

The Kommandeur

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From the President

What I Want To Do For My Summer Vacation

First off, I want to get my **Kursk** game back on track, but I've been seriously sidelined by the **Starship Troopers** redesign effort and by working out the last little kinks of a standard boardgame I think will be able to sit next to chess, checkers, and backgammon once it gets out to the public. ☹ Sometimes life is just like that when you are a game designer in your Secret Identity (remember—don't quit your day job!).

Since we last met, we have two new gentlemen taking over the reins of RDs that had to step down for personal reasons. We give a wave of the hat and a hearty “thank you” to Paul Jordan, RD NE, and Kevin Reed, RD Pacific. They will be passing along their boxes of responsibilities to these gentlemen who have stepped forward to serve:

RD Northeast

Ron Brooker

25 Oakdale Circle

Wallingford, CT 06492-1474

(203) 949-0170

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(be advised that Ron doesn't go online often)

RD Pacific

Paul Pawlak

39 Peppercorn Avenue

Narellan, NSW 2567, Australia

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Gentlemen, we salute your decision to volunteer and hope to hear more from you here in the pages of *The K* in the near future. Speaking of which...

All AHIKS' offices are up for vote this year. I hope to see a few fellows tossing their hats in the ring for positions to be voted on at the end of the year. I wouldn't for a moment cheapen the sacrifices of those serving in the armed forces by comparing service in a volunteer organization like AHIKS. That's absurd. But gentlemen, where exactly *do* you serve?

Gentlemen, we support the troops, do we not? We will be exercising our civic duty in voting in the general elec-

tions this November will we not? (Well, at least those of us that happen to be Yankees). Gentlemen, democracy is built upon the foundation of service by a few on the behalf of the many. In time of war that service may lead to sacrifice at many levels. Brave men and women who would never accept the label of heroes are committed to fighting Over There right now—praying every day that their sacrifices overseas will mean that no battles will have to be fought amongst their loved ones back home, while their loved ones offer supplication for their safety at the same time. Those of us out of harm's way should look hard in the mirror to see if there isn't some small way each of us can serve.

As we have just finished celebrating Memorial Day in honor of those who currently wear the uniform and those who have given the full measure in days past, let us not neglect our part and plan now to exercise the franchise for which so many have given so much. If you cannot serve in a public office at any level (from Congress to School Board and everything in between), then please contribute to charities that make a difference in your community, or give blood.

The ultimate sacrifice of civic duty is represented in every counter we remove from the map of the games we play. Every once in a while it helps to reflect that there are no sons who died on either side of any conflict that did not have a mother somewhere. The impact of every death was felt by someone—be it family, nation, leader, brother-in-arms, historian, or poet 20 years later. Every sacrifice has meaning to someone. That's why we call it Memorial Day. I trust there was a moment for each of you to reflect on the freedoms we each enjoy that were purchased with the sacrifices of others.

I certainly didn't start out writing this piece with the intention of going where it went, but I just finished watching the A&E piece about Eisenhower and it just sort of gushed out. I listened to some of the proceedings at the dedication of the WWII Memorial dedication and an interview with a couple of the veterans who attended. That coupled with watching the entire “Band of Brothers” series which we purchased on DVD earlier in the year (for a steal from Hollywood Video), just sort of dragged it out of me. And I'm not entirely sure it was a bad thing.

Your move, gentlemen.

Your Buddy, Chester

Game News from Alan Poulter

What follows 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: May 29, 2004.

Alan Poulter
[grognard@grognard.com]

The International Gamers Awards 2004 Finalists

The International Gamers Awards is proud to announce the finalists for the 2004 award for the Historical Simulations category. The complete list of this year's nominees is, in alphabetical order:

Age of Napoleon Designer: Renaud Verlaque, Phalanx Games

Ardennes '44 Designers: Mark Simonitch & Tony Curtis, GMT

Corsairs & Hellcats Designer: Dan Verssen, GMT

Europe Engulfed Designers: Rick Young & Jesse Evans, GMT

Korea: The Forgotten War Designer: Rod Miller, Multi-Man Publishing

Lock 'N Load Designer: Mark H. Walker, Shrapnel Games

Medieval Designer: Richard Berg, GMT

Monty's Gamble: Market Garden Designer: Michael Rinella, Multi-Man Publishing

Rise of the Roman Republic Designer: Richard Berg, GMT

Sweden Fights On Designer: Ben Hull, GMT

Warplan: Dropshot Designer: Bruce Costello, Schutze Games

For thumbnail reviews of all the nominated games, as well as biographies of the committee members (which includes me!), please visit the International Gamers Awards website www.internationalgamersawards.net

The Traditional Wargame Business Model

The following was written by Kevin Zucker, veteran designer of

Napoleonic games who runs his own company OSG, in his e-mail newsletter, *Operational Studies Group Report* (March 30, 2004). It is reproduced here as it is an excellent primer on the economics of contemporary board wargame publishing:

Over the years the model of how games are sold in this trade has changed, especially since the implosion of the market in the mid-1990's. Prior to that, we could expect to sell at least 2,000 copies of a Napoleonic Game. (**The Emperor Returns** and **Napoleon at Leipzig**, from Clash of Arms, each sold over 4,000.) The formula required a strong network of distributors. In those days there were no web sales, but over a dozen major distributors. Direct-mail sales required having a regular way of communicating with the core audience, such as a magazine.

