

The Kommandeur

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From the President

This will inform you that we have a new Treasurer, **Brian Stretcher**. I had a long talk with Stuart and he has decided to let go the reins of the fiscal beast. Stuart has recently had to change employment circumstances, and it sounds like the beast was getting a bit onerous. After speaking with Brian also, I am confident the purse strings will be passed on to caring hands. Stuart is leaving for a well-deserved vacation (to Gettysburg for a couple weeks of gaming and history, the lucky dog!), and the transition will be complete by the time you read this. I trust you will all give Brian the support he needs to fulfill this most important of assignments and welcome him to the ranks of Those Who Trod the Halls of Power. Almost sounds impressive, doesn't it?

So, what have you been doing? And how come you aren't sending in a little update for Omar to print and share with the rest of us? Guess I can't complain unless I lead the way...

After 24 years the second edition of **Starship Troopers** is back in business (you can check our website on Consimworld). I spent three *very* long months talking to 16 people before I finally got through to the man at Sony/Tri-Star who is in charge of all licensing for **SST**. He was the 17th guy. He said no. So, it was back to the drawing board. One side-benefit in talking to 17 different people about licensing is the discovery of about how much different the derivative must be from the original to be considered something brand new. We are brand new. We are now *on the bounce!* We also have a publisher who should be announcing this new acquisition by the end of October, so stay tuned.

On my other burner, **The Upper Hand** is on hold again while I finish off **OTB!** But—on the side—I am in secret negotiations to get my dice and card game (originally known as **Pantheons** when it was self-published as a **Runequest** thing

that sold 250 copies) which has been transformed into **Major-General** (now a military-based dice and card game) published professionally. We've been playing it at our family game nights here at home. It's a great multi-player party game. Unfortunately my wife and middle son keep whomping me. How humiliatin'!

I recently finished my **Holy Grail**—a classic boardgame that could easily be packaged with chess, checkers, and backgammon. You may think classic boardgames are easy, but brother, have I got news for you! **BOB** was peanuts to design next to this little hummer! I've been searching for this little pot o' gold since 1969 when I designed my first game (which, incidentally, I played with the middle son on a family picnic during the summer and whomped *him!*). This one was sweet. I woke up in the middle of the night, drew the board, and wrote the rudiments of the rules. I spent a month refining it, and it has never disappointed since. This is the one I could retire on, but I gotta get it published somehow first. *sigh*

Played most recently: **Major-General, Settlers & Knights, Settlers Of Zarahemla, New England, Orbis, Hyborian Risk** (it needs a few rule changes; if you're interested, write me), **Risk, Five Crowns, Mtg, Titan, and Phase 10**. Lots of family stuff. Next up? **On The Bounce!** (with the middle son—lots of playtesting), **Kremlin**, and...getting my magnetic **BOB** set-up for pbm. I owe a fellow in England a match. ;-)

What's the point of all this? I shared with you. Now it's your turn to share with us. Tell us what you've been up to. What you've been playing. What your plans are. How gaming has impacted your life. As you can see, it is a thread that runs through mine constantly

AHIKS marches on. Pass it on.

El Prez, [Chester](#)

Game News from Alan Poulter (grognard@grognard.com)

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

(www.grognard.com). The material was correct at time of writing: 27th September 2004.

Alan Poulter

NEW BOARD WARGAMES

Cool Stuff Unlimited

Cool Stuff Unlimited is a new company whose business is to upgrade and republish minor classic games from the past. An initial print run of 100 copies of John Hill's **Verdun** quickly sold out, so another 100 have been printed. These reprints will not include a coversheet or be individually numbered, but the map has three town names corrected, along with one correction made to the CRT. For more information e-mail: coolstuff@advantas.net

Decision Games

New from Decision Games is **The Western Front: 1914-1918**, the latest in the **Der Weltkrieg** series. It contains six scenarios depicting campaigns in France and Belgium during World War I and a grand scenario covering all four years of war. It can be linked to the other games in the series, which cover other fronts. www.decisiongames.com/

Fantasy Flight Games

FFG have produced an expansion to **The Game of Kings**, called **A Clash of Kings**. It contains a new southern map which has a new House, plus new types of order markers and more detailed rules.

www.fantasyflightgames.com/

GMT

GMT have released two new games. **Three Days of Gettysburg** is the 3rd edition of the first game in the **Great Battles of the American Civil War** (GBACW) series. The rules and components include errata counters and rules corrections for previous editions. The GBACW series rules booklet is version 4.5, which indicates an update since **Gringo!**

(version 4.4), the previous release in the series. The game has six scenarios covering the main actions of the battle, including two (**Herr's Ridge** and **Little Round Top**) which use only one map. The others use all three maps. **The Sword of Rome** is the latest in the series of card-driven board games, all loosely based on Mark Herman's classic **We the People**. Designed by Wray Ferrell, cards (for events, army activation, and support) and a point-to-point map enable up to four players to recreate the struggles among the Romans, Greeks, Etruscans, Samnites, and Gauls to dominate Italy in the 4th and 3rd centuries BC. www.gmtgames.com/

MMP

Not to be left behind, MMP have also released a massive new game. **Three Battles of Manassas** (Gamers/MMP) is the latest in the **Civil War Brigade Series** (CWBS). Covered are the battles of Bull Run, the first (July 1861) and the second (August 1862) and a hypothetical third battle that could have happened during the campaign in the East conducted by Lee and Meade late in 1863. The game uses version 3.0 of the CWBS rules. There are seventeen scenarios in all—six, seven, and four respectively for the three battles. Almost all use two or three maps.

www.multimanpublishing.com

Pacific Rim Publishing

New is **Korea 2005**, available as a stand-alone game or an expansion set for owners of **Korea '95**. The expansion adds six new scenarios, counters, rules, charts, and more.

www.justplain.com

NEW MAGAZINE WARGAMES

Strategy & Tactics issue #223 contains **1918: Imperial Germany's Last Chance**. This Joseph Miranda design is a game on Germany's last great offensive on the Western Front. www.decisiongames.com/

Vae Victis issue #58 contains the game, **Austerlitz 1805**, covering the southern half of the battle. The game

for the other half of the battle will be released in issue #64.

