

The Kommandeur

Volume 40 Number 1

A Publication of AHIKS

February 2005

From the President

Change is good. The Exec has voted, and the position of RD has been officially abolished. For most of you this will be a ho-hum of monumental proportions, but for a few of you there will be raised eyebrows. A very few. After my call for discussion last issue, would anybody like to take a guess at how much mail/opinion was generated? You guessed wrong. I actually received one letter. I wasn't surprised. I contacted (by phone) as many of the RDs as I could and was not surprised when most of them felt the same way. Only one fellow was interested in keeping the position, and that was more his desire to be a dissenting voice in the face of massive support for the motion. There's always a rebel.

So what happened? Why are RDs no longer relevant to AHIKS? The internet happened, that's what. Some of you have been around long enough to remember that recruiting for AHIKS happened only at conventions. Before the advent of the net, word of mouth was difficult to get around and finding pbm opponents was even more difficult. Having someone physically living nearby was much more important. Now it is a waste of time and resources. RDs today are strictly middle men between members and the General Officers. In fact, there are more instances of me *replacing* the RDs than instances where they have interacted with members. Communications are so much more convenient today with the net that RDs are just irrelevant.

One thing that *is* relevant is our stated commitment to offering society members the joy of non-disappearing opponents. We just had a vote and removed a gentleman who fit that category. Later I received an e-mail from another member who let me

know that he was aware of at least 4 other occurrences of different members who experienced The Disappearing Opponent. This is not only unacceptable—it will not stand. Let me see if I can make this clear enough for you.

AHIKS exists to promote honorable pbm and pbem play. That is our primary function and reason for existence. If we lose that, there's no point of our being around. If you are one of those people who can't honor your commitments, then AHIKS is not the place for you. Please do not re-up. Just go away. Is that clear enough? If you as a member have experienced this in another member—we *need to know!* You are not doing anybody a favor by allowing this person to continue within our ranks. You may think you are thick skinned enough to deal with it and just add that person's name to your personal "avoid" list, but in fact, you are hurting the organization because that person will drop the ball on somebody else who will take offense or be discouraged and quit because AHIKS didn't keep its pledge to provide reliable opponents.

I have a *zero* tolerance factor for this behavior and so should we all. We came to this organization to enjoy ourselves, not be treated rudely by the inconsiderate. We understand if life hits the wall and things fall apart. But it is not asking too much if that happens to at least show your opponent the courtesy of letting him know what happened, express regret at terminating the match, and gracefully bow out. It happens to all of us. That's life. We don't have a whole lot of control over life. What we *do* have control of is our *response* to life. Courtesy to our friends, regardless of our personal circumstances, is always a requirement. Otherwise we will be short of friends.

We hope to hold on to those who understand the requirements of civi-

lized behavior. The rest of you can consider yourself on notice.

In other news, I have the honor to report I will be attending our convention of choice—the World Boardgaming Championships—this year in August. I look forward to meeting many of you fine fellows that I only know via e-mail and phone. I hope many of you will make it as well and continue to support our chosen hobby.

El Prez *Chester*

Editorial

The theme running through this issue is opponent reliability. AHIKS has, since its inception, advertised and tried to live up to "reliable opponents." We do have a core of reliable gamers, but there is no way to guarantee that incoming members will be reliable; that is determined by the test of time. What the problem boils down to, as Chester says, is common courtesy. Although the list of games is limited, AHIKS does offer reliable opponents for new members (see the list on page 11); may I suggest that more of you veterans of AHIKS add yourselves to that list?

With the last issue I had a lot of difficulty contacting by e-mail some members with AOL as a server. I trust I got through to everyone, but with messages being bounced back to me, I couldn't be sure.

When I set up the renewal notice, I did not leave enough room for the e-mail address. I apologize in advance if I misread your, perforce, cramped writing.

If you have difficulty accessing the web page, you should contact our Web Master, Tom Thornton. Writing me will get you no help. I forward your queries to Tom, of course, but why not go directly to the one with the answers?



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

This 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: 29th January 2005.

Alan Poulter

State of Wargame Publishing

Michael Rinella, designer of **Market Garden: Monty's Gamble** and the upcoming **Shifting Sands**, gives a positive view of wargame publishing:

I don't run a consim company, but I do know a lot about academic publishing. There are a lot of similarities.

Ten years ago we could print a book on damn near anything, and it would sell around a 1,000 copies.

Then the hard times hit. [There were] so many books, on so many subjects within a field that most professors no longer even tried to keep "current" on their discipline as a whole. Public and university libraries have had their budgets slashed (the University of California system now buys one copy of a new book, rather than buy one new copy for its many campuses). Students have to deal with tuition costs rising faster than the rate of inflation. The big book chains return books ever faster (to say nothing about practices that lie somewhere between unethical and illegal).

Many looked into their crystal balls in 2000, 2001, and 2002 and predicted the demise of the academic press.