When we released **Napoleon at Bay** in 1997, one distributor, Berkeley games, took 144 copies on day one. That is a \$2,800 order. They came back with a reorder for 72 more copies before the end of that year.

In the mid- to late-nineties all of the distributors were absorbed by one giant distributor, which became so big that they were no longer interested in our product.

We decided to start selling direct to the stores and bypass this distributor entirely. That was in May of 2003. Clash of Arms was having success with this method, and since Clash had been our fulfillment agent through July of 2000, we knew which stores were buying our product.

Gradually, however, we have found it harder and harder to get the stores to order. Generally, they'll only order when there is a new game. They will take a few copies of the new game and one or two each of the back list. The stores prefer to place one order with the distributor for all their game products.

Prior to 1995, Clash of Arms could print 2,000 copies and sell a few hundred through direct mail and the balance at sharp discounts to distributors. That business model worked because they were moving out 1,500 units of a title on day one; something like this:

Pre-1995 Model (print run 2,000)
Direct Sales 200 x \$40 = \$8,000

Distributors 1300x \$16 = \$20,800
Remaining in-stock 500

If you can increase your direct sales via the web and decrease your discount by selling direct to stores at 45% off instead of distributors at 60% off—then you can realize the same income per title.

Transitional Model (print run 1,500)

Direct Sales 300 x \$40 = \$12,000
Stores 800 x \$20 = \$16,000
Remaining in-stock 400

Now, however, we are seeing a collapse of the store market for our type of games. The store owners we talk to, who are old grognards, want to keep our games in stock but commit all their dollars to German games, role-playing games, and collectible card games.

We are now moving toward a new business model, which is based almost entirely upon direct sales plus overseas distributors and a few stores. As a result of this new business model, our gross income for 2003 was actually down by one-fifth from our gross in 2001. We have to find a way to invite those store customers back to ordering by mail or on the web.

Practically all of our direct sales now come via the website. If someone doesn't have access to the web or cannot make a purchase from work, potentially half of our audience, they cannot order. So one very important piece of this puzzle is to be able to reach those guys who used to purchase our games in the stores. It means doing more mailings, and perhaps sending out a free copy of *Wargame Design* from time to time, but it requires a marketing budget to generate those sales.

By the same token we would like to expand our website. It would be great to have an alternative to the Paypal order form, as that would allow us greater flexibility with discounts and would avoid lost customers who don't like Paypal. We could maximize our sales by having a better, more flexible order form and by having more information on the website and by having discussion boards that would provide a resource of great interest. Unfortunately, all these things take time, and we have to keep our website updates limited to small weekly bites. If we had the requisite dollars to invest in the website, I am sure it would make a big difference.

The Non-Traditional Wargame Business Model

Lest the previous item seem a little depressing, the following is a post from Consimworld (the online discussion forum for board wargaming at www.consimworld.com). The post is written by John Kranz, who runs Consimworld, and who also organises an annual board wargaming convention supported by this online community, ConsimWorld (CSW) Expo. The 2004 Expo has just finished and was a great success. For reports see: <http://grognard.com/info1/consim04.txt>

John seems to be on the verge of using his online community as a base not just for stimulating talking about and playing wargames but for publishing them as well, via a new company called Consim Press:

There has been quite a bit of effort behind the formation of Consim Press over the past few months. We hope to launch the web site this summer, but for now I simply want to get the word out that Consim Press indeed exists, and we have some great initial projects in store for everyone.

Work on the initial titles is taking place in earnest, as developers are in place for all projects. We have separate, private forums taking place to facilitate the playtesting and development process and to facilitate collaboration amongst the playtesters, developer, designer, and art director.

Speaking of the art director, yes, that would be none other than Craig Grando. I've been a long-time fan of Craig's work and impressed upon GMT Games to utilize his talents, which I'm happy to see has happened. Craig is responsible for the entire enchilada when it comes to graphic presentation. I consider him the 'Rodger MacGowan' of Consim Press. I think we can expect some great things from Craig in presenting our products in a very compelling way for all to enjoy.

I won't give my elevator pitch on the goals of Consim Press at this time, but I think it's safe to state that one can anticipate a melding of new ideas with classic tradition. Don't be surprised to gain a sense of the original SPI look-and-feel when it comes to certain packaging aims, but also we look forward to introducing some new concepts into the mix—such as the Talking Version audio CD in every box which will include designer inter-

view, game tutorial, and more. We will also place a heavy emphasis in supporting and promoting our designers, which will include a Designer Rewards program as products hit the market.

In terms of the landscape of games lined up, I would like to add that we are also working with Vance von Borries on a two-mapper game on Tunisia. This is operational in scope, with game development by Michael Welker. A preliminary version of this game is currently on the gaming tables here at CSW Expo.

