

# The Kommandeur

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## From the President

**S**ometimes the silence is...just that. Quiet times are always suspect to me. That's because I reflect on my own periods of quietude when somebody elbows me in the ribs because I haven't had anything to say for a long time.

It just sort of hits me—they're wrong. I have *always* had something to say. I just have been saying them to an audience of one or two instead of sharing them in print with all of you. Writing something up has never been difficult. I just pretend a friend was over and we started a conversation. Then I continue it on my word processor and I have something to say. Sometimes it's short and sometimes it's long. But there's always something.

For example, how come nobody has ever done an operational game on the advance of Army Group North through the Baltics in the opening weeks of Barbarossa? I'm not talking about the approaches to Leningrad; I'm talking about the romp through the Baltics on a regimental scale. How come there are no games on that campaign? It could even have late war scenarios when the Red Army runs through the same area at about the same speed as the Germans when they were headed the opposite direction. That would be cool. An entire East Front Campaign that's never been done.

So—what have you been talking about to your one other gamer that would be worth sharing? C'mon! Let's hear it!

Your Buddy, Chester

## Editorial

My three days at WBC were entertaining. It was good, as always, to say “hello” to fellow AHIKSers. Tom Oleson and Paul Fletcher were in the **Anzio** area. Paul won the toss with Tom and got to give me my annual trouncing in **Anzio**. Tom had his new map (titled **Italia** for copyright reasons) on display. It is very attractive and has a Sicily attachment. The ambiguities are gone; mountain hexes are obviously just that, and non-mountain hexes are clearly without mountains.

I have never been good at remembering names, and since I turned 70 I have even more trouble. I apologize in advance to those I met and have overlooked. Among those I remember are Chris Hancock, Ed O'Connor, and Ken Nied. On the last day I talked a while with Bob Ryan (a big winner this year with at least two tournament wins) and Randy Heller. We were trying to come up with some ideas to make AHIKS more prominent in the gaming community and to increase the membership, which took a big hit this year. One of the ideas was to have AHIKS offer an annual award to be presented at the WBC and another was to have a member take the job of a PR man for the society. Chester has mentioned advertising in gaming magazines, and that idea may be brought into action.

Gaming and the way games are played are constantly changing. Is there something more that AHIKS can offer that gamers would find of value? If you have any ideas, the Officer Corps would appreciate your input.

Bob Johnson and the officers are looking at a multi-player plan. There should be more information on that in the next issue.

I asked Don Greenwood if AHIKS could have some space next year to sign in so we could look up fellow members. He was amenable to the idea in principle, but we will have to work out specifics. The convention is moving to Lancaster, PA, so the site is unfamiliar to us. As at the early Origins, we could have a sign-in sheet saying where we were staying and/or what tournaments we were in; at the same time, we would pick up a easily-seen tag reading “AHIKS” that we could stick on the convention badge.

I left scattered around some of the AHIKS “business cards” (see issue 38/1) that invite people to apply for membership. I did that last year, too, with no noticeable effect. However, if people see the name often enough, they might become interested.

Roger MacGowen received a prestigious prize this year (see page 6). He has given a tremendous amount to the hobby and certainly deserves the prize. I do have one question on the list of his many achievements. He is credited with originating the Charles S. Roberts awards in 1986. It is unclear what this means since the awards were first issued in 1975 and were originated by John Mansfield. Roger is currently Chairman and has undoubtedly contributed much to the enterprise, but John Mansfield did start the awards. John was not an “insider” to the hobby when he originated the awards, and, as I remember it, SPI and AH rather looked down on the awards. Perhaps what is meant is that Roger assumed chairmanship in 1986 and then the “Charlies” became legitimate. At any rate, Roger deserves the congratulations of us all.

Omar DeWitt

## Game News from Alan Poulter

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

The material was correct at time of writing, August 9, 2004.

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The International Gamers Award for Best Historical Simulation Game, **Lock 'n Load**, has been announced (see page 7).

The **Lock 'n Load** website (offering a playable game demo) is [www.shrapnelgames.com/markwalker/locknload/](http://www.shrapnelgames.com/markwalker/locknload/).

The International Gamers Awards website is [www.internationalgamersawards.net](http://www.internationalgamersawards.net)

**Lock 'n Load** also received the Charles S. Roberts award (see page 6) for best Modern Era Boardgame. These awards were announced on August 8<sup>th</sup> by host Walter Garman at the 2004 WBC.

I think all the awards went to deserving recipients. It is good to see the CSR and the IG Awards in agreement. For more on the CSR Awards see the official website: [www.alanemrich.com/CSR\\_pages/CSRawards.htm](http://www.alanemrich.com/CSR_pages/CSRawards.htm)

### Origins Awards Announced

The winners of the annual Origins Awards have been announced:

Historical Board Game - **Attack!**  
 Traditional Board Game - **A Game of Thrones**  
 Graphic Design of a Board Game - **A Game of Thrones**  
 Gamer's Choice Board Game - **A Game of Thrones**  
 Gamer's Choice Historical Board Game - **Settlers of the Stone Age**  
 Traditional Card Game - **Bang!**  
 Card Game Graphic Design - **Bang!**  
 Gamer's Choice Card Game - **Munchkin Fu**  
 Game of the Year: **Indy HeroClix**

I have heard good things about **Attack!**, and I enjoy playing **A Game of Thrones**, so I can recommend these two. The official website is [www.originsawards.com/](http://www.originsawards.com/)

### Consimworld

Consimworld, the discussion board for the board wargaming hobby, has moved to a charged-for subscription model, with some free access to company support/discussion forums. The change was to have been in place by the beginning of August but at the time of writing details were still being worked out. A full subscription costs \$20, but "early-bird" subscriptions at \$15 still appear to be available. At the time of writing L2 Design Group will pay this latter subscription if you buy a copy of **Deluxe Bitter Woods** from them. For more details see page 12 and: [www.l2designgroup.com/consimsubdeal.html](http://www.l2designgroup.com/consimsubdeal.html).