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 #9 contains the game **Suleiman the Magnificent**, a Richard Berg design on the Battle of Mohacs on August 29, 1526, between the Ottoman Empire and the army of the Kingdom of Hungary. www.atomagazine.com/

NEW DTP WARGAMES

New from BSO, Richard Berg's DTP label are two games. **Louisiana Tigers** is the first game in a new series, the **Civil War Tactical System** (CWTS), on company-level American Civil War combat, with a scale of 25 yards per hex. Focusing on a few regiments, it covers the opening skirmishes of the 1st Battle of Manassas. The heart of the game is in commanding companies, issuing orders actively (not reactively), and determining what your units actually do when given orders. Further games in the CWTS series will be published by MMP. **Highlander** covers two battles in the Jacobite Rebellion (Culloden and Prestonpans) with simple rules descended from past battle games from BSO. For details e-mail Richard at bergbrog@aol.com.

The last game from the Microgame Design Group is **Byzantium Reborn** designed by newcomer R. Ben Madison. The game covers the Greek and Turkish War, 1920-1922, and is based on Brian Train's popular **Arriba Espana** game system. www.microgamedesigngroup.ca/

New from Red Sash Games is a revised edition of **Charlie's Year** (on the Jacobite Rebellion in Scotland). Ian Weir, the designer, explains:

The 2nd edition of Charlie's Year is an entirely separate game with counters and map sheets of its own. I wanted a series of games using the same basic rule system, but the original rules evolved because the Jacobite Rebellion was not a good subject

to measure "standard" 18th warfare against. The game we are working on now – **Cockpit of Europe** – deals with the War of the Austrian Succession in Flanders 1744-1748 and is a model of mid-18th century warfare. The subject also involves the highest concentrations of forces in that war; so if the system works here, it should work with all the games (we hope). The theme of **CoE** also complements the Jacobite Rebellion theme in **Charlie's Year**, and we plan to have a linking scenario for the two games. However, a rewrite of the latter game— **CY2**— is needed in order to properly match the systems.

Some people who already have a copy of the original **CY** may not want to fork out for an entirely new game on the same subject (these people are obviously not Gamers-OCS fans). For them, I'll be cobbling together an upgrade kit out of pasteboard and tinsel. The kit won't include the new counters. If a person wants the new counters, they might as well buy the whole game, since the counters are a major portion of the cost. The kit will have a simple reference chart for converting some of the unit ratings to the new system (basically just converting a morale number into a morale letter).

Also new is **The Highland Quorum**, covering the Earl of Mar's Rebellion in 1715. It is an official module for **Charlie's Year**, i.e., you must have **Charlie's Year** to be able to play it. www.redsashgames.com

NEW WEB RESOURCES

There are some map errata for the **Battle of Preston** in BSO's **Highlander** at: <http://grogard.com/errata1/preston.txt> ...and errata for DG's new edition of **Empires of the Middle Ages** at: <http://grogard.com/errata1/eotma2.rtf>

There are errata for the MDG edition of **Clash of Empires** at: www.microgamedesigngroup.ca/errata/CoEerrata.html

The **Killing Ground** (NES) has a new (1.5) rules version at: www.carpatina.com/nas/KG_Rules%20v1.5%20Ed.pdf

Decision Games have released a slew of variant rules for recent games in *Strategy & Tactics*, see: <http://grogard.com/20040926.html>

The forthcoming **Seven Days of 1809** from OSG has rules at: www.napoleongames.com/Rules/7D09%20Rules_3.27.pdf ...while rules for **Sedan** in the next issue (#224) of *S&T* are at: <http://grogard.com/info1/sedan.rtf>

There is a truly excellent website (in Polish) for GMT's **Paths of Glory**: www.paths-of-glory.com/

INDUSTRY NEWS

Consimworld

I previously reported that Consimworld, the discussion board for the board wargaming hobby, was moving to a charged-for subscription model, with some free access to company support/discussion forums. There was considerable angst expressed online that this would kill Consimworld (CSW) and prove a setback for the hobby. These fears proved unfounded as over a 1,000 people signed up! In a press release, John Kranz, who runs Consimworld, said:

As a result of the overwhelming CSW Forum subscription activity which is already proving to be a great success in building a new and sustainable business model, we are incorporating the following enhancements to the subscription plan made possible thanks to our more than 1,000 new CSW Forum subscribers.

In celebration of this milestone achievement and incredible outpouring of community support, the CSW Forum will be providing free and unlimited read access across the entire forum for all, covering literally hundreds of topics. In effect, guest access will remain in place. This action is being taken based on the high number of subscriptions already receive and to help new visitors experience first-hand the wealth of informa-

tion provided at the CSW Forum as we continue to welcome new subscribers. This also helps ensure our partners that all individual game topics and support areas can be freely accessed by all, 24/7, to complement their own dedicated marketing and support programs. We are convinced that by providing free, unlimited readership access, we not only remain THE PREFERRED DESTINATION for consim gaming for all gaming enthusiasts and partners alike, but it also helps position us to attract new subscribers.

For all who have subscribed already, we thank you for the tremendous outpouring of support. We have moved to free, unlimited read-only mode for all to help support your evangelizing efforts in support of CSW, which is something you've told us you want us to consider. If you subscribed under the pretext of wishing to have unlimited read-access only, and unlimited posting privileges is not something you desire, CSW will refund your subscription in full. Furthermore, we have slightly reduced our annual subscription fee to \$1.50 per month starting September 1 (or \$18 for an annual subscription). Please contact us directly at kranz@consimworld.com if you wish to request a refund.

Your subscription fee not only helps ensure our continued success, but it provides you with unlimited posting privileges across the entire forum, along with special subscriber-direct discounts and promotions that we will offer you throughout the year, helping you recoup your annual subscription fee over time. Those opting not to subscribe will enjoy limited posting privileges in the Game Company Support, Magazine Publisher Support, Game Club, and Game Convention areas as previously announced, while also being able to access the entire forum.

Thanks to our 1,000+ subscribers, ConsimWorld is strongly positioned to continue to serve as a beacon for all who enjoy historical conflict simulation gaming. We are monitoring our forum software difficulties to better serve all our valued members and will provide updates when we are able.