Of the games in the hopper right now, **Age of Bismarck** is the furthest along in terms of development. John B. Firer has poured considerable effort into this design over several years. It's quite polished at this point, and refinements will continue as we brighten the polish on this design that I consider akin to a Power Politics type treatment.

The heaviest development traffic currently taking place is on **Great Battles of the 30 Years War**, in a positive sense. Michael Welker is also developing this Ben Hull design and there is a lot of playtest activity now taking place. This one is deep in the cooker.

Veldt Commando is primarily in the playtest/scenario balance mode. Dennis Bishop did a great job on **Lion of Ethiopia** for XTR way back when, and this topic matter returns Dennis to his "sweet spot."

We've got Paul Rohrbaugh on board, and he has applied a nifty game system with **Devil Takes All**. This is a system which we expect to get considerable mileage out of to cover many other historical situations. Paul was intrigued by this battle, so we thought we'd get this system introduced by covering what many would consider an obscure battle compared to the typical "big-named" ACW battles out there.

Salamis shows that we will not only focus on card-driven games (like **Age of Bismarck** and **Thirty Years**), or the traditional boardgame treatment coming in **Veldt Commando** and **Devil Takes All**, but also place an emphasis on true monster-size titles as well. Craig Grando will work his wizardry to turn what began as a Rob Markham DTP effort (51 units being published in all), to a completely new and polished monster-game treatment which will feature the return of the SPI-style detergent box.

I look forward to placing a CSW partner hat on myself and working

with many talented individuals. I thank you in advance for your support and look forward to launching the official Consim Press web site later this summer.

Wargames in the News

The following appeared in the *Chronicle of Higher Education*, March 27th:

A former top Vietnamese military leader surprised Paul H. Rohrbaugh, a librarian at Youngstown State University, in Ohio, by buying 100 copies of a board game Mr. Rohrbaugh had created. Called **Valle de la Mort (Valley of Death)**, the game depicts the siege of Dien Bien Phu, where Communist guerrillas under that leader, Gen. Vo Nguyen Giap, overwhelmed French troops in 1954 and brought an end to French rule in Vietnam.

The battle was "their Gettysburg," says Mr. Rohrbaugh, noting that it caused the north-south split that led to U.S. military involvement. General Giap led the Vietnamese forces that fought American troops.

Now retired in Vietnam, General Giap loves the game, according to Mr. Rohrbaugh, who says the general plays it with his former officers and has put copies on display in the battlefield's on-site museum and in his units' military archives. As a thank-you gift, General Giap even sent the librarian an autographed copy.

Mr. Rohrbaugh, a lifelong fan of military history, has designed 26 other board games that depict battles from around the world. "It's a way of introducing history by stealth, by having fun," he says.

But not until General Giap's purchase last year had Mr. Rohrbaugh ever heard from a participant in one of the battles. Take his game based on the 1973 Yom Kippur War that pitted Israel against Egypt and Syria, for example. "I haven't heard anything from Ariel Sharon," says Mr. Rohrbaugh.

NEW GAMES

Avalon Hill/Hasbro

Axis & Allies D-Day, designed by **Axis & Allies** designer Larry Harris, covers the landings in Normandy in 1944. Its mounted area map shows all the landing areas, the Cherbourg Peninsula and goes inland to encompass St. Lo and Caen. It has 240 neat

plastic figures for infantry, tanks (Panthers and Shermans), anti-tank guns (88's), fighter planes, bombers, and German blockhouse defences. Unlike previous incarnations of **Axis & Allies**, this game has three decks of cards. Order cards simply reiterate the sequence of play, while fortune and tactics cards have a fixed order of appearance and bring random events into play. All in all, this is a solid game with the strongest historical feel of the **Axis & Allies** stable.
www.avalonhill.com

Days of Wonder

Days of Wonder publishes a range of strategy/family board games. For example, its latest hit is **Ticket to Ride**, a very neat railway game that is in the running for the prestigious 'Spiel des Jahres' German prize for best family game. They are being mentioned here as they have just published the latest game from Richard Borg, designer of **Battle Cry**. Descended from **Battle Cry**, **Memoir '44** covers some of the most important battles of WWII including Omaha Beach, Pegasus Bridge, Operation Cobra, and the Ardennes. Each battle is covered in one of 15 different battle scenarios. Battles take place on a double-sided, hex, game board which flips for either beach landings or countryside combat. The game includes 144 detailed army miniatures for infantry, tanks, and artillery; obstacle and special terrain tiles; and 60 Command cards. These cards are central to the game as players must use them to move and fight with their infantry, paratroops, tanks, artillery, and resistance fighters. **Memoir '44** is designed for two players but easily accommodates team play. For example, in Overlord scenarios, up to eight players can conduct large-scale operations, experiencing the challenges of troop coordination and military chain of command on a large-scale battlefield. **Memoir '44** is not only a good game but will get wide distribution and recognition because of its publisher.
www.memoir44.com/