But with one possible exception none have truly closed. Over the last five years things have totally changed internally. The sign above the door is the same, but "on the inside" things have changed radically. [For example] digital printing—tiny print runs, with orders filled thereafter "on demand," going direct to the consumer with a press website (ours paid for itself in weeks); and e-marketing, e-promotion.

The industry, in other words, evolved and adapted. The outlook is brighter now than it has been in some time.

The consim industry has done much the same thing. The way companies have stepped in, and reinvented themselves since Avalon Hill went down in 1998. The ones I follow, MMP and GMT, are doing things very

well. [They are using] new methods (like the pre-order systems), new technologies, and new marketing methods. New companies are springing up. The number of new games coming out, and their overall quality, is impressive—when has it been better?

There is much more competition—role playing games, card games, computer games, euros, and on and on. The games shooting up the charts at GMT and MMP are not just being bought by greybeards in their 50s and 60s. There are enough new players coming into the hobby, with enough disposable income, to signal to me things are better than ever. The internet brings wargamers together in ways players in the 1970s or early 1980s couldn't dream of. My own game has done very well...in Japan. Could Avalon Hill, whom I had originally approached in 1996, have done that? Answer is no. Consim gaming is becoming increasingly global, and that means that while the number of North American/UK players may be stagnant, the overall number of players is actually increasing.

So it doesn't matter a damn bit what **Panzerblitz** sold. Just look at MMP's **Armies of Oblivion**: 1,500 orders, selling for about \$85 each. Do the math. Dying hobby? That's just one game. GMT is branching out into deluxe maps, expansions, second printings, third printings. Do the math. Dying hobby?

Dying only if you are thinking inside a box circa 1975.

Cyberboard Design Olympics 2005

Cyberboard is a freeware application for Windows that allows the play of board wargames by e-mail (PBeM), by recording the positions of units on maps. A "gamebox" is a file containing images of the maps and units for one particular board wargame. Not all games have corresponding gameboxes but many popular games have. Cyberboard itself can be downloaded from <http://cyberboard.brainiac.com/download.html>

However, many sites offer gameboxes. There is a list of these sites at <http://grognard.com/titlec.html#c993>

So what are the Cyberboard Design Olympics? Fritz Biggs, the event organiser, tells us that:

Our aims are to:

- Encourage gamebox designers to produce high quality, scan free, gameboxes
- Generate a large variety of gameboxes and to make them widely available
- Publicise publishers and designers who support Cyberboard
- Persuade more companies to support Cyberboard
- Promote Cyberboard
- Promote PBeM
- And give away some prizes.

By competing you will improve the quality of PBeM gaming and advance our unique "art." So, design your best maps, counters, and game-turn tracks. We'll see who the judges decide are the "World's Best Gamebox Designers" in December 2005.

For more information, including how to enter, see the CDO site at <http://loakes.dyndsl.com/CBDO/>

NEW BOARD WARGAMES

Avalanche Games

New from Avalanche Press, **Soldier Raj** covers warfare in India, 1767-1846. The game is for two to five players, and includes playing pieces, cards, a map, and more than a dozen scenarios. It can be combined with **Soldier Emperor**.

www.avalanchepress.com

Columbia Games

Columbia Games have released a reprint of their classic game, **Rommel in the Desert**. This game, using blocks for double-blind hidden movement, recreates the desert campaign in WW II. www.columbiagames.com

Gio Games

New from Gio Games, **Yankees & Rebels** uses 180 terrain tiles on a hexagonal grid map to recreate nearly any American Civil War battlefield. The game pieces look great, while special dice are used within a simple game system for ordering units and combat. www.giogames.it/

GMT

GMT have released two new games. **Roads to Leningrad** includes two separate operational-level games on WW II by veteran game designer

Vance Von Borries. The games, on the battles of Soltsy and Staraya Russa in July and August 1941, feature large-scale Soviet counterattacks on the advancing Germans.

Also new is **Grand Illusion**, a new World War One game from Ted Raicer, designer of **Paths of Glory**. It looks at the early German attack in Belgium and France at the operational level. A simple command point system rewards good planning while in-hex combat is resolved on a separate battle board to allow the tactical intricacies of battle. Victory is determined by German control of certain hexes, but since their values are hidden and vary from game to game, there is no set pattern for attack or defence. www.gmtgames.com/

L2 Design Group

New from L2 Design Group, **Russia Besieged** is a corps level, WW II game covering the struggle on the entire Eastern Front from 1941 to 1945. Designed by Art Lupinacci (owner of L2 Design Group) the game was inspired by **The Russian Campaign** but has its own challenges and unique rules twists. www.l2designgroup.com/

Lost Battalion Games

There are two new games from Lost Battalion Games. The first is **Sergeants!**, a WW II man-to-man game for two players. Designed by S. Craig Taylor, Jr., the game has only four pages of rules and even big scenarios play in less than two hours. The second is **Combat Soldiers: In the Battle of the Bulge**, a card game designed by Neal Schlaffer. Three to six players attempt to locate the enemy and capture their assigned objectives in this game on the Battle of the Bulge. www.lostbattalion.com/

Phalanx Games

New from Phalanx Games is **Naval Battles**, a card game designed by Dan Verssen. Two to six can play, each commanding a fleet of WW II ships represented by Ship cards. Action cards are played to determine battles. Included are ships and submarines of France, Germany, Great Britain, Italy, Japan, and the United States. www.phalanxgames.nl/

NEW MAGAZINE WARGAMES

Strategy & Tactics #223 contains **1918: Imperial Germany's last Chance**, on the ill-fated final German offensive on the Western Front in World War One.