Microgame Design Group to close in November

The Microgame Design Group (MDG) is a Canadian DTP publishing operation run by Kerry Anderson. Under its label were published a number of notable games, some since taken up by other publishers. Kerry no longer has the spare time to run MDG:

*After the release of **Byzantium Reborn**, the Microgame Design Group will begin closing down. I, Kerry Anderson, co-founder of the MDG and the fellow responsible for production and sales, will be taking educational leave to pursue a Ph.D. in meteorology. As studies will require most of my attention, I will not have the time to run the MDG. The target date will be November, when I will shut down the web-site.*

*The decision to take educational leave was made last Christmas. Since then I have started discontinuing titles as I run out of inventory (**MacArthur's War**, **Mediterranean Fury**, **A Mere Matter of Marching**, **Smokejumpers**, **Trampling out the Vintage**, and **Vimy Ridge** to name a few). Note that you can still get these games from several fine distributors. Also, I have given the designers a chance to find new homes for their various titles (such as Brian Train's deal with Fiery Dragon).*

*It has been eight years since Brian Train, John Kula and I co-founded the MDG (then called the Microgame Co-op). In 1996 we began publishing with **Land of the Free**, **MacArthur's War** and **Smokejumpers**. The goal of the MDG has been to promote aspiring designers and I believe we have achieved that goal. Brian Train, Paul Rohrbaugh, Hjalmar Gerber and others are now recognized designers, Peter Schutze is running his own DTP company, and Scott Holmgren is beginning to do artwork for game companies.*

Personally, it has been a wonderful experience. I have had a chance to talk and meet with many people. The contacts and working relationships have also been great. Don't worry though, I won't be disappearing from the hobby itself. I will continue to participate actively on ConsimWorld

and show up at the odd convention! I hope to see you there.

Rejuvenation for *The Boardgamer*?

The Boardgamer, a magazine dedicated to covering old Avalon Hill games, looks as if it will close, since its editor, Bruce Monnin, is taking over as editor of *Operations*, MMP's magazine supporting their games. Tom Cundiff is looking for support to start a successor to *The Boardgamer*:

I've been asked a few times to consider founding and publishing a new magazine to replace the faithful old Boardgamer magazine. In this effort I've discussed on a couple of wargame websites the methodology of publication and costs involved. The goal of the magazine is to produce articles on unsupported wargames and long out-of-print wargames.

Articles on games such as 1830 or Advanced Civilization will also be welcome, even articles on sports games such as the old Football Strategy will also be just fine. The publication is not limited to only Avalon Hill games. Articles on games from other companies such as West End Games, Clash of Arms, etc. are more than welcome, in fact the goal is to produce articles on games that people play and like that are older.

My goal is to produce a publication every 3 months, and if it warrants every other month (one can hope anyway).

It has been suggested that the magazine begin as an e-mail publication. That is to say begin with the least costly method first with an eventual goal of reaching enough subscribers that the publication can proceed to print media. This helps international subscribers as they don't have to pay the exorbitant costs of international postage. And, as someone else pointed out, the lack of paper is eco-friendly. It will be set up so that subscribers will be able to print off the entire issue, or specific articles as they desire or need.

Subscription costs have not been worked out as yet. Nor has remuneration for contributors. I'll have to do that soon. But, let's first determine the number of people who wish to subscribe.

If anyone truly wants to subscribe to a publication such as this, please respond to the following e-mail address, which I've set up in order to manage this effort:

tgunslinger@excite.com

Hasbro and MMP

Hasbro, Inc. has agreed to extend its exclusive licensing agreement for former Avalon Hill wargame titles with Multi-Man Publishing (MMP). The agreement to sell games in the **Advanced Squad Leader** and the **Area Movement** series will run for another five years. MMP plans to revive two more Avalon Hill games: **Panzerblitz** and **Up Front**. For more information, contact Keith Dalton at keithdalton@verizon.net.

2004 International Gamers Award for Best General Strategy Game

I would not normally cover these awards, but this year a wargame won in the two-player category. To quote the press release:

***Memoir '44** earned the award in the 2-player category. Using the system pioneered by designer Richard Borg in the 1999 release **Battle Cry**, **Memoir '44** recreates over a dozen battles connected with the D-Day invasions of World War II. Released by Days of Wonder, the game is filled with over one hundred detailed miniatures, and the board itself can be tailored to recreate the famous battlefields surrounding the Normandy landings. Easy-to-learn rules and fast-playing action are coupled with critical choices and numerous strategies, all resulting in a game that will be played and enjoyed over and over again.*

While **Memoir '44** is not a detailed simulation, its win shows that wargames, if well-designed as games, can reach a wide audience.

www.internationalgamersawards.net

★★



Match Coordinating from Roger Eastep

It's been about a year now since I've been managing match requests for AHIKS, and some of you may have been wondering exactly what I've been doing, and how. Our previous Match Coordinator, Les Deck, was handling several other tasks, such as maintaining the official membership roster. Those other responsibilities were disseminated to other officers (for example, the roster is now handled by Bill Watkins, AHIKS Secretary). So my job has been limited to just coordinating match requests, which has made things a bit easier for me.

Les sent me all of his files, which included prior match requests, ICRKs generated from the program he used, OOBs for several games, combat sheets, and a few other odds and ends. I've got most of those things organized (which is my euphemism for having them in a bunch of small piles instead of one big one), and I've established my own system of sorts on how I handle the match requests and match assignments.

I'd like to describe those procedures for two reasons. First, if you know how the process works, it should make it easier for you and me to make match assignments; you'll know what I'll need and what you'll have to do to get a match started. Secondly, I hope you will have suggestions for me on how things could work more conveniently for you. At the end of this article I've got some specific questions, and a few do's and don'ts, related to various aspects of what I do in managing the matches; I'd very much like to have your feedback on these.

Match Assignment Requests

As I'm sure you're aware, each issue of *The Kommandeur* lists open match requests. The AHIKS website (see page 11) also has the match requests list. Those lists come from me. The web list is updated anywhere from every two to four weeks, so it tends to be more up-to-date than the list in *The K*. If you see a match that you'd be interested in, or if you'd like to put in a request, all you need to do is contact me by e-mail

(ahiks291@direcway.com), postal mail, or phone (301-208-9354). The information I need is indicated on the Match Request Form, available in every *K* or on the AHIKS website under [New Members Guide](#).

If I get a request for a match to be added to the open list, I enter it in my master list immediately. However, I'll usually wait until weekends to send any updated lists to Tom Thorsen, our Website Manager, so that I can batch the requests as much as possible to minimize the time Tom has to spend. If I get a request for a match that's on the open list, I'll check to see if the request is compatible (for example, both players want to play by e-mail), and then I'll contact the member listed to find out if he is still interested in the match. I prefer to contact members by e-mail, mainly because it's the most convenient and efficient for me. If I don't hear back from the member in a few days, I'll try calling him.