Decision Games

To the Green Fields Beyond and **Kaiserschlacht 1918** are two re-

printed games (incorporating errata where necessary) which have just been re-issued in ziplock format by Decision Games but bearing an imprint from Excalibre Games. **To the Green Fields Beyond** covers the Battle of Cambrai and **Kaiserschlacht 1918** the final doomed German offensive on the Western Front in WWI. **Kaiserschlacht 1918** was originally published by Spence and Gabel Games but later reprinted by Excalibre Games. In the case of **To the Green Fields Beyond** (originally issued by SPI), when Decision Games bought most of the SPI boxed-game titles, Excalibre Games bought most of the *Strategy & Tactics* magazine game titles. Some trading occurred afterwards so that Decision Games ended up with **World War One** and **Battle for Germany** and other magazine games while Excalibre Games got **To the Green Fields Beyond** and others.

Another WWI game from Decision Games is **The Cossacks are Coming!**, on Eastern Front campaigns. This game was originally issued by People's Wargames but this edition is a revamp by Bro Games.
www.decisiongames.com/

Fiery Dragon

Brian Train has sold three games to Fiery Dragon Productions that were released as DTP games by Microgame Design Group. The three are **Arriba Espana** (on the Spanish Civil War), **Battle for China** (on the Chinese Civil War), and **Freikorps** (on a hypothetical Communist insurrection in Germany in the 1920s). **Arriba Espana** is the first to appear. It has mounted, perforated (not die-cut) counters, charts and tables, a small-sized 20-page rule booklet, and a colour paper map in an aluminium box! It is a straight reprint of the Microgame Design Group original. The other two games will shortly follow.
www.fierydragon.com/

GMT

Downtown is a unique game on operational air combat during the Vietnam War. The game covers events from the Rolling Thunder campaign of 1965-1968 to the

"Christmas B-52 bombing" campaign that brought the Vietnam War to a close. One player is the US raid commander, attacking with bombers, fighters, and recon planes from both the Air Force and the Navy. The other player manages the North Vietnamese gun and SAM anti-aircraft defences, supported by MiG fighters. **Downtown** has 16 raid scenarios, 3 multi-raid campaign games, and 42 aircraft types, from MiGs to B-52s and Wild Weasel defence suppressors.

Borodino, Battle of the Moskova, 1812 is the second game in the **Triumph & Glory** game system of brigade-level Napoleonic battles from designer Richard Berg. In addition to the full Borodino battle, the game also includes a short, introductory mini-scenario, featuring the attack on the Schevardino Redoubt (which took place on September 5th, two days before the actual battle).
www.gmtgames.com/

L2 Design Group

Originally designed by John Edwards for Jedko, **The Russian Campaign** was picked up by Avalon Hill and received a Charles S. Roberts award in 1976. It has now been republished in a new sumptuous 4th edition format by L2. This game is a classic, a playable and fun corps-and-army level WWII Eastern Front game that is reasonably historical. Its game mechanics capture the sweeping initial German advances, the pivotal winter of 1942, the gradual rise of the Red Army, and the sloggish battles that saw the conflict to a finish. To facilitate play-by-email, it comes with an Aide-de-Camp 2 version.

L2 have also issued a **Southern Expansion Kit for The Russian Campaign**. The **Southern Expansion Kit** contains a mate-able map and an eight-page rule book, intended to give long-time fans of **The Russian Campaign** new challenges. There are new rules for the southern oil fields, the Volksturm, "defecting" Soviet forces, German airborne forces, an expanded war economy, Spanish and Turkish involvement, weather, Russian airpower, and three "Alternate History" variants.
www.L2DesignGroup.com

Multi-Man Publishing

Advanced Squad Leader Starter Kit #1 tries to ease players into the notoriously complex world of the **Advanced Squad Leader** series of games. The **Starter Kit** consists of a sheet of counters, two maps, and a 12-page rule book(!), which has plenty of pictures and illustrations. It has six scenarios (two with Russians and four with Americans). Its compatibility with the myriad of **Advanced Squad Leader** gamettes and scenarios is obviously problematic, and the capability of adding scenarios to the **Starter Kit** itself will be limited. However, as a stand-alone game that introduces the player to the basic concepts of **Advanced Squad Leader** it is excellent.

A new edition of The Gamers monster game on the entire War in the Desert, **DAK2**, is out. It has some minor map and counter changes and a new Axis shipping table. **DAK2** now uses version 3.1 of the **Operational Combat Series** rules.
www.multimanpublishing.com



Nexus

Wings of War is a new game of WWI air combat. Each aircraft (all single-seat fighters in this release: Sopwith Camel, SPAD XXIII, Albatross D, and Fokker Dr I) is represented by an Aircraft card. Aircraft cards move across the playing surface via Manoeuvre cards which act both as clever measuring devices and which give each plane realistic features (e.g., tighter turn arcs). Firing occurs if opposing planes are within range (determined with a short measuring stick marked to distinguish long and short range) and firing arc. Damage is resolved by the target drawing one (long range fire) or two (short range fire) Damage cards. Most of these are numbered and damage accumulates until the aircraft's damage rating is reached. **Wings of War** is a fun game with short, simple rules. Expansion sets are promised. Although published by a new company,

Nexus, Wings of War is distributed by Fantasy Flight Games, so it will be widely available.

www.wingsofwar.it/index-en.html

New Magazine Wargames

Strategy & Tactics issue #221 contains **The Seven Years World War**. The map covers the world using a square-box grid, rather than a hex grid, and each game-turn equals a full year. Designed by Joe Miranda, there is plenty of action over control of colonies, trade routes to and from Europe, fortifications, campaigns in Europe etc.