### Paper Wars CD

Finally, Omega Games have produced an innovative product. They are publishers of *Paper Wars*, a board wargame review magazine, and have put the contents of the first 26 issues in PDF form on a CD for both Windows and Macintosh computers. For more information and ordering details see: [www.omegagames.com/omega/do/military/paperwars/AutoForward?forward=pwcdrom.pagedef](http://www.omegagames.com/omega/do/military/paperwars/AutoForward?forward=pwcdrom.pagedef)

### NEW BOARD WARGAMES

#### Avalanche

There are two new products from Avalanche in its **Great War at Sea** series.

**Cruiser Warfare** is a game on German commerce raiding while **Dreadnoughts** is a scenario book with die-cut and mounted counters for a variety of unusual ships. [www.avalancheexpress.com](http://www.avalancheexpress.com)

#### Clash of Arms

**Barons' War** covers the two major battles of Simon de Montfort—Lewes and Evesham. Designed by Rob Markham, in only 12 pages of rules, the game system takes to new

heights Rob's command-chit system, which neatly re-creates the limitations on leaders and troops, fog of war, and the chaos of the medieval battlefield. Rules are also included for individual unit morale, battle morale, cohesion, ranged fire, melee, and leadership, including special rules for Prince Edward and his Battle. Each battle has a historical scenario and a "what if" scenario. [www.clashofarms.com](http://www.clashofarms.com)

### Critical Hit

There are three new games in the Advanced Tactical System, first seen in Critical Hit's re-design of **Tobruk**. **Darkest December: Battle of the Bulge 1944** is a stand-alone game based on an intensely researched and detailed historical map of the battlefield. **Panther Line** depicts squad actions during the Soviet '44 summer offensive. **Stalingrad** is an update of the older **Combat: Stalingrad**; its map is identical, but its units have been changed for the ATS system. [www.criticalhit.com](http://www.criticalhit.com)

### Decision Games

Decision Games have gone into overdrive, producing three updates of classic games and two new card-based wargames. **Deluxe Trajan** (published under the Excalibre imprint) is a quad game containing the four games in Joe Miranda's Ancient Wars series originally published in *Strategy & Tactics*—**Trajan, Roman Civil War, Caesar in Gallia, and Germania**. Although the maps and countersheets are exactly as before, there are eleven new scenarios and new counters. **Deluxe USN** is an update of an even earlier *Strategy & Tactics* game, from the early days of SPI. The game features two maps that cover the entire Pacific area of operations and has three counter sheets with 840 counters. While based on the original edition's game system, additional rules and scenarios have been added. Finally the SPI classic, **Empires of the Middle Ages** has been re-released. The rules are as in the original, except that additional and variant rules have been added. The map has been redone in area style, while the cards and counters have been upgraded.

The two new games are **Lightning Midway** and **Lightning D-Day**. Both have 110 cards and just a single page of rules. **Lightning D-Day** is a five-turn game where both players fight to control the 5 D-Day beaches (Utah, Omaha, Sword, Gold, and Juno). Cards represent forces or actions. In your turn you can either activate a force or conduct an attack. Only active forces may attack or defend. In attacks the highest combat value wins, but before the combat is resolved both players take turns playing action cards that can modify their combat values or the cards played by their opponent. **Lightning Midway** has a nearly identical game system. Players attempt to control four objectives, which correspond to enemy aircraft carriers. Differences are that action cards are divided into several types and destroyed forces can re-enter player hands.  
www.decisiongames.com/

### Fiery Dragon

**Autumn Mist** is a Brian Train design on the Battle of the Bulge. It uses a division-level system on a small map with ten two-day turns. Units are activated by randomly drawn corps and army HQs. Combat is resolved with a "Mission Matrix" which gives attacker and defender different "mission" choices. The intersection of choices gives the combat result in terms of modifiers for attacker and defender "casualty checks" and fixed advances/retreats.  
www.fierdragon.com/

### Grenier Games

Grenier Games are a new company, which publishes games designed by Eric Grenier. The first two games are **World War II in the West** and **World War II in the East**. Between them they cover the entire Second World War, in Europe and in the Pacific respectively. They are mate-able and designed to be simple and quick to play. www.greniergames.com

### L2 Design Group

New from L2 Design Group, **The Deluxe Bitter Woods Expansion Kit** allows owners of **Deluxe Bitter Woods** to continue play of the game until January 1945. Included in the kit is a new rule book, play-aid cards,

and a counter sheet. Their web site is: www.l2designgroup.com

### Lost Battalion

**Battleships in Action** is a board wargame on WWII naval combat between battleships. Designer is S. Craig Taylor, Jr., who has an impressive list of past naval game designs (**Wooden Ships and Iron Men**, **Ironclads**, **Flattop**, **CV**, **Midway**, **Smithsonian**, and **Guadalcanal**). If you order just **Battleships in Action**, you pay for postage and get a web coupon for money-off on a later purchase. If you order it with another Lost Battalion Games product, it is free.  
www.lostbattalion.com/

### R.O.C - Le Croisade Albigeoise

I do not know the publisher for this game so have listed it under its title. **R.O.C** is a French game on the Albigensian crusade. It has a mounted map, 127 cards and 256 round counters. <http://boutique.cathares.org/boutiqueJeuRocD.html>

### Shrapnel Games

**ANZAC Attack** is an expansion for **Lock 'n Load** which adds a page of new rules and new units for ANZAC and North Vietnamese forces.  
www.shrapnelgames.com/index.htm

### Worthington Games

A new company, Worthington Games' first release is **Victoria Cross: The Battle of Rorke's Drift**. It is a quick-playing game and a unique application of blocks to tactical level combat. <http://members.cox.net/worthingtongames/>

### NEW MAGAZINE WARGAMES

*Vae Victis* issue #57 contains the game, **D-Day 1944**, covering the first ten days of the Normandy '44 campaign. [www.vaevictis.com/](http://www.vaevictis.com/)  
Note that *Vae Victis* magazine and games are in French, but rules' translations are made available via <http://grognard.com/vaevict.html>

*Against the Odds* issue #8 features the John Prados game design, **Fortress Berlin**, covering the final days of the Third Reich. Their web site is: [www.atomazine.com/](http://www.atomazine.com/)

Note that an On to Berlin/Operation Eclipse expansion variant for **Fortress Berlin** will be inserted in *Paper Wars* issue 56, due in September.