If the member tentatively agrees to the match, I'll put the two members in contact with each other and ask them to let me know when they've worked out the details and are ready for the match assignment. I also ask them to let me know if they will need International Combat Resolution Keys (ICRKs—pronounced “irks”) for resolving die rolls, Orders of Battle (OOBs), and/or Combat Sheets (CSs). If I hear from them, I generate a Match Assignment (MA) form and send it via postal mail (I may send it via e-mail—it's in a MS Word document—if the members want it that way, but I'll still also send copies via regular mail). If the members want to use ICRKs, they will be included as part of the MA forms. *Even if you're not going to use ICRKs, or OOBs or CSs, you should get a Match Assignment form from me for each match because the form is useful for reporting results of the match to the MSO-Ratings Officer (Andy Johnson).*

How I Generate ICRKs

Les used a computer program to generate the Match Assignment/ICRK sheets for each match. Once

the Match Coordinator responsibility transferred to me, that program was no longer available to AHIKS. Fortunately, a friend and fellow AHIKS member, Dan Gallagher, has expertise in computer programming and was able to create a program for me in FoxPro, which he has named the ICRKMAKER. Because I wanted to experiment with the format, I asked Dan to just create a number-generating program for me that would allow me to enter the member numbers, indicate how many sides on the die (or dice), and how many dice to roll for each number. The program automatically assigns a match number and produces a list of 300 numbers in 30 columns and 10 rows. The numbers are completely random. The output can be via the screen, an ASCII file, or an Excel file. The program saves the results so that I can reproduce any set of ICRK numbers that I've generated for a match.

I create each new Match Assignment/ICRK by starting with a recent one that I've sent out (I could use a blank form, but it takes longer). I add the information for the specific match that I'm setting up—member names, game, match number, ICRK number, etc. Then I plug in the numbers from a spreadsheet version of the ICRK that I've generated from the ICRKMAKER. After I've printed and checked the Match Assignment/ICRKs, I mail them to the members. I try to follow up with an e-mail to let them know that they are on the way.

OOBs and Combat Sheets

I have pre-printed OOBs available for several games (a list is printed on page 7). If you're playing by postal mail and would like copies of the OOBs, be sure to let me know when you request the match. If you need OOBs, I'll generally assume that you'll also want blank Combat Sheets (for recording battles and battle results), and I'll include them in the mailing. Because the OOBs and CSs double the postage, I don't automatically assume you'll want these. My default is to just send ICRKs (although I'll usually try to check with the members on what all is

needed first). Some caveats on the OOBs: I'm not sure what game edition or scenario some of them are related to, and I'm not certain that all of them are complete. Most of these were created years ago.

What to Do When You Get the Match Assignment/ICRKs

If you haven't already done so, contact your opponent and work out the agreements for your match. The things that need to be considered and agreed upon are described in detail in the [New Members Guide](#) on the website. Also check the ICRKs to make sure they are correct and are what you need for the match. If there are any problems, just contact me and I'll fix things pronto.

How do you use the ICRKs? Again, the [New Members Guide](#) provides details on this, and you should read through that section and agree with your opponent on how you will be using the ICRKs.

PBEM

As you may have noticed from the Match Request List, most members are now requesting play-by-email matches. No surprise there because of the convenience. And, often, even for some PBM games the members will use some method other than ICRKs (usually on-line services—two good ones are www.irony.com and www.pbm.com/dice) for generating die rolls. In these cases, I still send out the Match Assignment, sans the ICRK portion. I also now have, thanks to Andy Watts of the European Region, a set of electronic (Excel spreadsheets) OOBs available (a list is printed on page 9) that could actually be used for PBM as well as PBEM since they are formatted for printing.

Need Additional Stuff ?

If during the match you run out of ICRK numbers or anything else that I've sent you, just contact me and I'll send out whatever you need immediately. (If you run out of luck, however, sorry, I can't help you there. Heaven knows I don't have any to spare.)

What to Do When the Match is Completed

When the match is completed (or terminated), the Match Assignment form should be completed and mailed to the MSO-Ratings officer, Andy Johnson. Don't send anything back to me because I would just have to forward it on to Andy.

Using the ICRKs

The main reasons I wanted to change the Match Assignment/ICRK were to make it more user friendly and also a bit spiffier looking. The previous version was functional, at least to a point. Personally, I got a bit confused sometimes with the numbers because the columns indicating the row numbers were only separated from the die roll by a hyphen; that proximity would lead to an occasional transposition of the numbers, at least by me. (Granted, my opponents cringe when they get my moves. For them it's sort of like one of those puzzles where you know there are umpteen things wrong with a picture and you have to find them all—even aside from mixing up die rolls.) But I suspect that the format may have been a bit cumbersome for others, too. There were also some other fairly minor formatting things in the ICRK that I thought could be improved on. So, I redesigned the Match Assignment/ICRK and over the last several months, it's continued to evolve, mostly to make it easier for me to create new ones. A copy of the current version is shown on page 13. (Not shown is page 2 of the ICRK, which is simply a blank ICRK that you can use to fill in the numbers that are on your opponent's ICRK as they become known to you. This makes it easier for you to verify the numbers later.)

In the [New Members Guide](#), the rules for ICRKs state that, during your turn, you should utilize the numbers in a column in sequence, top to bottom, until all numbers in the column are exhausted. You can then switch to another column. In your next turn, you can jump to a different column if you wish even if you have not completed a previous column. When a column is completed, your opponent is supposed to cut it out and

send it to you to enable you to verify that he got the numbers right. Whether you want to send partially used columns each turn is up to what you and your opponent agree on.

Personally, I haven't used an ICRK for years since all of my games recently have been FTF or PBEM (for which I have been using an on-line random die roll generator). However, even when I was using ICRKs, my opponent and I would nearly always agree to wait until the end of the match and then send our whole ICRK to each other. That was a bit riskier, assuming we actually did check the numbers to make sure we got them correct (I never did). If a mistake was spotted, it would be pretty tough to make an adjustment in the game after the match was over. But it was less tedious than having to cut and mail columns. It also allowed us to jump all over the place on the ICRK; there was no need to continue down the same column during a turn. I really don't know how most of the members use the ICRKs, but I've sort of assumed that usually they use them the way I did.

