board wargame collecting and accumulating. You can check out his work at <http://www3.telus.net/Simulacrum/main.html>. I looked up the site and was very impressed with the detail and size of the journal.

The Perpetual Fund has come quite a way in the last two years. When I was (briefly) Treasurer, no one in the Officer Corps (even the previous Treasurer) was really sure what the Fund was. Some were not even aware that monies from the Fund were sent to the Treasurer every year. Our investigative reporter looked into the matter, and we printed an article on the Fund in the

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Barbarossa to Berlin Scenario by Joe Bisio

This is a 1942 Historical Scenario. Please let me know if you detect any errors or have any comments or questions. You may e-mail me at JBisio@msn.com. Please put in the subject line "**BtB 1942 Scenario**" so I can distinguish it from the many junk/spam/porno e-mails I get.

Barbarossa to Berlin, 1942: "Hinge of Fate" Scenario Setup:

(optional scenario name "Fall Blau to Berlin")

The game begins with both players rolling for Orders at the start of Turn 6 (Summer 1942) and continues until the end of Turn 18 (Summer 1945), a total of 13 Game Turns, or until the Allies or Axis score an Automatic Victory.

Initial VP Level: Axis have **14 VPs**

The following * Event cards have been played and should be removed from the game.

All played and removed * Event cards **should be considered played** to satisfy any prerequisites or limitations on other events or map play done during play of this scenario.

Axis (remove a total of 12 Blitz cards): leaving 13 Blitz cards in play
Blitz War Deck: 1, 3-4, 6-9, 13, 16-17, 22, 23.

Allies (remove a total of 9 cards): leaving 16 Blitz cards in play
Blitz War Deck: 2, 5, 7, 9, 11, 13-14, 19, 24

Initial Hands: Each player draws seven cards. The Allied initial draw **has** to include card # 4 (Soviet Rein.). The Axis initial hand **has** to include card # 14 (Fall Blau). After looking at his hand, the Allied player may call a "mulligan" and discard **up to four** cards from his hand (including the mandatory card). Any discarded cards are replaced from the draw deck, refilling the hand to seven cards. After the Allied player conducts his mulligan, the Axis player follows the same procedure, but may discard and replace **up to two cards only**. Any discarded cards are not

shown openly after discard. The players then proceed to roll for their Orders for the first game turn (Summer 1942), Axis add +2 to their orders roll since "Hitler takes Command" has been played, and follow the normal turn sequence thereafter. Note that during the "Draw Strategy Cards Phase" of the Summer 1942 (Turn 6) each player will shuffle the Total War Cards into the deck along with any non-permanent discards from the Blitz deck. Allies may pick **any one Blitzkrieg card** from the remaining cards for their first Total War hand. The Axis may pick "Totaler Krieg" as usual as well as **any one Blitzkrieg card** from amongst the remaining Blitz cards.

Initial Markers: *Industrial Evacuation* Turn 2, *US Buildup* Turn 4, *Speer* Turn 4, *Lend Lease* Turn 5, *Total War* Turn 6 *Industrial Evacuation Tank Armies* Turn 6, *Industrial Evacuation +1 Card* Turn 10, *Partisan Marker:* Pinsk

Available GE Trenches: x2 "Atlantic Wall Trench 1s"

Available SU Trenches: x2 Trench Markers

Neutral Setup: Exactly as the 1941 BtB initial Turn 1 setup.

AXIS SETUP:

Eliminated Box: x1 Pz Corps

Reserve Box: x3 GE Inf. Corps, x3 GE Pz Corps, x2 RO Corps, x1 HU Corps

West Front: x1 GE Inf. corps each in: Oslo, Trondheim, Bergen, Holland, Brest, Ruhr. Anywhere in Occupied France not stacked: (1st GE Army) and (7th GE Army). West Wall Trench 1 each in Stuttgart and Saar, x1 GE Pz Corps in Munich

Southern Front: x1 IT Inf. Corps each in Genoa, Trieste, Zagreb, Albania, Buerat, Hellfire Pass, Buq Buq, Naples, Taranto, and Palermo; x1 BU Corps each in Sofia, Salonika, and Plovdiv. Axis Controls all of Libya.

Mersa Matruh: (Panzer Army Afrika) & IT Mechanized Corps

Budapest: HU 3rd Army

Belgrade: x1 GE Inf. Corps and x1 HU Inf. Corps

Athens: x1 GE Inf. Corps

Crete: x1 GE Inf. Corps

East Front: Axis control all of the SU west of their main line of units.