*Alea* issue #29 contains **Nordkapp: Arctic Convoys**, which uses the game system used in **Victory at Midway** (*Command* #14), and is about the 1942 arctic convoy battles. [www.simtacludopress.net](http://www.simtacludopress.net)  
Note that *Alea* magazine and games are in Spanish but rules translations are made available via <http://grognard.com/alea.html>

### NEW DTP WARGAMES

New from Perry Moore is **Operation Eisbar 1943**, on the air and land battle for the island of Kos, in the Aegean from Sept-Oct 1943. <http://pweb.jps.net/~perrya>

New from Khyber Pass Games are the first two games in its **El Cheapo** series. **Che: Failed Revolution**, **Bolivia 1967** and **Castro: The Cuban Revolution, 1958-59** are both simple area-movement games with short rules, common to both games. Both are discounted if purchased with other Khyber Pass Games. For details see: <http://isigames.com/kpg/>

Richard Dengel, the designer of **Rebel Yell**, has announced the release of **I Fights Mit Sigel**, on the Battle of New Market, Virginia, May 15, 1864. This is a hand-constructed wargame limited to 150 signed and numbered copies. Its game system is based upon **Rebel Yell**, but has been given a complete face-lift. You can e-mail Richard about the game at: [dengelwood@verizon.net](mailto:dengelwood@verizon.net)

### NEW WEB RESOURCES

The Boardgame Players Association has set up a discussion board at: <http://p214.ezboard.com/bboardgameplayersassociation>

Rules for the forthcoming game **7 Ages** from ADG are at <http://grognard.com/info1/7ages.doc>

Links to the latest errata for certain games are:

(Continued on page 4)

**Deluxe USN:** <http://groggnard.com/errata1/usndg.txt>

**The Ottomans** (*S&T* #222) <http://groggnard.com/errata1/st/st222.txt>

**A Dark & Bloody Ground** (*Against the Odds* #7) <http://groggnard.com/info1/dbg2ed.pdf>

There is an excellent website for **Battle Cry of Freedom** (Decision Games) at <http://www.dsmithworld.net/BattleCry1.html>

A collection of counter errata for games from *Vae Victis* are at <http://perso.club-internet.fr/fredbey/>

Links to convention photos:  
Consimworld 2004:  
[www.sbfso.com/Martin/Consim/Origins2004](http://www.sbfso.com/Martin/Consim/Origins2004):  
[www.buckeyeboardgamers.org/origins\\_2004\\_a.htm](http://www.buckeyeboardgamers.org/origins_2004_a.htm)

A new, free game is **Stalingrad Attacked** designed by Lou Coatney: <http://lcoat.tripod.com/stalatt.htm>

Free versions of SPI's **Napoleon at Waterloo** and **Strike Force One** have the updated links:  
[http://www.alanemrich.com/PGD/Week\\_03/PGD\\_NAW\\_rules.htm](http://www.alanemrich.com/PGD/Week_03/PGD_NAW_rules.htm)  
[http://www.alanemrich.com/PGD/Week\\_05/PGD\\_SF1\\_rules.htm](http://www.alanemrich.com/PGD/Week_05/PGD_SF1_rules.htm)

### GRD Games Purchased by Historical Military Services.

An excerpt from the press release follows:

*"Historical Military Services (HMS) is pleased to announce that it has purchased all of the assets of GRD Games. The Europa, Glory and The Great War series, The Europa Systems Magazine (TESM or TEM), the GRD Games website (www.grdgames.biz) and the Europa Association List on Yahoo Groups, are under new ownership. The new GRD owners are Gar Olmsted, Cory Manka and Arthur Goodwin.*

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## Meet the Pacific RD: Paul Pawlak

I was 15 years old when I played my first game of military strategy. That's what the games were called back then. The game was AH's **Gettysburg** and the year was 1959. Avalon Hill was the only company around then and was publishing two titles a year. Like everyone else, I purchased and played every new title that they put out. My number one favorite was **Bulge '65**. AH's bi-monthly magazine *The General* was the main source of contact with other gamers. Answering one of the ads in *The General* allowed me to meet people like Myron Brundidge and Ray Johnson, two people who helped advance the hobby in Chicago during those early days.

Through Myron I was introduced to Fletcher Platt's naval warfare game, which was played on the floor with miniature ships. Myron also organized monthly **Diplomacy** games at his place. Friday evenings were spent at Ray's house fighting Napoleonic battles using 20mm metal figures. Ray wrote his own set of rules, which I helped to play test before they were published.

In 1967 I was called up to the Army and served as a medic in Vietnam with the 501st regiment of the 101st Airborne Division in 1968 - 69. I received two purple hearts and was awarded a bronze star with V. In 1970 I was a civilian once again and married Fay, an Aussie, in Sydney. We lived in Chicago from 1970 to 1975, and during this time our son Brant was born.

An opportunity came up to relocate to Sydney of all places. So I put a hold on joining AHIKS and packed up the family and moved to the South Pacific. We lived in Sydney from 1975 to 1979, and during this time our daughter Amanda was born. The wargaming scene in Sydney was just as active as it was back in Chicago. The gamers down there were (and still are) playing board games and miniatures from all periods.

In the seventies the unofficial meeting place for gamers in Sydney was Napoleon's Military Book Shop. With the help of good Aussie mate and fellow gamer, Peter Jones, we

formed a group that recreated WWI aerial dogfights using 1/72 scale plastic plane kits.

During this time I had the pleasure of knowing John Chard IV not only as a workmate but also as a fellow gamer. His great grandfather was Lt. John Chard of Rorke's Drift fame.