Question 1 *How does the new Match Assignment/ICRK look to you, both with regard to readability and functionality? Any suggestions on making the ICRKs better in either aspect? Even if you haven't yet used the new ICRK, what do you think? And are you still using the column cutting rules, or do you wait until the end of the match to send the ICRKs?*

The "Random" ICRK numbers

As mentioned above, the numbers I generate with the ICRKMAKER are truly random. It's just as if you had rolled the die 300 times and recorded the numbers. Because of the laws of statistics (OK, I'm not a statistician, but since there are laws in everything else, I assume there are in statistics, too), you're not likely to see an exactly even distribution of numbers (in the d-6 ICRK, you will not find 50 ones, 50 twos, 50 threes, etc.) in any of the ICRKs. This means that sometimes you are going to have more "1s" than your opponent or more "6s," or whatever die-roll result. Additionally, the totals of all the num-

bers on the ICRKs can (and usually do) vary from the perfect 1050 (300 times the average on a die roll of 3.5). This means that some ICRKs are going to tend to have more low numbers than high, and some are going to be the opposite. Whether you use a lot of numbers or a few, the difference could have an impact on your match.

Question 2 *Is this true (dare I say “natural”) randomness OK with you, or would you rather see a control built into the ICRKMAKER where it would generate an equal number of each possible die result? The randomness, then, would be where the numbers are located in the ICRK. If I do ask my staff (the aforementioned Dan Gallagher) to reprogram the ICRKMAKER, it could probably be modified to generate the numbers either way. Would you want to have that preference?*

Contacting members

I’ve indicated that my preference in contacting members is by e-mail. It prevents telephone tag and you getting calls at times that may be inconvenient. On the other hand, it’s sort of impersonal. Also, it may delay getting a match started if you don’t check your e-mails every day.

Question 3 *Do you have a preference on how you want to be contacted? Would you prefer contact by telephone to expedite the match? If so, would you mind if I tried to sell you something while I had you on the line? (Just kidding on the last one.)*

Match Request lists

I’ve added a bit more information to the Match Request list that gets posted on the web. For space reasons, some of that doesn’t get included in *The K*.

Question 4 *Is there anything else that you think would be useful to include in either version of the list?*

Question 5 *Is there anything else in the process or in match coordinating that you think could be improved or that you’d like to see changed?*

Do’s and Don’ts

These are just a few that I want to highlight. Most of these and others are in the “*A Message from the Match Coordinator*” section of the [New Members Guide](#).

Do

Provide me with all of the information on the Match Request Form, including your e-mail address and telephone number. Especially let me know if you want to play a game only by mail or only by e-mail. And if by e-mail, would you be able to play using ADC2 or Cyberboard?

Tell me the company that published the game you want to play and which version you have.

Let me know if you want your match request removed from the Match Request list.

Tell me if the match I’ve set up for you has been cancelled, and why.

Contact me if you have any questions about the match.

Do not

Don’t send any match results to me. They need to go to the Ratings Officer.

Don’t send me changes in your personal information (telephone number, address, etc.) unless you’re also requesting a match or additional stuff. Bill Watkins should get any updates directly from you, and he’ll forward that information.

Don’t assume I haven’t managed to lose your match request if you don’t see it posted within a couple of weeks after sending it to me, or if I haven’t contacted you about it in that time. I spend a lot of time each day looking for my glasses, wallet, and/or car keys, and a few minutes more looking for your match request won’t be a bother. Don’t hesitate to contact me if there seems to be an inordinate delay.

I’ve enjoyed handling the match assignments over the last several months, and I hope that the process has been working for you, but I really want to improve on it wherever possible. Let me hear from you!

★★

Available OOBs – Hardcopy (* indicates the OOB was created by a member and may have a different format than the AHIKS produced OOBs)

1776 (AH)*
 2nd Fleet (VG)*
 3rd Fleet (VG)*
 5th Fleet (VG)*
 7th Fleet (VG)*
 Afrika Korps (AH)
 Air Assault on Crete (AH)
 Antietam/Cemetery Ridge (SPI)
 Anzio (AH)
 Battle of the Bulge (AH) (1965)
 Battle of the Bulge (AH) (1981)
 Blitzkrieg (AH)
 Bloody Keren (?) *
 Bull Run (AH)
 Chickamauga/Shiloh (SPI)
 Cobra (?) *
 D-Day (AH)
 Decision at Kasserine (?) *
 Fortress Europa (AH)
 Gettysburg (1988) (AH)
 Guns of August (AH)
 House Divided (GDW)*
 Longest Day (Scenario 1) (AH)*
 Luftwaffe (AH)*
 Midway (AH)*
 Napoleon’s Last Battles (SPI)
 New France 1760 (?) *
 PanzerArmee Afrika (SPI/AH)
 PanzerBlitz (AH)*
 Panzergruppe Guderian (SPI/AH)
 Panzer Leader (AH)*
 Red Army (GDW)*
 Russian Campaign (AH)
 Russian Front (AH)*
 Sixth Fleet (VG)*
 Stalingrad (AH)
 Submarine (AH) (I have a copy of the PBM system devised by Albert Thomas—see his article in *K* 38/6 on how to reproduce this)
 Third Reich (AH)*
 Thunder at Cassino (AH)*
 Turning Point Stalingrad (AH)*
 Victory in the Pacific (AH)
 War in Europe (SPI)
 War at Sea (AH)*
 Waterloo (AH)
 When Tigers Fight (Command)*
 World in Flames (4th Edition) (ADG)*



Book Review

The 11 Days Of Christmas

by Marshall L. Michel III

Encounter Books

© 2002 325 pages

\$16.95 trade paperback

Reviewed by Bill Watkins

I consider “The 11 Days of Christmas” one of the most important books on the war in Vietnam, and it’s a heck of a good read. It covers the Linebacker II and the 1972 B-52 raids on Hanoi and Haiphong.

The general view of the B-52 raids on Hanoi and Haiphong in late 1972 is that they succeeded in bringing the North Vietnamese to the peace table seriously and got our POWs back. We lost a few B-52s, but the raids were the kind of hammer blow we were always looking to deliver. That view allowed us to conclude the war on a high note.

Michel tells a different story. It is his view—and mine—that the raids were very close to being a disaster. That view pretty well cost Michel his Air Force career. This isn’t a little book by an obscure historian; Michel was a fighter-bomber pilot with over 300 missions in Vietnam.

When Michel started writing about the 1972 B-52 raids, it became clear he wasn’t following the company line. The Air Force brass pulled every rabbit out of the hat they could to stop him. They authorized an “official” version to shoot him down. That version was released to the public. All the major media, with their utter lack of knowledge of things military, bought the official version. Only *Soldier Of Fortune* magazine stood with Michel and stayed with him.

Personally, I’ve used these raids in management classes for many years as an example of the failure of top-down planning. But, until reading this full version, I had no clue how close these raids came to being listed among everyone’s list of Ten Greatest Military Fiascoes, right between Custer’s ride to the Little Big Horn and Hitler announcing that all Germany had to do was kick in the front door!