Strategy & Tactics issue #222 contains **The Ottomans**, also designed by Joe Miranda, on power struggles in the Balkans in the Middle Ages. www.decisiongames.com/

Vae Victis issue #56 contains **Semper Victor**, covering the Roman Empire campaigns of 4th Century AD. 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>

Panzerschreck #12 is out. The main game is **Drive on Leningrad**, on the initial German assault in the north, June-September 1941. It is corps/army level, with weekly turns. German initiative chits and variable Russian reinforcements give the game a twist. **Masada** is a solitaire tactical game of the famous Roman siege in Judea, ca. 72-73 A.D. **Invasion** is a reprint of a 19th century abstract game on a hypothetical invasion of England, following a defeat of the Royal Navy. www.homestead.com/minden_games]

New Web Resources

GMT is offering for free new "Simple Rules" for the **Great Battles of the American Civil War** series at: www.gmtgames.com/living_rules/living_rules.html#gbacw

A new link for the second-edition rules for Avalon Hill's **Hannibal**, (Carthage against Rome) is: www.personal.umich.edu/~gnichols/glg/Hannibal2ed.pdf

Official new second-edition rules for UGG's **Blitzkrieg General**, on all of WWII, are at: www.ugg.de/

errata/Living%20rules/BGADRULNEW.pdf

Official second-edition rules for OSG's **La Guerre de L'Empereur** (strategic level Napoleonic Wars) are at: www.napoleongames.com/Rules/021025LGE2.pdf

Official new second-edition rules for Columbia's **Hammer of the Scots** (award winning game on English/Scottish Wars) and **Pacific Victory** (WWII in the Pacific) are available, respectively, at:

www.columbiagames.com/resources/3215/hammerrulesv2.0.pdf and www.columbiagames.com/Resources/3401/3401PVRules2.0.pdf

The latest edition of the rules for Phalanx's **Age of Napoleon** (strategic level Napoleonic Wars) is at: <http://grogard.com/info1/aonrules122.doc>

There is an excellent card-draw tool for playing Avalon Hill's **Gunslinger** by e-mail available at: www.amarriner.com/gun/

Six classic science fiction and fantasy games from Dwarfstar (**Barbarian Prince, Demonlord, Goblin, Grav Armor, Outpost Gamma, and Star Viking**) are available for free download at: <http://dwarfstar.brainiac.com/>

Interformic Games are offering two free games, **Interspace** (on interstellar warfare) and **Hidden Empires** (on conflict between ant colonies). <http://interformic.com/games.html>

Another free wargame, this time on contemporary conflicts between nations, is **Hotspots**. www.geocities.com/toadsky413/hotspots/hotspots.html

★★

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.

While sifting through my files-from-the-past, I came across the following newsletter from 1970 that I thought might be of interest. Only the punctuation has been changed. O.D.

Poultron Press
PO Box 4267
Long Island City, NY 11104

1/15/70

STAFF NEWSLETTER #1

This first issue of our monthly STAFF NEWSLETTER is being sent out on a "shotgun" basis (that is, we are sending it to *all* of those who we think might be interested in writing for or working with Poultron Press publications). If you are already a regular staff member you can proceed to plunge right into this. If not, read on anyway. You are probably already a subscriber to *S&T* and should find some of the data very interesting.

ITEM 1—PROJECTED ARTICLES FOR *S&T*

S&T is the keystone of our publications. Below is our current SIX ISSUE PLANNING CHART and the blank spaces you might be able to fill. For the most part we are only concerned with the three lead articles. The features ("If Looks Could Kill," "Games," "Wargamers Notebook," "Diplomacy") are more or less taken care of on a regular basis by permanent members of the staff (namely, Red Simonsen, Sid Sackson, Ray Johnson and Rod Walker). We lost Rod and Ray for a while, but Rod is coming back with an extensive series on **Diplomacy** treating it as a mature game like chess. First article looks very good. We just got in touch with Ray again and will probably have something from him for issue 21. Still working on that. The following gives you our present article listing for the next six issues. It's tentative until two months before publication. #21 is due in March [1970].

Issue 21 Lead—"British Army In North Africa," Al Nofi; this one is set. Game—**Chicago, Chicago**. 54% of the subs wanted it so it's go. Jim Dunnigan is having problems with it but is sure he'll have something good for the deadline. We are also going to include his earlier **Up Against The Wall Motherfucker** game as a bonus. There will be four games in this issue, possibly five. CC will have 11" x 14" board. 2nd Leader—"The *Goeben*"—an article/game on the 1914 search for the German battle-cruiser *Goeben*, by Dave Williams. Should be no problem. **Goeben** will have 11" x 14" board.