Note: *Kholm-Demyansk* is Axis controlled.

All units are GE unless noted:

Luga: 18th Army. **Novgorod:** 16th

Army and Inf. Corps. **Vyazma:**

Trench 1, 9th Army. **Rzhev:**

Trench 1, 3rd Pz Army. **Minsk:** Inf.

Corps. **Bryansk:** 4th Army. **Pskov:**

Pz Corps. **Orel:** Trench 1, 2nd Pz

Army. **Kursk:** 2nd Army, 2nd HU

Army, and 4th Pz Army.

Kiev: Inf. Corps. **Poltava:** IT 8th

Army. **Dnepropetrovsk:** 3rd RO and

4th RO Armies.

Perekop: RO Corps. **Kharkov:** 6th

Army. **Stalino:** 1st Pz Army. **Melipotol:**

17th Army. **Kerch:** 11th Army

ALLIED SETUP:

Permanently Removed: x2 CW

Corps, SU SW Front Mech

Eliminated Box: x13 SU 2-1-3 Infantry Armies and x2 SU Shock Armies (1st Shk and 2nd Shk)

Reserve Box: x2 CW Corps, x4 SU 2-1-3 Infantry Armies

Western Allies: The Middle East is all Allied Controlled with the exception of neutral Turkey. All 3 Beachheads are available for Invasion Placement.

Alexandria: BR Corps. **Basra:** BR

Corps. **El Alamein:** CW Corps and

Desert Army

Soviet Forces:

Note: The word: "Inf. Army" represents placement of a SU 2-1-3 (1-1-3 flip) Army

All spaces behind the main Soviet frontline are Allied controlled.

Leningrad: Trench 1, Leningrad

Front and Inf. Army

Tikhvin-Volkhov: Volkhov Front and Inf. Army
Valdaj: Reserve Front and 3rd Shk. Army
Kalinin: Northwest Front
Mozhaisk: Kalinin Front and 4th Shk. Army
Kaluga: West Front and Inf. Army
Moscow: Trench 1, Stalin and Central Front
Tula: Trench 1, Steppe Front
Elets: Bryansk Front and Inf. Army
Voronezh: Voronezh Front and Inf. Army
Voroshilovgrad: SW Front and Inf. Army
Rostov: South Front
Yaroslavl: 5th Shk. Army
Krasnodar: Caucasus Front and Inf. Army
Stalingrad: Stalingrad Front
Saratov: Don Front
Sevastopol: Inf. Army

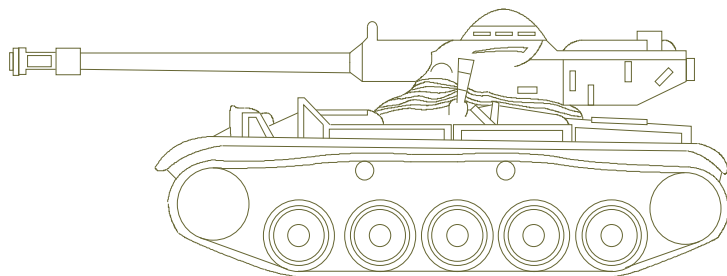
Optional Special 1942 Scenario

Rules:

If used, both of these optional extra rules should be played together.

Allied Blitz Card #4 (Soviet Tank Armies)

Up to three of these tank armies may be placed like LCUs, but no more than one per space.



Axis Blitz Card #24 (German Reinforcements)

Both of the corps size SCUs may be placed like LCUs, but no more than one per space.

One of these corps may be placed in an Axis-controlled and in-full-supply Paris.

Note on Placing Markers for events of the Turn Record Track:

Below is the full listing through Turn 10 of when the event markers played or kicked in historically on the

Turn Record track using the event markers that came with the game.

For purposes of this scenario, mark off everything through Turn 6 **except** for Fall Blau. Show the Turn 10 Industrial Evacuation +1 Card on the track. Fall Blau and the Turn 7-9 events, of course, are dependent on card play throughout the scenario.