In 1979 we moved back to Chicago and would stay put until 1985. During these six years our other daughter Melissa was born. With family and work putting a big dent into my gaming time I was losing touch with the hobby. Brant and I kept the flame alive with the Avalon Hill "classics" when time permitted.

In 1985 Sydney beckoned me one more time. It was a choice between the South Pacific where it is beautiful one day and perfect the next, and the blizzards of Chicago. This time the move would be permanent. After 41 years I would be saying goodbye to my city of birth.

After settling back into life Down Under, I went through a period of not playing at all for a few years. Then with the family grown and work demands decreased I started playing SSG games against the computer. What a drag that was becoming; I needed a human opponent. I did a search on the net and found "The Wargame Opponent Finder" website. It is just like the want ads in back of the old *General*. Through this website I made e-mail contact with two great gamers. Rob Mull in Colorado and Bob Jones in Virginia. Rob is a very active member of the Boardgame Players Association and got me back into board gaming with the use of cyberboard and ADC2. We have been gaming against each other for five years now. We have played old titles like **Bulge 81**, **1776**, **African Campaign**, and the new stuff like **Bitter Woods** and **Monty's Gamble**. Recently we did a few sessions of "live" gaming for **Monty's Gamble**. Being on line at the same time means that when it is two o'clock Saturday afternoon in Denver. It is six o'clock Sunday morning in Sydney. What some of us will do for

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(Continued from page 4)

the love of gaming. Thanks to Rob I tried my hand at competing in a BPA e-mail tourney, and I'm looking forward to signing up for another one. Bob Jones is an AHIKS member who is one of the best **Afrika Korps** players I have come across. He brings a friendly competitive edge to the games he plays. Bob is the one who steered me into joining AHIKS.

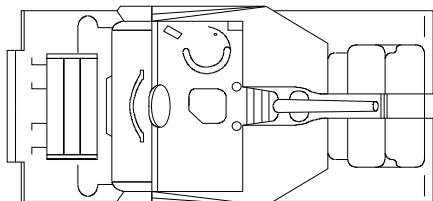
Yes, after 28 years I finally sent in that new-members form. Because of AHIKS I was able to meet Kevin Reid the AHIKS RD down here in the Pacific area. With his busy schedule (Kevin is in the RAAF) it was almost twelve months before I caught up with him. Since meeting Kevin, my face-to-face gaming has shifted into high gear.

In my spare time I designed two cyberboard gameboxes, which is not bad for someone like me. Anything I do on the computer is self taught. One CB gamebox is for Jedko's **African Campaign** which Rob and I have been using. The other is for the 2nd edition of **Bitter Woods** which Kevin and I are now using. My **Bitter Woods** gamebox was posted at the website "War Zone C" for downloading last year. Right now I've been fixing up the files, making a few improvements to it, and will be posting the improved version 1.1 for downloading.

I've lived here for a total of 23 years of my life now. Our three children are all adults; the youngest is 22 years old. Our granddaughter turned one just this past March. A few years ago when I swore an oath of allegiance to the colony I guess it was just natural for me to do so.

After all these years, **Bulge** is still my favorite, only this time around it goes by the name of **Bitter Woods**. There is nothing I like better than seeing my 101st Airborne Division moving down the road taking names and kicking butt.

★★



## On-Line Gaming by Tom Thorsen

Like many people, my time available for PBM games grew shorter as my family and job responsibilities grew larger. Ten years ago it was all I could do to maintain just one or two active PBM games at what had to be a very slow pace. It was then that the computer arrived in my house with a dial-up modem. Like many gamers I got involved in the computer games which further reduced my PBM to almost nothing. However, I found no joy in either defeating or losing to a computer player. There is no one to discuss the game with afterward. I believe a lot of former boardgamers are now using their computers to get back into the old board games for the same reasons.

Previous articles in *The K* have discussed the various ways to get restarted in board gaming. I will mention a few of the various things I am involved with so you can check them out yourself.

To my mind, the most significant software tool for gamers to come along in the last 10 years is the "Aide de Camp" (ADC) and the "Cyberboard." I have no experience with ADC software. I have used the Cyberboard software extensively to play many games. This is a software package that originated from Dale Larsen that recreates the game boards and pieces of many games for use on a computer. No more having to leave a game set up for months or years. There is simply a game file you save on your computer that, for the most part, looks just like the board game you have set up in the game room. You simply take turns moving your units and resolving battles on the game board, then create a "move" file that you send to your opponent. He can add this move file to his game file and watch your move re-played before his very eyes. He then takes his turn and the cycle goes on.

Many of the game companies and designers have no problems allowing other gamers to create these software copies of their boardgames to facilitate playing. The only request they make is that if you decide to play the game, you must have a purchased

copy of the game you are playing. I can attest that I have played **Paths of Glory** (GMT games) probably 20 times and the counters in my game are still unpunched!

The Cyberboard software and information can be found at <http://cyberboard.brainiac.com/index.html>

Once you have this software, you will need the Gamebox for the game you want to play. There are several sources for this. Here is one that I have used a few times.

[http://www.sweetkiss.net/~sk006/wzc/Eng/dl\\_title\\_all.html#w](http://www.sweetkiss.net/~sk006/wzc/Eng/dl_title_all.html#w)

Gameboxes tend to evolve over time, so, if you are going to play with an opponent by trading Cyberboard move files, it is very important that you have the same revision of Cyberboard and Gamebox software.

Over the last couple of years I have greatly enjoyed playing the GMT card-driven games that originated with **We the People**. Some of the more advanced Cyberboard files have these cards included in the game box. You can see and move only the cards that you "own;" your opponent sees only the back of them. To show a card to your opponent, you have to "release" ownership.

An alternate way to handle the cards in these games is to use the Automated Card Tracking System (ACTS). To see a list of the games they offer go to: <http://acts.warhorsesim.com/index.asp>

You can "click" on a game you are interested in and see a list of all the current games. All card plays and die rolls are recorded in an on-line journal that everyone can review.