Start with the fact that the missions were not planned by the people in the field. They were planned by SAC HQ in Omaha. Opinions of the field commanders were not welcome. To top it off, HQ made it clear no deviations would be allowed from the flight plans, on pain of courts-martial.

Those flight plans were a recipe for trouble. They called for the aircraft to fly in tight formations at the same altitude, direction, and timing day after day. What the heck, experience in the Easter Offensive in the South and in the Panhandle had shown the North Vietnamese SAMs couldn’t hit a B-52.

The worst feature was that the crews were required to perform a bank away maneuver after dropping their bombs. This dated back to when the Enola Gay dropped the first A-bomb. It served no purpose when dropping conventional bombs. What it did, and this was frighteningly serious, was that it blocked the aircraft’s ECM equipment. It was the same as turning the jammers off. Enemy radar could pick the planes up.

Oddly, we had the radar the North Vietnamese were using. No one ever thought to test it against the bank-away maneuver!

Oh yeah, evasive maneuvers were not allowed.

This was especially serious considering the types of B-52s assigned. The older B-52D, rebuilt for conventional war, carried a heavy load of bombs and had pretty up-to-date jamming equipment. But Nixon’s desire for a maximum attack meant the assignment of the B-52G. These were nuclear-capable craft that could carry only one-quarter the conventional load of the D model. Worse, half of them had older, inefficient ECM equipment. The author titles one of his chapters “The Slaughter of the Gs” with good reason.

Even more fun, the planners assigned the Gs to missions that required the heavier bomb loads of the Ds, while Ds were assigned to missions better handled by the Gs.

Some of the targets were really stupid. In the first two nights, 2,900 bombs were aimed at Radio Hanoi. The station was off the air for nine minutes.

Of course, since the raids were being planned in Omaha, lessons of one raid couldn’t be incorporated into the planning for following raids, even if anyone was listening to the crews.

The campaign started off well. The North Vietnamese were scared stiff of the big craft. None had ever been lost in combat. Worse, many of their SAM units were in the southern part of the country. Plus, many of the officers and crews were off on Christmas leave. The worst obstacle for the North was that Nixon and Kissinger had been scoring brilliant diplomatic successes, weakening Chinese and Russian support. The most important result was that the Russians refused to give the Viets the newer SAM 3 missiles. The North was stuck with older, far less efficient SAM 2s.

Thanks to the stupidity of the American plan, the SAM units were able to get their act together. The North Viets had real problems. It took quite a while to reload their launchers. The American plan helped by separating elements of the attack in time. It took forever to unpack and fuel missiles. This was done at central depots. Of course, the American plans did not call for bombing of the depots.

Equally important, the use of tactical air to support the attacks was planned in a manner that can only be described as utterly incompetent. Tac air dropped chaff but did it in a pattern that guaranteed high winds would blow it away. Worse, tac air was not allowed to attack SAM sites in a way that would result in much success.

Dumb, dumb, dumb.

To top it off, the SAM crews figured a way around the chaff and jamming. They could fire manually, then switch to auto tracking when the plane’s radar return became clear. It worked. Plus, it kept their site radar off except for very short periods. That meant the SAM hunters couldn’t find them.

Losses skyrocketed. The entire chain of command was stunned, right up to and including the President.

It took a near mutiny by one field commander and real anger by Nixon to get the tactics changed. All of a sudden, the SAM crews were faced

with masses of aircraft coming in at the same time from different directions.

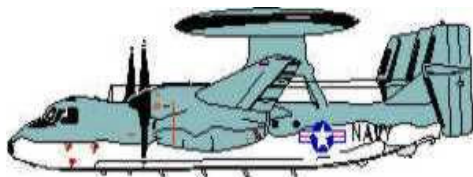
The North Vietnamese saw disaster looming and realized their allies weren't going to help. Back to the peace table.

There's a lot more to this book. The history of the politics of SAC is worth the price. Did you know SAC was eating 46% of the entire defense budget in the 1950s? I loved Curtis LeMay's response to Kennedy during the Cuban Missile Crisis. When asked how many of his B-52s could drop conventional weapons, LeMay proudly responded, "None!" Those of us destined for the Army didn't appreciate LeMay's attitude.

LeMay was impressive. I met him on social occasions at our college dean's house (the dean's wife was kind enough to keep me from starving). And the B-52s were impressive. I can remember driving away from a raid very fast. And I can remember watching a heavy safe dance around the floor during another raid. Fun stuff when you're not on the receiving end.

Read this book. You'll love it.

★★



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.

Upcoming Events

October 8-10, 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

October 21-23, Hunt Valley, MD
WATERLOO II
www.boardgamers.org

November 5-7, Fairlee, Vermont
CAMP CARNAGE
www.carnagecon.com

November 5-7, Rockford, IL
ROCKCON 2004
www.rock-con.com

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

November 19-21, Ann Arbor, MI
UCON
www.ucon-gaming.org/

December 2-5 Anaheim, CA
GENCON
www.gencon.com/socalhome.aspx?file=socal

2005

January 27-30, Hunt Valley, MD
WAM III
www.boardgamers.org

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

March 18-20, Hunt Valley, MD
ENLIGHTENMENT VIII
www.boardgamers.org

August 2-7, Lancaster, PA
WBC 2005
www.boardgamers.org

Available OOBs and Combat Sheets—Electronic (Excel compatible spreadsheet files).

Note that some of these are in foreign languages, but the unit designations should still be obvious. Also note that some of the OOBs are in multiple files (usually one file for each side) rather than in a single file with multiple spreadsheets.