Turn 1 June 1941 Barbarossa
 Turn 2 Summer 1941 OKH Conf.
 Turn 3 Fall 1941 "Taifun," Hitler Declares War, Sorge
 Turn 4 Winter 1942 Speer, US Buildup
 Turn 5 Spring 1942 Hitler takes Command, Lend Lease, Partisans
 Turn 6 Summer 1942 Fall Blau, Industrial Evacuation-Tank Armies, Total War Begins
 Turn 7 Fall 1942 Luftwaffe Supply, Torch
 Turn 8 Winter 1943 Totaler Krieg
 Turn 9 Spring 1943 ASW Victory
 Turn 10 Summer 1943 Industrial Evacuation +1 Card

★★

(Continued from page 1)

Quarterly Report—Year to date

Income

Dues	804.00
Interest Income	2.63
Perpetual Income	1.20
Total Income	\$807.83

Expenses

Bank Charges	17.88
MC (L. Deck, '03)	25.58
Printing	
December K	301.86
February K	272.60
Treasurer	56.19
Total Expenses	\$1069.72

Assets (as of 03-31-04)

Cash and Bank Accounts	
Perpetual Fund	701.20
Checking	5129.84

Total Assets **\$5831.04**

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.

(Continued from page 5)

October 2002 issue. Since then, wheels have been turning. The Fund is now under the aegis of AHIKS, and the membership has added to the principal this year. The income from the Fund is not great, but it and the cost-cutting measures we have made in publishing *The Kommandeur* will help keep future dues down. We all thank those who contributed to the Perpetual Fund this year. My offer to match donations still has \$37 to go. Any takers?

Omar DeWitt

For your information:

Players are wanted for Play-by-E-Mail **Medieval Diplomacy: War and Conquest**. This game has turns once per week, and it's completely free to play (no ads or anything either). All realms and units are historically accurate and faithfully depicted on the game map for the time period (circa 1320 AD).

You can check out the game and sign up at: www.agegames.com/mw.



Upcoming Events

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

April 9-11, Melbourne, Australia
VICTORIAN DIPLOMACY CHAMPIONSHIPS
http://daanz.org.au/dip-tournaments.htm

April 16-18, Lincolnshire, IL
LITTLE WARS
E-mail: drahcir84@hotmail.com
www.geocities.com/hmgsmidwest/

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

April 16-18, Novi, MI
PENGUICON 2.0
www.penguicon.org/

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 23-25, South Sioux City, NE
MAGE SPRING CON
E-mail: stephenvossler@sio.midco.net
www.mage-page.com

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.buckeyebordgamers.org/blockparty

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

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

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

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

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

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

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

May 14-16, Atlanta, GA
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www.battysbest.com/bbfg.html

May 21-23, Ottawa, Ont Canada
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www.cangames.ca

May 22-24, Plainville, Conn
RUNE CON 2004
www.RuneCon.com

May 27-30, Denver, CO
BEN CON 2004
www.bengames.org/bencon/index.html

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
MEDIWEST CON
E-mail: mdiawstcon@aol.com
www.mediawestcon.com

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

May 28-30, Seattle, WA
ENFILADE
E-mail: timmcnutly@msn.com
www.nhmgs.org/enfilade.html

May 28-31, Burlingame, CA
KUBLA CON
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/monstergamecon

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

June 12-14, Sydney, NSW, Australia
NSW DIPLOMACY CHAMPIONSHIPS
http://daanz.org.au/dip-tournaments.htm

June 18-20, South Portland, ME
PORTCONMAINE 2004
www.portconmaine.com

June 24-27, Columbus, OH

ORIGINS

Contact: Gama (303/635-2223)

www.originsgames.com/

July 2-5, San Luis Obispo, CA

POLYCON XXII

www.polycon.org

July 9-11, Hunt Valley, MD

SHORELEAVE 26

Phone: 410/496-4456

E-mail: information@shore-leave.com

www.shore-leave.com

July 9-11, Milwaukee, WI

GAMEFEST-MILWAUKEE

www.gamefestseries.com

July 10-11, Auckland, New Zealand

AUCKLAND DIPLOMACY CHAMPIONSHIPS

<http://daanz.org.au/dip-tournaments.htm>

July 10-11, Jamestown, NY

GALACTICON 2004

www.gfwfrestling.com

July 14-18, East Brunswick, NJ

DEXCON 7—AMERICA PLAYS AGAIN!

www.dexposure.com/dexcon7.html

July 16-18, West Hartford, Conn

CONNECTICON 2004

www.ConnectiCon.org/

July 16-18, Kissimmee, FL

FLORIDA CONQUEST KISSIMMEE

www.floridaconquest.com

July 16-18, St. Augustine, FL

GRAILQUEST 2004

www.grailquestcon.com

July 22-25, Lancaster, PA

HISTORICON 2004

Contact: Pat Shields

(519) 633-5757

www.historicon.org

July 23-25, Nashua, NH

OGC

www.ogc-con.com

July 23-25, Durham, NC

TRINOC-CON

www.trinoc-con.org

Letter to the editor

I am not entirely clear about what started the current push to move people off of paper copies of *The Kommandeur*. Perhaps the time has simply come for change; who can say?