Naval—We will probably pre-empt Wargamers Notebook this issue so Tony Morale can give a "tactical" game on the **Goeben** game (which is strategic). Still tentative. "Games" may include a game called **Strategy** which is as its name implies and is played with a regular deck of cards. If Avalon Hill gets us copies of **Kriegspiel** and **Wall Street** in time we'll do reviews of them here instead.

Issue #22 Lead—"Motorized Infantry In WW II," by Brian DeVries. Still tentative, but looks to be as good as Vic Madeja's LW ground troops article.

Game—**El Alamein**, by Jim Dunnigan, with black & white 23" x 29" board.

2nd Leader—"Game Review System," by Red Simonsen. This will be combined with his usual ILCK column. This looks pretty definite. Ray Johnson will be back for sure in this issue.

Issue #23 Lead—"German Army In North Africa," Al Nofi, pretty well set.

Game—Either **The Wilderness** (Civil War) or **The Pony Soldiers** (Indian Wars), it's up to Jim Dunnigan.

2nd Lead—"Flying Tigers," by Lou Zocchi, already set, although there's an outside chance we might switch this with the *Goeben* thing if we run into snags there. We need book reviews, anybody can write them. Try and do a bunch on one subject, such as armor, or strategy or something like that.

Issue #24 Lead—"Russian Army In WW II," by Dave Williams. He said he'd like to do it; we're waiting on the manuscript.

Game—**Thud!** (F-105 fighter bombers in Viet Nam) Jim Dunnigan says he would like to do it. Will believe it when we see it.

2nd Leader—"Battle For The Atlantic," by Tony Morale, about the U-Boat war in WW II. Tony's also supposed to be working on a game on it for TSG, but no hardware yet. Need more book reviews.

Issue #25 Lead—"Panzerblitz" by Vic Madeja. He said he'd like to do it and explained the outline to us. Hope to have the manuscript before summer.

Game—**Scrimmage**, by Jim Dunnigan and Ed Birsan. Looks pretty definite as the basic mechanics of the game have been doped out already. A tactical football "war" game.

2nd Lead—"Reviews of Football Games," by Sid Sackson, an extension of Sid's usual column.

As this is the Nov-Dec '70 issue would anybody like to do book reviews on Football Strategy games?

Issue #26 Lead—"The American Army In WW II," by Al Nofi or "The Air Forces In North Africa," by Al Nofi. It's up in the air just now as to which we'll choose.

Game—**The Battle Of Moscow**, by Jim Dunnigan, although we'll leave this one open for someone else if you come up with something really good. Think about it.

2nd Lead—Either Al Nofi's "Air Forces In North Africa" thing or one by Lou Zocchi on streamlined miniatures rules.

We have a number of other articles and games in the hopper but will discuss them later.

Enclosed is a sheet explaining our new mag, the *Test Series Games Review*. Give it your careful attention as we think we can really do something with this one. RSVP.

Kenosha Junction, Wisconsin — March 6 & 7, 2004
from Glenn E. L. Petroski, Tournament Director

Midwest Open 2004 — Victory In The Pacific

Ed Menzel Loses! (one game)
Eric Kam claims second place and the Nagumo!
Mike Knautz keeps a plaque in Wisconsin!
Charlie Rod reclaims the Halsey!

The entire tournament was close all of the way through. As the matches were made for the last round, there were four contenders for the championship, each carrying one loss, and no one undefeated!

In spite of his status as “most favored target” Ed Menzel successfully defended his title as Champion of *Midwest Open* for the third year in a row! He did actually lose one game in the third round to John Sharp. This might be the first loss of any VITP game that Ed has endured in nearly three years of tournament play. This earned him another plaque and a free room in the Executive Inn for *Midwest Open 2004* – provided he brings his trophies to advertise his ongoing status.

Twelve-year old Eric Kam beat up on a number of us last year but didn’t do quite well enough to take home a plaque. He changed that this year; he turned thirteen and sharpened his game. Six wins in a row put him against Ed Menzel for the last round. Only Ed could defeat this “whipper-snapper” in the last round.

Mike Knautz settled for third place on tie-breakers against Ed and Eric. It was a good show all of the way, and answered my call of previous years to keep one trophy in Wisconsin!

37 players registered. 101 games actually played. 1 new player. 38 games went seven turns. 28 games went a full 8 turns! 30 players stuck it out for all 6 rounds. Bidding reached 6½ POC.

Charlie Rod has won more Halseys than any other player, and reclaimed “his” trophy, to take it back to Iowa “where it belongs.”

Iowa Class made a weak come-back this year with Charlie Rod’s victories. This put him in eighth, with the rest of his comrades trailing further. **First Minnesota** does not show in the standings until Tom Arndt in twelfth place. **Boys In The Band** have their hero in Ed Menzel, but next in their group is Nick Markevich at twenty-two. The **Wisconsin Locals** did best with Mike Knautz and Alan Mulroy in third and fourth. And whatever happened to the **Chicago Mob**?