I have participated in two BPA PBeM tournaments that required all games to be played using ACTS, **Wilderness War** and **For the People**. If you are interested in these games and would like someone to introduce you to the system, drop me a line, and I will do my best to introduce you to these systems.

★★



## 2003 Charles S. Roberts Awards

The winners are in bold.

### Best Pre-World War II Boardgame

Liberty! (Columbia Games)

**Age of Napoleon** (Phalanx Games)

Rise of the Roman Republic (GMT Games LLC)

Sun of Austerlitz (OSG)

Sweden Fights On (GMT Games LLC)

### Best World War II Boardgame

A World at War (GMT Games LLC)

Ardennes '44 (GMT Games LLC)

**Europe Engulfed** (GMT Games LLC)

Monty's Gamble (MMP/The Gamers)

The Russian Campaign (L2 Design Group)

### Best Modern Era Boardgame

Ignorant Armies (*S&T/Decision*)

Korea: The Forgotten War (MMP/Gamers)

**Lock 'n Load** (Shrapnel Games)

Victory in Vietnam II (Schutze Games)

### Best Magazine-Published Boardgame

Asia Crossroads (*S&T/Decision*)

**Ignorant Armies** (*S&T/Decision*)

The Lost Battalion (*S&T/Decision*)

Napoleon at the Berezina (*Against The Odds*)

North Wind Rain (*Against The Odds*)

### Best DTP-Produced Boardgame

Marlborough Man (BSO Games)

**Thunder on South Mountain**

(Blue Guidon)

Victory in Vietnam II (Schutze Games)

Warplan Dropshot (Schutze Games)

Zhukov's First Victory (MDG)

### Best Wargame Graphics

Europe Engulfed (GMT Games LLC)

**Ardennes '44** (GMT Games LLC)

Liberty! (Columbia Games)

The Russian Campaign (L2 Design Group)

Sun of Austerlitz (OSG Games)

### Best Professional Wargame Magazine

C3i (GMT Games LLC/RBM Studio)

### Against The Odds

Paper Wars (Omega Games)

Strategy & Tactics (Decision Games)

Vae Victis

### Best Amateur Wargame Magazine

The Boardgamer (Bruce Monnin)

Die Manoeverkritik (German Historical Society)

**Panzerschreck** (Minden Games)

Simulacrum (John Kula)

Ultra

### Best Game Review or Game Analysis

*Paper Wars*, #50, "Drive on Stalingrad," by Adam Starkweather

### Best Historical or Scenario Article

*Against the Odds* Vol.1 No.4,

"Napoleon at the Berezina," by

Robert Markham

### James F. Dunnigan Award

*To a Game Designer, Developer, Graphic Artist, or Game for outstanding achievement*

Frederic Bey (Vae Victis)

Craig Grando (ATO)

Bruce Harper, A World at War (GMT Games LLC)

Joseph Miranda (for multiple designs)

**Rick Young and Jesse Evans, Europe Engulfed** (GMT Games LLC)

### Clausewitz Award Hall of Fame

Kevin Zucker

## Rodger MacGowan Lifetime Achievement Honors

Rodger B. MacGowan became the third recipient of the Ed Blomgren / Winston Hamilton Lifetime Achievement Award for contributions made to the conflict simulation gaming industry. Rodger was honored for his many years of contribution to the hobby during the opening ceremonies of ConsimWorld Expo 2004 in June. Past recipients of this award include Alan Emrich and Richard H. Berg. ConsimWorld wishes to thank Rodger for the positive influence and creative force he continues to have in shaping the hobby.

Here is an overview of some of the milestone achievements by Rodger B. MacGowan.

1975 Founder, *Arquebus*

1976 Founder, *Fire & Movement*

1976 First packaging design (**The Russian Campaign**)

1977 **Squad Leader** package design

1982 Hobby Japan Art Consultant

1986 Founder, Charles S. Roberts Awards

1990 Co-Founder, GMT Games

1992 Founder, C3I magazine

More than 200 game package design credits.

If you have Quicktime 6.x installed, Rodger's acceptance speech can be seen at:

<http://homepage.mac.com/jcbeckman/iMovieTheater8.html>

## Treasurer's Report

from Stuart Schoenberger

Current Balance: \$5,946.35

as of 8/1/04

Perpetual Fund \$ 702.37

### Inflows:

Dues \$1,642.00†

Perpetual Fund 534.00†

Interest 12.97

PFund 2.37

\$2,191.34

### Outflows:

Bank Charge \$24.96

MC 25.58

Publications 620.00‡

Treasurer 56.19

Total Outflows \$726.33‡

Overall total \$916.00‡\*

\*Not including money earmarked for the perpetual fund.

‡Estimated by the editor.

## International Gamers Awards

The 2004 recipient for the outstanding Historical Simulation Game is **Lock 'n Load**, Mark H. Walker, Shrapnel Games.

New designer **Mark H. Walker** has attempted to go back to the roots of tactical wargames with **Lock 'n Load**, which is set in the jungles of Vietnam and is the first in a series spanning several eras. Tactical games started off as quick and fun but slowly accreted rules for greater "realism." This game tries hard to stay simple yet capture a significant depth of realism. It also uses a mechanism whereby units in certain hexes trigger "events."

Not surprisingly for a tactical game, terrain, lines of sight, and spotting are crucial. The latter two mechanisms force cautious approaches. Carefully moving units and leaders forward, using the ground, scouting for the enemy, and dealing with unexpected events as well as enemy actions, all make for a player's game which feels gritty and tense. Production values and company support for this game are excellent. It has the potential to spawn another great dynasty of tactical wargames.

The **International Gamers Awards** was created to recognize outstanding games and designers, as well as the companies that publish them. The awards are truly international in scope, with committee members representing countries throughout the world. The goal of the **IGA** is to select games that are truly the "best of the best," helping lead to greater exposure for these wonderful games and help spread the word of the "wonderful world of gaming" on a global scale.