I just received Vol. 39 #1 in the mail, as I requested. I will read it in due course. I do not know how many members are in my situation: I long ago stopped actually playing the games due to the pressure of time and lack of space, but I still support the hobby through magazine subscriptions and my membership in AHIKS.

Although I have my copies of *The Kommandeur* from Vol.11 # 2, I have records of the annual membership fee only from 1980 on. I thought it might

be interesting to see what the cost has been, historically speaking:

1980-1	\$7.00
1982-4	\$8.00
1985-6	\$10.00
1987-8	\$8.00
1989-91	\$10.00
1992	\$11.00
1993-5	\$18.00
1996-7	\$16.00
1998	\$15.00
1999-2000	\$8.00
2001	\$6.00
2002-3	\$5.00
2004	\$12.00

I will not try to apply the concept of “present value” to these amounts; however, I am sure we all realize that \$7.00 in 1980 would be considerably larger today. Similarly, those paying \$6.00 for the *e-Kommandeur* are paying considerably less than we were in 1980. Such is the “magic” of inflation.

As I recall, there was a financial crisis during the really-high-cost years; the decline after 1995 reflects the recovery of the Treasury from this problem. I believe the Perpetual Fund was originally intended to avoid these fluctuations in the future by smoothing out the mismatch between costs and income.

What I would suggest is, actually, the continuation of the present policy with one change: if it really costs \$2/issue/member to mail *The Kommandeur* then, if the cost with the *e-Kommandeur* is \$6 (which pays for the primary services of AHIKS), those of us who want it on paper should be paying \$18.00. Which, after all, will be less (because of inflation) than the \$18.00 we were paying in 1993–1995.

Of course, in that case, we would *definitely* expect to get all six issues, whether six *e-Kommandeurs* appeared or not. Or get a \$2 not-published-issue credit. So, this scheme might help encourage regular publication of *The Kommandeur*, something which is not needed now (you are quite good at getting it out regularly) but which could certainly have been used at times in the past and might be helpful again in the future.

Paul Person 0372

July 30-August 1, Tempe, AZ

HEXACON 14

www.hexacon.org

August 3-8, Hunt Valley, MD

WORLD BOARDGAME CHAMPIONSHIP

Contact: Don Greenwood

E-mail: doncon99@toad.net

www.boardgamers.org

August 5- 8, Indianapolis, IN

GEN CON

www.gencon.com

August 13-15, Seattle, WA

DRAGONFLIGHT 2004

www.dragonflight.org

August 19-22, Indianapolis, IN

GENCON INDY 2004

www.gencon.com/

Sept. 4-5 Charlottesville, VA

COLUMBIA GAMES EAST BLOCK PARTY

www.ColumbiaGames.com

Oct. 14-17, Minehead, England

UK GENCON

www.gencon.com/displayeurope.aspx?file=europe-UK

December 2-5 Anaheim, CA

GENCON

www.gencon.com/socalhome.aspx?file=socal

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 my NEW address:

ahiks291@direcway.com. 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 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 '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
Bomber (Yaquinto)	(1312)	Wells E
Bulge '65 (AH)	(0804)	Sheppard E
Bulge '81 (AH)	(0939)	Martin E
Bulge '91 (Smithsonian)	(0804)	Sheppard E
Bull Run (AH)	(1252)	Brooker M
Chantilly (Ivy St)	(1262)	Marcone E
Chattanooga (SPI)	(1137)	Watson E
Civil War (VG)	(1561)	McCabe E
Civilization (AH)	(1185)	Ringhoffer M
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
Gettysburg '88 (AH)	(1527)	Brooks M
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)	(0804)	Sheppard E
Pre-Stags (SPI)	(1192)	Humphries E
Pre-Stags (SPI)	(0817)	Riley E
Red Parachutes (AP)	(0012)	Jolly E
Red Star/White Star (SPI)	(0012)	Jolly E
Richthofen's War (AH)	(1554)	Trosky
Russian Front (AH)	(0036)	Yarwood M
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
Tannenberg (GMT)	(1264)	Unnerstall E/M
Victory in the Pacific (AH)	(1019)	Llewellyn E
Von Manstein's Backhand Blow	(1530)	Franz E
War and Peace (AH)	(1554)	Trosky
Waterloo (AH)	(1527)	Brooks M
World War III (SPI)	(0804)	Sheppard E
Year of the Rat (SPI)	(0804)	Sheppard E