- 1776 (AH)
- 2nd Fleet (VG) CS
- 3rd Fleet (VG) CS
- 5th Fleet (VG) CS
- 5th Fleet (VG)
- Sixth Fleet (VG) CS
- Sixth Fleet
- 7th Fleet (VG) CS
- 7th Fleet (VG)
- Alexander the Great (AH) (3 files)
- Antietam (a file I got from Mike Riley when we played a match)
- Anzio (AH) (2 files – Basic Game)
- Caesar at Alesia (AH)
- Battle of the Bulge (1981) (AH)
- Breakout Normandy (AH) CS
- PanzerBlitz (AH)
- Borodino (?) (2 files)
- Breakout Normandy (AH) (Allied)
- Battle of the Bulge (1991) (AH)
- Thunder at Cassino (AH)
- Chattanooga (SPI?)
- Caesar's Legions (Scenario IV) (AH)
- Zama (?)
- War at Sea (AH)
- Wagram (SPI?) (2 files)
- Victory in the Pacific (AH)
- Russian Campaign (AH)
- Turning Point Stalingrad (AH) CS
- Tigers are Burning (?) (2 files)
- Thunder at Cassino (AH) CS
- Storm Over Arnhem (AH) CS
- Quatre Bras (SPI?) (2 files)
- PanzerArmee Afrika (SPI/AH)
- Battle of Nations (SPI) (2 files)
- Battle for Moscow (SPI?) (2 files)
- Men at Arms (?) (Scenario 15) (4 files)
- Lutzen (SPI?) (2 files)
- Panzer Leader (AH)
- Gettysburg (1988) (AH) (2 files)
- Fredericksburg (SPI) (2 files)
- France '40 (AH) (4 files)
- Flattop (AH)
- Fortress Europa (AH)

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 Secretary Bill Watkins know 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.

2nd Fleet	(0826)	Ten Eyck
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
Battle for Germany (SPI)	(0826)	Ten Eyck
Bismark (AH)	(1565)	van Morle M
Bitter Woods (AH/MMP/L2)	(0073)	Johnson 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)	(1210)	Fasio 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)	(0826)	Ten Eyck
Panzer Leader (AH)	(0804)	Sheppard E
Paths of Glory (GMT)	(1564)	McAllister 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 Campaign (AH or L2)	(1243)	O'Connor ADC2
Russian Campaign (AH)	(1565)	van Morle M
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
Victory in the Pacific (AH)	(1019)	Llewellyn E
Von Manstein's Backhand Blow	(1564)	McAllister E
War and Peace (AH)	(1554)	Trosky
Waterloo (AH)	(1430)	Warnick
Waterloo (AH)	(1565)	van Morle M
World War III (SPI)	(0804)	Sheppard E
Year of the Rat (SPI)	(0804)	Sheppard E

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

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

CENTRAL OFFICES

PRESIDENT:

Chester Hendrix
915 12th St
Marysville, CA 95901-4707
(530) 741-1177
CEHendrix@sbcglobal.net

EDITOR/PUBLISHER:

Omar DeWitt
1580 Bridger Road NE
Rio Rancho, NM 87144-1579
(505) 891-8846
AHIKSomar@cablone.net

VICE-PRESIDENT:

Ray Labarbera
5522 Alvelais Dr.
Union City, CA 94587-5580
(510) 471-1833
Kumitedad@yahoo.com

SECRETARY

William D. Watkins
918 Bogert Road
River Edge, NJ 07661-2338
(201) 265-7795
Watkins.bill@verizon.net

MATCH COORDINATOR

Roger Eastep
16456 Tomahawk Dr.
Gaithersburg, MD 20878
(301) 208-9354

ahiks291@direcway.com

JUDGE:

Mike West
10 Shelburn Ct.
Durham, NC 27712-1626
(919) 471-6825

westmi@us.ibm.com

TREASURER

Brian Stretcher
5282 Deer Path
Milford, OH 45150-9418
(513) 576-6477
doctorlaw@juno.com

MSO-RATINGS

Andy Johnson III
2951 Carlsbad Circle
Aurora, IL 60504
(630) 820-3991
DADJ3@AOL.com

REGIONAL DIRECTORS

CANADA:

Steve Llewellyn
37 Surrey Crescent
Fredricton, N. B.
Canada E3B 4L4
llewelly@nbnnet.nb.ca

NORTH CENTRAL:

John Kreuz
260 East Oakview Lane
Oak Creek, WI 53154-4513
(414) 766-6747
JKreuz@Sprintmail.com

NORTHEAST:

Ron Brooker
25 Oakdale Circle
Wallingford, CT 06492-
(203) 949-0170
Tko605@aol.com

PACIFIC:

Paul Pawlak
39 Peppercorn Ave
Narellan, NSW 2567,
Australia
pspawlak@froggy.com.au

SOUTHEAST:

Alan Murphy
705 Seventh St S. E.
Washington, DC 20037
(202) 543-7004
Alpmurphy@yahoo.com

WEST CENTRAL:

Richard L. Tucker has re-
signed. Volunteers are urged
to contact Chester.

EUROPE:

Murray Cowles
6 Chafford Gardens
West Horndon, Brentwood
Essex, CM13 3MJ, UK

Seadogge@AOL.com
01277-811540

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.

SUPPORT SERVICE OFFICERS

WEB SITE MANAGER

Tom Thorsen
113 Glensummer Rd
Holbrook, NY 11741-5007
(631) 472-3566
Thorsen@aol.com

PBEM COORDINATOR:

Hank Burkhalter
3444 Palisade Cove Dr
Duluth GA 30096-6671
(678) 417-9640
roll_tide@mindspring.com

MULTIPLAYER COODINATOR

Robert Johnson
10151 SW 97 Court
Ocala, FL 34481
(352) 237-1270
Philorej@AOL.com

CHIT HOLDING

SERVICE:
Robert Ryan
32444 Nottingwood St.
Farmington Hills MI
48334
(248) 371-7846
BobMRyan@AOL.com

EUROPEAN EDITOR

Kevin Croskery
4 Beechey Way
Cophthorne West Sussex
UK RH10 3LT
KCroskery@clara.net

ARCHIVIST:

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bperry8@earthlink.net

UNIT COUNTER POOL:

Clyde T. Longest Jr.

3344 Lynnhurst Blvd
Chesapeake VA 23321
(757) 483-7999
BKNFAN@AOL.com

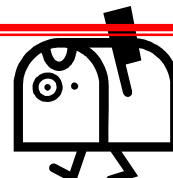
WEB SITE ADDRESSES

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

UK: www.ahiks.co.uk

Changes on this page:

Brian Stretcher takes over as Treasurer



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: November 30, 2004.**



AHIKS

International Wargaming Society

39/5

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 _____

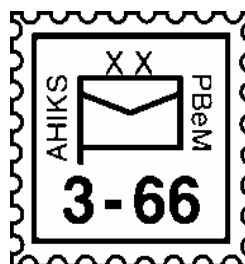
AHIKS Match Assignment

6/25/04

Game: **PanzerBlitz**
Set: RE00XX

To: **Roger Eastep 0291**

Opponent: August Hill 1600
1341 Charles Street
Baltimore, MD 20144
301-555-2648
ahill@aol.com



Important: Agree on rules before beginning match.

ICRK die roll numbers are attached. This ICRK is numbered **RE00XXA**. Your opponent has **RE00XXB**.