John Sharp was awarded a **Philips Award** for his outstanding service over the years. The first tournament that I did was AvalonCon 1991. John was the first assistant at my right elbow and has never moved from the position. As I am unable to be at WBC 2004, John has stepped up to fill the position. Add to all of this the numerous compliments and commendations that he has received for good sportsmanship over the years from any number of you... It is long over-due.

A.R.E.A. and *Midwest Open* now have their own bank accounts. Checks and contributions can be made to either and duly deposited. I am not soliciting funds for either, but this has come up often in the past. As usual, the freewill contributions to our hobby insured that we must go on. The situation is well in hand.

Even as this is being sent out many are preparing for the World Boardgame Championships in Hunt Valley, Maryland. This year’s dates are at the familiar time slot, August 3-8, 2004. Unfortunately, due to family needs, I will be unable to attend. John Sharp will be standing in as GM for the *Victory In The Pacific* event. It is my understanding that he will be using tournament rules and format similar to what I have done in the past. I encourage all to attend. My heart and my prayers are with you.

And the winners are:

Our Champion: Ed Menzel, Fullerton, California. 2 USN wins. 4 IJN wins. 1 IJN loss. Three in a row consecutive year wins are quite a feat. Can he make it four?

Second Place: Eric Kam, Carpentersville, Illinois. 5 IJN wins. 1 IJN loss. Last year he was a newcomer and only 12 years old, but did very well. This year he did better! Eric’s only loss was to Ed, in that final round bid for the championship.

Third Place: Mike Knautz, Brookfield, Wisconsin. 1 USN win. 4 IJN wins. 1 USN loss. Mike claims the first trophy to be kept in Wisconsin since 1995! And he did it the hard way. His only loss was to some thirteen year old kid!

Nagumo Award: Eric Kam, Carpentersville, Illinois. All five of those wins were as commander of the Imperial Japanese Navy!

Halsey Award: Charlie Rod, Olathe, Kansas. 4 USN wins. 2 USN losses. Charlie is definitely the player with the strongest allied game. Rarely does he win on the bid. Most of those allied victories are clear cut, even from the toughest of IJN opponents.

Midwest Open 2005

March 5 & 6, 2005

Kenosha Junction!

Be there!

Hobby resources to investigate:

A.R.E.A. Web Site: <http://wolff.to/area/>

BoardGame Players’ Association: www.boardgamers.org

Victory In The Pacific Play By E-mail competition: John@gameaholics.com

Upcoming Events



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.gfwrestling.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.hmgs.org/eastcons.htm

July 23-25, Nashua, NH
OGC
www.ogc-con.com

July 23-25, Durham, NC
TRINOC-CON
www.trinoc-con.org

July 30-August 1, Tempe, AZ
HEXAICON 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. 3-5 Charlottesville, VA
COLUMBIA GAMES EAST BLOCK
PARTY
www.prezcon.com/columbia/registration.asp

September 4-6, Chicago, IL
CHICAGOLAND TOY & GAME FAIR
www.chitag.com

September 3-6, Los Angeles, CA
GATEWAY 2004
www.strategicon.net

September 3-5, Springfield, IL
I-CON 2004
www.mecca-anime.com/I-Con/i-con.html

September 10-12, Springfield, OH
ADVANCE THE COLORS
www.hmgsgreatlakes.org

September 17-19, Richmond, VA
GAMEFEST-RICHMOND
www.gamefestseries.com

October 1-3, Kansas City, Kansas
BORDER WARS
www.hahmgs.org/

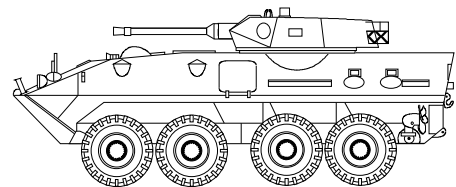
October 9-10, New Orleans, LA
D20CON
www.d20con.com

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

March 5-6, 2005, Kenosha, WI
MIDWEST OPEN 2005
Contact: Glenn E. L. Petroski
(262) 654-5054
GELP@Core.com

★★



Treasurer's Report

from Stuart Schoenberger

The year to date:
 Current Checking Balance:
 \$5,553.49 (plus \$534 earmarked
 for Perpetual Fund)
 Current Perpetual Account:
 \$701.80

Inflows:

Dues	\$1465‡
Perpetual Fund	\$534‡
Interest	6.75
Perpetual Int.	1.80
Total income	2007.55

Outflows:

Bank charges	\$ 24.36
MC*	25.58
Printing**	574.46
Treasurer	56.19
Total expenses	\$680.59

Overall balance
 \$1326.96

‡ Estimated by editor
 * Match coordinator's expenses from Les Deck in closing out his responsibilities to AHIKS.
 ** AHIKS has a credit due in the amount of \$110.00 to cover the next publication.

The Treasurer is pleased to announce that the expenses are beginning to properly correspond to our income. We can also thank our membership for contributing most generously to our Perpetual fund. The Treasurer has also established an account with Pay-Pal that will help those living outside the USA and those uninclined to send checks. The latter situation perplexes the Treasurer, especially since it is not a small number. One would think that in this age one would know better than to send cash in the mail.