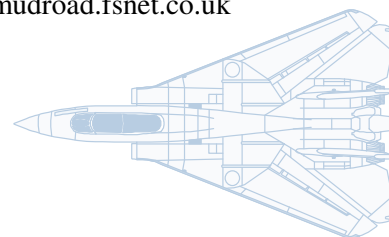
E (member requests e-mail only) **M** (member requests mail only) **E/M** (either OK)

Opponents in the European Region

We the People (AH) Poulter

Contact Jeff Hawarden

JeffandSue@mudroad.fsnet.co.uk



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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.

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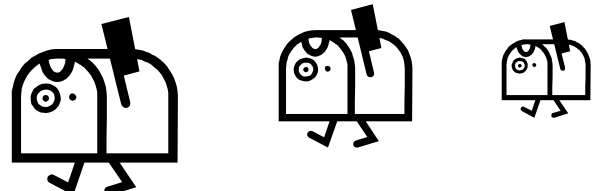
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 ny4/gmtom/AHIKS.htm
 UK: www.ahiks.co.uk

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 New e-mail address for Roger Eastep
 ahiks291@direcway.com
 (If that fails, try: woodenfist@yahoo.com)



CHANGE OF ADDRESS

Send Change of Address notices to William D. Watkins, 918 Bogert Rd., River Edge, NJ 07661-2338. 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: May 31, 2004.**

Barbarossa to Berlin Scenario by Joe Bisio

This is a **1943** Historical Scenario. Please let me know if you detect any errors or have any comments or questions. You may e-mail me at JBisio@msn.com , please put in the subject line “**BtB 1943 Scenario**” so I can distinguish it from the many junk/spam/porno e-mails I get.

WWII: Barbarossa to Berlin 1943:
“Closing the Ring” Scenario Setup
(optional scenario name “Belgorod to Berlin”)

The game begins with both players rolling for Orders at the start of Turn 10 (Summer 1943) and continues until the end of Turn 18 (Summer 1945) a total of 9 Game Turns, or until the Allies score an Automatic Victory, or one player decides to resign and accept defeat.

Initial VP Level: Axis are at **29 VPs**

The following * Event cards have been played and should be removed from the game:

All played and removed * Event cards **should be considered played** to satisfy any prerequisites or limitations on other events or map play done during play of this scenario.

Axis (a total of 18 cards): leaving 37 cards in play
Blitz War Deck: 1, 3-4,6-9, 13-14, 16-19, 22-24,

Total War Deck: 26, 34

Allies (a total of 16 cards): leaving 39 cards in play
Blitz War Deck: 1, 2, 4-5, 7, 9, 11, 13-15, 19, 21-22, 24

Total War Deck: 31, 36

Initial Hands: Each Player draws seven cards. The Axis initial draw **has** to include cards #s 27 & 42. The Allied initial hand **has** to include card # 34 (“Husky”). After looking at his hand the Axis player may call a “mulligan” & discard **up to** four cards from his hand (including either, both or none of the two mandatory cards)...any discarded cards are replaced from the deck refilling the hand to seven cards. After the Axis player conducts his mulligan the Allied player may follow the same procedure. Any discarded cards are not shown openly after discard. The players then proceed to roll for their Orders for the first game turn (Summer 1943), Axis add +2 to their orders roll since

“Hitler takes Command” has been played, and follow the normal turn sequence thereafter. Note that the Allied Player is at +1 Card for the “Draw Strategy Cards Phase” of the Summer 1943 Game-Turn

Initial Markers: *Industrial Evacuation* Turn 2, *US Buildup* Turn 4, *Lend Lease* Turn 5, *Torch* Turn 7 *Industrial Evacuation +1 Card* Turn 10, *Destroyed Fort marker:* Sevastopol *Partisan Markers:* Pinsk, Sarajevo, Orsha-Mogilev, Available GE Trenches: 2 “German Trench 1s” & 2 “Atlantic Wall Trench 1s”

Neutral Setup: Exactly as the 1941 BtB initial Turn 1 setup.