Match Results (Return the top part of this page to the **Rating Officer** when the match is completed.)

Game	Germans	Russians	Winner	Draw	Canceled*	Date Completed	Opponent's Average Speed of Reply (Slow-Normal-Fast)
1	Roger	August					
2	August	Roger					

• If game or match canceled, please indicate reason: _____

COMBAT RESOLUTION KEY (ICRK)

RE00XXA

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
0	1	3	1	6	3	5	4	1	6	2	1	2	2	2	3
1	5	5	3	5	6	6	4	6	3	3	5	5	3	4	5
2	2	6	2	5	5	6	4	6	4	5	5	5	2	6	1
3	1	5	3	3	4	1	6	2	4	1	5	4	1	2	2
4	2	6	2	4	1	3	6	3	6	3	4	6	6	3	6
5	6	5	4	3	1	3	2	5	1	1	4	1	1	1	5
6	5	1	4	3	1	5	6	4	1	3	6	5	2	2	6
7	2	3	1	1	1	3	2	3	4	6	4	5	3	6	3
8	1	6	3	4	4	2	5	4	2	5	4	3	5	4	2
9	2	5	4	1	1	5	3	4	1	4	3	5	6	6	6
sum	27	45	27	35	27	39	42	38	32	33	41	41	31	36	39
	P	Q	R	S	T	U	V	W	X	Y	Z	AA	BB	CC	DD
0	5	1	5	1	1	2	2	5	5	2	2	5	6	4	3
1	5	3	3	2	3	4	3	5	2	6	1	1	6	2	4
2	5	3	5	2	6	3	2	3	4	3	2	6	5	6	1
3	5	4	6	5	3	6	2	1	1	1	2	2	5	3	3
4	2	1	6	1	2	4	6	2	1	3	2	2	2	1	6
5	6	6	6	3	3	6	6	4	2	4	2	1	5	5	1
6	4	2	3	2	1	2	6	5	4	2	3	4	1	5	2
7	1	5	4	2	2	5	4	2	6	5	5	2	5	5	4
8	4	1	6	4	2	4	6	2	5	1	3	5	3	5	3
9	5	1	5	2	6	5	4	3	4	6	6	1	3	5	6
sum	42	27	49	24	29	41	41	32	34	33	28	29	41	41	33

Editorial

If you read the Editorial in the last issue, you may remember that I said I was a little confused about one of Rodger MacGowan's many accomplishments. He has contacted me in the meantime, and I would like to clarify things for you, as they were clarified for me.

Rodger was a good friend of John Mansfield and worked closely with him on *Signal*. Around the same time period *Signal* was being published by John up in Canada, Rodger was founding and designing *Fire & Movement* magazine in L.A. (mid-1970's). John's *Signal* newsletter and Rodger's *F&M* pro magazine had a lot in common—both were strongly independent. They reviewed new games and called them as they saw them.

When John Mansfield started the original "Charles Roberts Awards," Rodger worked with him to spread the word about the awards through *F&M*. No magazine gave John more support and help than *F&M* in those days.

During *Origins 77* (Staten Island, NY, run by SPI) Rodger got the first hint that something was afoot in relation to John's "Charles Roberts Awards." In short, the *Origins* people were out to lift the awards away from John Mansfield—and they did. Over time, into the 1980's they took over the "Charles Roberts Awards" and left John out in the cold. Rodger protested, but it had no impact.

Later, in the mid-1980's, the *Origins* people decided to not only reorganize the awards and delete mili-

tary-history categories for awards, but they decided to *eliminate* the name "Charles Roberts" from the awards—they renamed them the "Origins Awards." That is the name they have stayed with ever since.

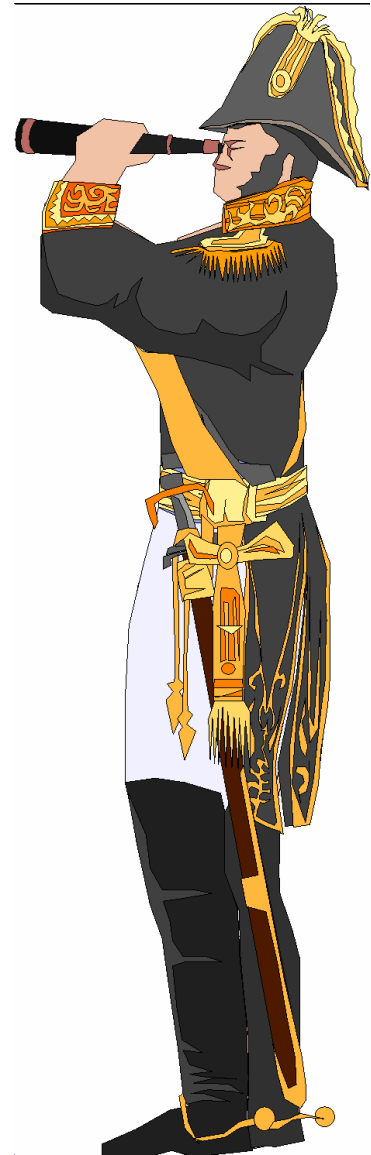
In response to their actions, Rodger contacted Charles Roberts personally and told him the story; he had not been aware of the changes. Rodger told him he wanted to "reinvent" the awards with his name, have *only* military history and wargame categories, and run it independently. Rodger said he would produce the awards. Charles Roberts agreed and thanked Rodger, making only one request: *please* change the name to "Charles S. Roberts" Awards. Thus, Rodger founded the *new* "Charles S. Roberts Awards." Rodger removed his name from nomination and has never received a CSR Award. He wished to avoid any *appearance* of a conflict of interest.

The awards have had independent "Directors" over the years to handle the counting of ballots, etc. With the help of Alan Emrich, Rodger runs and produces the awards yearly at his own expense—his contribution "to this great hobby." This was something Rodger thought should be done, and he does this with a salute to John Mansfield and Charles Roberts, "two guys I admire."

The deadline for the last issue of this year is November 30. The dues' schedule for 2005 will be published then. It will be the last chance to throw your hat in the ring for any of the officer posts. The next general election will be in 2008.

There is no Treasurer's Report in this issue. Brian needs some time to assimilate the material he has received.

Expenses for *The Kommandeur* have dropped. I have been able to find a printer who charges 75¢ an issue *and* gives one-day service. This is about 10¢ an issue less than the previous printer. For US members, the cost per issue including postage is about \$1.15.



John Mansfield in 1974

Omar DeWitt