Other nominees were: **Ardennes '44**, **Age of Napoleon**, **Monty's Gamble**, **Medieval**, **Sweden Fights On**, and **Warplan**.

## Unit Counter Pool

It is the job of the unit counter pool officer to collect, sort, and redistribute counters. If you have lost a counter to a game, you can contact me, and, if I have said counter, I will ship it to you.

With that said, if you have any games you no longer want, I would like to have them to redistribute among the membership.

With some of my personal games, I have started scanning the counter sheets in the event that somebody may need a copy for a missing counter. If you have done the same, please forward a copy so I can catalog these as well.

Games currently cataloged:

### Avalon Hill

Air Assault on Crete  
Afrika Korps  
Advanced Squad Leader  
Battle of the Bulge '81, '91  
Breakout Normandy  
Flat Top  
France '40  
FSE  
General 25 #2, 26 #3  
Midway/Guadalcanal Expansion  
Panzerkrieg  
Squad Leader  
Stalingrad  
Submarine  
Tactics II  
Third Reich  
Turning Point: Stalingrad  
The Russian Campaign

## by Clyde Longest

### Victory Games

Hell's Highway  
Civil War  
Gulf Strike

### Gamers

Ardennes  
Objective Schmidt  
Omaha Beach

### TSR

Colonies in Revolt  
Barbarossa  
Moscow '41

### SPI

Battles for the Ardennes  
Blue & Gray  
Fall of Rome  
Fighting Sail  
Krieg  
Proud Monster  
Raid  
Tito  
To the Green Fields Beyond  
Typhoon

### 3W

1944  
Dresden  
Lawrence of Arabia  
Race for Tunis  
Sturm nach Osten

### Simulation Games

Desert Rats

## 12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1563 Matthew Harman, Decatur, IL  
1564 Charles McAllister, Rochester, NY  
1565 Loukas van Morle, Highland Park, NJ

The Civil War Preservation Trust (CWPT) is an organization of nearly 50,000 members that works to preserve civil war battle sites from development. It is a very well-run operation that puts out a first-class quarterly newsletter and periodic news updates. The CWPT staff works very hard to leverage member's contributions to acquire key tracts of land. Recent acquisitions in just this year have saved core sections of battlefields at Fort Donelson, Chancellorsville, Gettysburg, Shiloh, Antietam, and Petersburg, among others.

The organization's website is [www.civilwar.org](http://www.civilwar.org). The membership center's phone number is 1-888-606-1400.

From Eric Noreen

# Upcoming Events



**August 19-22**, Indianapolis, IN  
GENCON INDY 2004  
[www.gencon.com/](http://www.gencon.com/)

**Sept. 3-5** Charlottesville, VA  
COLUMBIA GAMES EAST BLOCK  
PARTY  
[www.prezcon.com/columbia/registration.asp](http://www.prezcon.com/columbia/registration.asp)

**September 4-6**, Chicago, IL  
CHICAGOLAND TOY & GAME FAIR  
[www.chitag.com](http://www.chitag.com)

**September 3-6**, Los Angeles, CA  
GATEWAY 2004  
[www.strategicon.net](http://www.strategicon.net)

**September 3-5**, Springfield, IL  
I-CON 2004  
[www.mecca-anime.com/I-Con/i-con.html](http://www.mecca-anime.com/I-Con/i-con.html)

**September 10-12**, Springfield, OH  
ADVANCE THE COLORS  
[www.hmgsgreatlakes.org](http://www.hmgsgreatlakes.org)

**September 17-19**, Richmond, VA  
GAMEFEST-RICHMOND  
[www.gamefestseries.com](http://www.gamefestseries.com)

**September 23-26**, Columbus, OH  
BUCKEYE GAME FEST V  
[www.buckeyeboardgamers.org](http://www.buckeyeboardgamers.org)

**October 1-3**, Kansas City, Kansas  
BORDER WARS  
[www.hahmgs.org/](http://www.hahmgs.org/)

**October 9-10**, New Orleans, LA  
D20CON  
[www.d20con.com](http://www.d20con.com)

**Oct. 14-17**, Minehead, England  
UK GENCON  
[www.gencon.com/displayeurope.aspx?file=europe-UK](http://www.gencon.com/displayeurope.aspx?file=europe-UK)

**October 21-23**, Hunt Valley, MD  
WATERLOO II  
[www.boardgamers.org](http://www.boardgamers.org)

**November 5-7**, Fairlee, Vermont  
CAMP CARNAGE  
[www.carnagecon.com](http://www.carnagecon.com)

**November 5-7**, Rockford, IL  
ROCKCON 2004  
[www.rock-con.com](http://www.rock-con.com)

**November 11-14**, Timonium, MD  
EURO QUEST  
<http://euroquest.gamesclubofind.org>

**November 19-21**, Ann Arbor, MI  
U-CON  
[www.ucon-gaming.org/](http://www.ucon-gaming.org/)

**December 2-5** Anaheim, CA  
GENCON  
[www.gencon.com/socalhome.aspx?file=socal](http://www.gencon.com/socalhome.aspx?file=socal)

## 2005

**January 27-30**, Hunt Valley, MD  
WAM III  
[www.boardgamers.org](http://www.boardgamers.org)

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

**March 18-20**, Hunt Valley, MD  
ENLIGHTENMENT VIII  
[www.boardgamers.org](http://www.boardgamers.org)

**August 2-7**, Lancaster, PA  
WBC 2005  
[www.boardgamers.org](http://www.boardgamers.org)

## 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.

## Top Ten Games Completed by AHIKS Members

1980 to June 30, 2004			January 1, 2002 to June 30, 2004	
	Title	#	Title	#
1	Russian Campaign	1075	Afrika Korps	24
2	Battle of The Bulge 65 (270) / 81 (470)	740	Panzerblitz	16
3	Squad Leader (all titles)	562	Waterloo	11
4	Afrika Korps	560	Fortress Europa	10
5	Anzio	345	Gettysburg 88	9
6	Stalingrad	341	Napoleon's Last Battles Quad	8
7	Fortress Europa	267	Across Five Aprils	6
8	Panzer Leader	242	Russian Campaign	6
9	B/G Quad – Chickamauga	210	Squad Leader	6
10	Gettysburg (all versions)	210	Stalingrad	6



## What AHIKS Plays by Andy Johnson

As an AHIKS member for twenty-seven years and the Match Service Officer for Ratings since 1993 I've played my share of games and gotten to see what the member's game interests are. At our Editor's request I've pulled together the current information on what titles we play and how that's changed over time. This does not include multi-player games such as **Diplomacy**, **Third Reich**, or **Flattop** as those aren't tracked in the individual match records.