AXIS SETUP:

Permanently Removed: 8th IT Army

Eliminated Box: x1 IT Inf. Corps, x1 IT Mech Corps, HU 2nd Army, x3 GE Inf. Corps x3 GE Pz Corps, x1 RO Corps, GE Panzer Army Afrika

Reserve Box: x2 GE Inf. Corps, x2 GE Pz Corps

West Front: x1 GE Inf. corps each in: Oslo, Trondheim, Bergen, Holland, Brest, Marseilles. Anywhere in Occupied France not stacked: (1st GE Army) & (7th GE Army)
West Wall Trench 1 each in Stuttgart & Saar

Southern Front: x1 IT Inf. Corps each in Genoa, Trieste, Zagreb, Rome, Albania, Naples, Taranto, Palermo, Syracuse. x1 BU Corps each in Sofia, Salonika, & Plovdiv. x1 GE Pz Corps Messina. x1 GE Pz Corps anywhere in mainland Italy on or north of the line Foggia to Naples.

Budapest: HU 3rd Army, Bucharest: (3rd & 4th RO Armies)

Athens: x1 GE Inf. Corps

Crete: x1 GE Inf. Corps

Belgrade: x1 GE Inf. Corps & x1 HU Inf. Corps

East Front: Axis control all of the SU west of their main line of units. Additionally *Novgorod* & *Roslav-Yenya* are also Axis controlled. **All units are GE unless noted:**

Luga: 11th Army Kholm-Demyansk: (18th Army) Velikiye Luki: 16th Army Smolensk: 3rd Pz Army Minsk: Inf. Corps Gomel: Inf. Corps Bryansk: 4th Army

Orel: Trench 1, 2nd Pz Army, & 9th Army Konotop: 2nd Army Kiev: HU Corps Odessa: RO Corps Sevastopol: RO Corps Kharkov: 4th Pz Army & SS Pz Corps Stalino: (1st Pz Army) & 8th Army Melitopol: (6th Army) Kerch: (17th Army)

ALLIED SETUP:

Permanently Removed: x2 CW Corps, BR Desert Army, SU Fronts as follows SW Front Mech, and the following four (4) SU Infantry Fronts: SW Front, Steppe Front, Voronezh Front, & South Front.

Eliminated Box: x13 SU 2-1-3 Infantry Armies, Stalingrad Front, & x2 SU Shock Armies (1st Shk & 2nd Shk)

Reserve Box: (BR 8th Army), CW Corps, x6 SU 2-1-3 Infantry Armies, & x2 SU Tank Armies (2nd Tnk & 6th Tnk)
Note : All of these units are all full strength except BR 8th Army.

Western Allies: Allies control all of North Africa & Malta. The Middle East is also all Allied Controlled with the exception of neutral Turkey. All 3 Beach-heads are available for Invasion Placement.

Alexandria: CW Corps Basra: BR Corps Mareth: BR Corps & CW Corps Tunis: (BR 1st Army) Bone: US Corps Sousse: US Corps

Soviet Forces:

Note: The word: “Inf. Army” represents placement of a SU 2-1-3 (1-1-3 flip) Army

All spaces behind the main Soviet front-line are Allied controlled.

Leningrad: Trench 1, (Leningrad Front) & Inf. Army

Tikhvin-Volkhov: Inf. Army

Valdai: Volkhov Front

Rzhev: Northwest Front & (3rd Shk. Army)

Vyazma: Kalinin Front & 4th Shk. Army

Kaluga: West Front & Inf. Army

Moscow: Stalin & 4th Tnk. Army

Tula: Trench 1, Bryansk Front & Inf. Army

Elets: Central Front & 3rd Tnk Army

Kursk: Trench 2, 1st Ukr Front, Reserve Front, 1st Tnk Army

Voronezh: Trench 1, 2nd Ukr Front, 5th Tnk Army

Voroshilovgrad: Trench 1, 3rd Ukr Front & 4th Ukr Front

Rostov: (Don front) & (5th Shock Army)

Kamenskaya: Inf. Army

Krasnodar: (Caucasus Front) & Inf.

Army

[Optional rules for this scenario will be printed in the next issue.]