Please let me know if I did not include your donation. I will need to review and correct my records. On the other hand, if you want to make a late donation, all will be accepted gratefully.

★★

The Gettysburg Nobody Knows
 Edited by Gabor Boritt
 Oxford University Press
 © 1997 270 pages
 \$15.95 paper
 Reviewed by Omar DeWitt

These nine essays are on various aspects of the battle. Joshua Chamberlain's version of his part of the battle on Little Round Top is the one most commonly known, but it is not the only one. How crucial was J.E.B. Stuart's absence to the outcome? Perhaps the fact that the North was defending their own territory and the South was attacking *not* in their own territory had something to do with the outcome of the battle. "The Pennsylvania Gambit and the Gettysburg Splash" puts the battle in the context of the strategic situation of the time; it was easier for the South to invade Pennsylvania than it was to reinforce Vicksburg.

★★

Editorial

After all my elaborate fanfare about Roger Eastep's new e-mail address in the last issue, I got it wrong. Very embarrassing. Please see page 11 and correct your records if necessary.

If you haven't seen the new magazine *Armchair General*, you might give it a look. It is on newsstands, or you can check out the web site: <http://armchairgeneral.com/>.

In order that we can include news from the WBC convention, the next issue of *The Kommandeur* will be delayed. The deadline will be Monday August 9.

Special thanks are due to Alan Poulter. Without his continuing efforts, this would be a very thin publication.

Omar DeWitt

Standby opponents for new members only

- Ron Brooker 1252 Bull Run, Pz. Blitz
- Robert Johnson 0073 Bulge-61, Stalingrad
- John L Kreuz 1333 Bulge-81
- Kenneth Oates 1238 Pz. Ldr. Pz. Blitz.
- Thomas Oleson 0111 Anzio
- Rick Roksiewicz 1108 Victory in the Pacific
- Robert K. Smith 1437 Russian Front

(Anyone who desires to be listed as standby for new members please inform the MC.)

Members willing to volunteer as GM

- Achtung! Spitfire William Lindow 0988
- AF/D Mike Rowles 1446
- Civilization (AH), William D Lentz 1503
- Stellar Conquest, Colony Delta, Quebec
- Diplomacy, Submarine, Robert Carstensen
- Stellar Conquest 1526
- Flattop Mel Yardwood
- Hannibal (TAHC) Stuart Schoenberger 0216
- History of World Jeff Miller 1303
- Napoléon (Columbia) Omar DeWitt 0044
- Red Parachutes, Red Jolly 0012
- Star/White Star
- TRC Gary C. Dickson 1497



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
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
Diplomacy (AH)	(1252)	Brooker M
Drive on Paris	(0275)	Scanlon
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
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
Richtofen'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
Stalingrad (AH)	(0804)	Sheppard E
Submarine (AH)	(1468)	Thomas M
Submarine (AH)	(0012)	Jolly E
Tannenberg (Spence & G)	(1192)	Humphries E
Tannenberg (GMT)	(1264)	Unnerstall E/M
Terrible Swift Sword (SPI)	(0275)	Scanlon
USN (SPI)	(0275)	Scanlon
Victory in the Pacific (AH)	(1019)	Llewellyn E
Von Manstein's Backhand Blow	(1530)	Franz E
War and Peace (AH)	(1554)	Trosky
Waterloo (AH)	(1430)	Warnick 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)

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

UK: www.ahiks.co.uk

Changes on this page:
New e-mail address for Roger Eastep
New RD Northeast, New RD Pacific
New street address for Bill Perry



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.

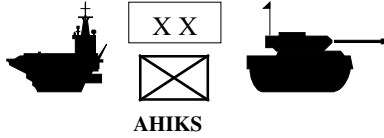
SUBMISSIONS

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: August 9, 2004.**



International Wargaming Society

39/3

RETURN ADDRESS:

Omar DeWitt
1580 Bridger Rd NE
Rio Rancho, NM 87144-1579
USA

FIRST CLASS MAIL

ADDRESS SERVICE REQUESTED



MATCH REQUEST FORM

Name _____ Member # _____ Phone # _____ Date _____
Address _____ E-mail _____

Change of Address Effective _____

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

- [A] Desire A.R.E.A. opponent (if available)
- [F] Desire fast opponent (7-day reply) (if available)
- [G] Will Game Master this game with # _____ Players
- [M] Desire Multiplayer Match with # _____ Players
- [N] Will play new member
- [NR] Request non-rated match only
- [O] Will play opponents outside USA/Canada
- [X] ICRKs needed (check one): 1-6 1-10 2-12 Other (Specify _____)
- [Y] Need preprinted OOB #'s _____ (Insert OOB # or game title)
- [Z] Need continuation ICRK for this title _____ & ICRK # _____
- Send my ICRK by e-mail e-mail address _____

Game title #1. _____ Letter Codes _____

Game title #2. _____ Letter Codes _____