While my primary responsibilities are to record all the games members complete and to maintain the AHIKS Top 40 list, the process to do those things means I collect a lot of data (a veritable gold mine of useless information). The records I have and have inherited don't go back into the mists of AHIKS history but do cover approximately the last 24 years. Over that period of time AHIKS members have played over 9200 games using 260 different titles and averaging 383+ games per year. Comparing that total history to the last two and one-half years (an arbitrary starting point I used for current trends) members have reported 180 games using 32 titles for an average of 72 games per year. As you can see completed game activity has dropped off, and that ties itself to the trends in the hobby at large

What is clear is that AHIKS as a group is playing fewer games every year. In the ten plus years I've been doing the MSO Ratings job, match completions have declined every year. And, although I don't track it, there seem to be a lot more match cancellation notices coming through without a game completed. With the changing demands of our lives, the advent of more entertainment technology, and perhaps the increased pace of our lives, we seem to have less time to play and more choices of how to use the time available.

Now, what about the games we play. Some of those titles in our his-

tory were one hit wonders like **The Thin Red Line** and **Stellar Conquest**. Other titles had periods of strong interest but have since faded; **Richthofen's War, 1776**, and **Air Assault on Crete** are a few that fall into this category. Then there are the titles that have had continuous play since they were published. In the following paragraphs you'll see the data on those games. As I looked at the over-all play history and compared it to the titles played since January 2002, here's what I found. [See the table on the facing page.]

Some facts and observations on the Top-Ten titles data:

The games we continue to play are all titles we grew up with.

No title published in the last five years made either list.

With the exception of **Squad Leader** games, the most popular titles are not the most complex.

Historically eight of the top ten were WWII titles and two were ACW.

Currently six were WWII, two ACW, and two were Napoleonic.

No naval or air titles made either list although **VITP** and **War at Sea** were in the top fifteen of the historical and current lists respectively.

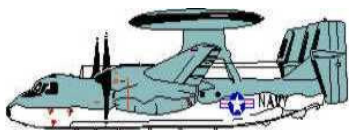
Six of the historical Top Ten made the current Top Ten.

No science fiction title made the top 200 in the historical list or anywhere on the current list.

That's what we as a gaming community have been playing. If your favorite title didn't make the list, that doesn't mean there aren't a lot of opponents for you. Just use the opponents wanted column in *The K* and they'll show up.

One side note, **Russian Campaign** has been republished by L2 Design Group out of Toronto ([www.L2designgroup.com](http://www.L2designgroup.com)). I just got a copy and I found it an excellent update with compatible play with the earlier versions.

★★



## AHIKS Top 40 Active Players from Andy Johnson

These members have a Rating Qualifier Greater than "C" in all categories. Players with the same Rating are then ranked by Qualifier. This list included all match completions received and posted as of June 30, 2004. See *The Kommandeur* Vol. 37, No. 3 for the Numerical Rating Chart.

#	Name	Rating
1	D Burdick	2035
2	K McCarthy	1885
3	B Stretcher	1875
4	G Young	1805
5	P Landry	1780
6	R Heller	1770
7	P Truesdell	1755
8	D Tierney	1720
9	T Thorsen	1700
10	C Minsheu	1665
11	D Grant	1645
12	H Lowood	1635
13	A. Bowie	1630
14	C Jehlen	1630
15	G Dandy	1625
16	F Kraus	1625
17	C Stewart	1610
18	M Yarwood	1610
19	R Wood	1595
20	C Xanthos	1585
21	A Morley	1580
22	Peter Martin	1565
23	R Shurdut	1565
24	L Deck Sr	1560
25	J Unnerstall	1560
26	J Simecek	1555
27	T Holtz	1535
28	W Klitzke	1530
29	H Burkhalter	1530
30	N Markevich	1520
31	S Andriakos	1515
32	R Cottrell	1515
33	E Menzel	1515
34	C Watson	1515
35	T Scarborough	1475
36	B Lindow	1470
37	C Longest	1465
38	C. Leonard	1455
39	D Bergmann	1450
40	O DeWitt	1400

## 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](http://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](http://www.angelfire.com/ny4/gmtom/AHIKS.htm).

1776 (AH)	(1154) Trosky 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
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
Great Campaigns of ACW (any)	(1564) McAllister E
Grunt (SPI)	(0804) Sheppard E
Guadalcanal (AH)	(1555) Scott 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
Napoleonic Wars (GMT)	(1564) McAllister E
PanzerBlitz (AH)	(0804) Sheppard E
PanzerBlitz (AH)	(1551) Dohrman E/M
Panzer Leader (AH)	(0804) Sheppard E
Paths of Glory (GMT)	(1564) Charles 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 Campaign (AH)	(1497) Dickson AREA
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 (Clash of Giants)	(1264) Unnerstall E/M
Terrible Swift Sword (SPI)	(0275) Scanlon
USN (SPI)	(0275) Scanlon
Von Manstein's Backhand Blow	(1564) McAllister 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)

### Members willing to volunteer as GM

Achtung! Spitfire	William Lindow 0988
AF/D	Mike Rowles 1446
Diplomacy, Submarine, Stellar Conquest	Robert Carstensen 1526
Flattop	Paul Warnick 1430
History of World	Jeff Miller 1303
Napoléon (Columbia)	Omar DeWitt 0044
Red Parachutes, Red Star/White Star	Sid Jolly 0012
TRC	Gary C. Dickson 1497

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

Changes on this page:  
 Bob Johnson's new address.  
 The Canadian RD has not paid his 2004 dues, and we don't know if he is still functioning as RD.



**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: September 30, 2004.**

(Continued from page 4)

"As part of this purchase, HMS has specifically agreed to accept all obligations GRD Games had at the time of the purchase for all subscriptions to The Europa Systems Magazine (TESM or TEM); for all pre-orders for the games Wavell's War, Total War, and Return to Iraq; for all investments in the East Africa Terrain Company; and for the A Winter War Refit Kit previously promised to 1999 subscribers to TEM.

Those who have pre-ordered Return to Iraq (RTI) will be contacted separately. RTI is not a core project for this company and it will not be produced by HMS. Credits or refunds for preorders will be available shortly.

We have put several other projects on hold (Eisenhower's War, Samurai Lightning, Bloody Eagles, Partizan!, etc.) while we concentrate on getting back on track with the magazine, Wavell's War, and Total War. These projects are still in the "production queue," but all work on them by HMS staff has been stopped until we have the magazine caught up, Wavell's War out, and all components of Total War at the printer.

We are committed to moving forward with the Europa, Glory and The Great War series. Grand Europa will happen in our lifetime. The Europa Magazine is continuing and we hope to expand it in the future. A number of games that are out-of-print will again be available over the next year. There will be more about these projects in later announcements.

Our immediate priority will be to move the company to Colorado and to re-establish the website, telephone connections and set up the inventory. We should have the same toll free telephone # (1-800-236-7442) and web address (www.grdgames.biz) as the old GRD Games but we will let you know by separate announcement when our contact information is finalized. If you experience any difficulties in reaching us, please be patient.

Our major goals for the next six months are to at a minimum publish three issues of TEM, get Wavell's War completed and shipped, and to move Total War along as close to completion as possible so as to release it no later than April 1, 2005.

As owners and publishers, we will do everything we can to reward your loyalty and will continue to improve the quality that drew you and drew us to the series. The games will be published."

### More on Consimworld

In excerpts from a posting by John Kranz, Consimworld's sysop, he explains the rationale for this move and the benefits that will accrue:

"1. The size of activity, cost, and admin time needed to maintain CSW [Consimworld]



Forums came to a point some time ago that was bypassing the funds being raised annually from our fundraiser drive, so steps were (are) needed to build a new model to help sustain our membership and set a plan in motion for future, sustainable growth.

2. I acted quickly to try and come up with a plan which I thought would be universally accepted by our valued members as well as by our partners, but no consultation was involved. This in 20-20 hindsight was a misstep and I've listened to the feedback and will be taking corrective action while balancing out the need to build a sustainable model for the future of CSW.

3. Per Allan [Rothberg]'s message, I've made some decisions to address the concern of both our CSW members and valued partners. These are the following:

a. Game Company Support. Publishers have come to value the service offered by CSW Forum in communicating with enthusiasts about the latest company news. Partners became concerned that this connection was being shut off for a vast majority of our current members, and that the news desk alone would not satisfy the regular communications traffic. As a result, full read/write access to the Game Company Support area will remain in place for subscribers and non-subscribers alike.

b. CSW understands and agrees that community building and growing the hobby is critical. We are therefore likewise keeping both the Game Organization/Club Folder and the Game Conventions Folder open access to all so this grassroots, evangelizing effort can continue.

So, in effect, all CSW partners are guaranteed a direct link to all members and guests, as we are running today, and club and event organizers can continue to leverage our community as well to help them be successful.

There will be various marketing efforts taking place once the subscription plan is in place to drum up interest and evangelize more enthusiasts to become formal members. We will include a special welcome topic to provide general support to all, as we feel that by providing the best support possible will create satisfied, subscribing members in the end.

CSW Partners are being offered what I consider will be a win-win plan in which a Buy Now process will be implemented online, such that any direct sales generated at CSW (via this Forum and our news desk) and submitted to publishers directly will earn us a small finders/contribution fee. The long-standing opinion of members and partners alike is that CSW Forum helps generate additional sales (especially the news desk), so we are asking that partners recognize this contribution when we are able to make it on a percentage, sales case basis. The end goal is to increase 'direct sales' for all partners and help them be more successful rather than saddle them with high partnership fees on a flat basis.

For those of you who are disappointed that not all forums will be made read-only, we simply can not satisfy everyone, and we will do our best to drive the value of our entire Forum, from our Marketplace (where many deals are to be had) to our individual game discussions, and our up-and-coming CSW eBulletin in which we offer subscriber-direct discounts (similar to that introduced by *Paper Wars* recently). Our goal is that you end up *saving* money in the end by subscribing, while also enjoying the entire Forum and giving us the peace of mind that we can transition to a stronger, more sustainable hobby support model. We will rotate out as best we can on an alternating basis certain hot topics of discussion (an individual game discussion here or there) to help drive subscriptions, but much of this will be dependent on our forum software technology and feature set.

Transitions are always a challenge, especially when we feel sorely challenged and our backs are against the wall, so your collective support and understanding is appreciated. I'm confident, based on the feedback received thus far and the reality of the day, that a more sustainable model is needed, that this is ultimately the best, win-win situation for CSW, for members, for guests, and for our valued partners."

### CounterAttack 4.1

Thought extinct after four issues, *CounterAttack* makes a sudden re-appearance with an issued number 4.1, which contains a Korea 2005 expansion update for the **Korea '95** game from issue 4. It contains 20 counters, six scenarios on three backprinted cards, 12 pages of rules/designer's notes, an OOB chart (on the back of the magazine cover), and a company flier. This expansion was the last project of Lt. Colonel Henry C. Meyer (ret), a long-time fixture in the Southern California wargame scene, who passed away recently.

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