Strategy & Tactics #224 contains **The Sedan Campaign 1870** on the campaign from the Franco-Prussian War.

Strategy & Tactics #225 contains **Twilight's Last Gleaming 2**, on three important battles fought during the War of 1812.

Strategy & Tactics #226 contains **Middle East Battles**, an operational-level game covering two battles from the Sinai Campaigns, Suez '56 and El Arish '67. www.decisiongames.com
Vae Victis #60 contains the game, **Pour Dieu et pour le Roy**, covering the Vendée revolt of 1793. www.vaevictis.com/

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

Against the Odds #9 features **Suleiman the Magnificent** on the Battle of Mohacs in 1526 between the Ottoman Empire and the Kingdom of Hungary. Designer is Richard Berg. *Against the Odds* #10 features **Into a Bear Trap**, on warfare in Grozny between the Russians and the Chechnyans. Designer is Perry Moore. www.atomagazine.com/

NEW DTP WARGAMES

From Richard Berg's BSO Games, comes **ZAMA: Hannibal vs. Scipio, 202 B.C.** covering the classic battle between Hannibal and Scipio Africanus. The game has no dice and no hexes but uses cards to drive the action. BSO has no web site but you can e-mail Richard (and order the game) via BergBROG@AOL.com

NEW WEB RESOURCES

General

Find a list of board wargames published in 2004 at <http://grogard.com/info1/game04.html>

See an interview with Vance von Borries, designer of **Roads to Leningrad** at www.consimworld.com/archives/000445.html

See an interview with Jim Werbaneth, publisher of **Line of Departure** www.consimworld.com/archives/000440.html

See an Interview with Dave Powell, noted designer of American Civil War games www.worldtalkradio.com/show.asp?sid=150

Demos and New Scenarios

Lock 'N Load Expansion (Shrapnel games): a demo version of Falklands scenario

www.locknloadgame.com/

PanzerGrenadier series (Avalanche): a demo game containing two scenarios from **Panzer-Grenadier: Eastern Front** www.avalanchepress.com/PlayPG.php

Sergeants! (Lost Battalion): Winter Wonderland scenario www.lostbattalion.com/Sergeants/S5snowshoe.html

Official Rules

Barons War (Clash of Arms) <http://www.clashofarms.com/BaronsWarRules.PDF>

Catherine the Great, *S&T* #232 (DG) <http://grogard.com/info1/cathgreat.rtf>

Downfall, *S&T* #230 (DG) <http://grogard.com/info1/downfall.rtf>

Middle East Battles, *S&T* #226 (DG) <http://grogard.com/info1/middleeast.rtf>

English Rules Translations

Mollwitz 1741, *Alea* #19 (Ludopress) www.thewargamer.com/Alea/Mollwitz1741.zip

Errata

7 Ages (ADG) <http://grogard.com/errata1/7ages.doc>

Alsace 1944, *Vae Victis* #59 (HC) <http://grogard.com/errata1/alsace.txt>

Cruiser Warfare (Avalanche) <http://grogard.com/errata1/cruiser.html>

A Dark & Bloody Ground, *Against the Odds* #7 (ATO) <http://grogard.com/errata1/dbg.txt>

Highlander (BSO)

<http://grognard.com/errata1/highland.txt>

Into a Bear Trap, *Against the Odds* #10 (ATO)

<http://grognard.com/errata1/intobear.doc>

Last Days of the Grande Armeec (OSG)

<http://grognard.com/errata1/sevendays1.txt>

Lightning War: D-Day and Lightning War: Midway (DG)

<http://grognard.com/errata1/lightdday.doc>

Revolution: The Dutch Revolt

1568-1648 (Phalanx) <http://grognard.com/errata1/revolution.txt>

Soldier Raj (Avalanche)

<http://grognard.com/errata1/soldierraj.txt>

NEWS

Old Soldiers Magazine

Old Soldiers # 2 (the replacement for *The Boardgamer*) is available, says Tom Cundiff, its editor/publisher. A preview issue can be viewed at: www.thewargamer.com/OldSoldiers/OldSoldiers_v1_n2_Sample.zip

The article line up for this issue is:

- Great War At Sea: Cruiser Warfare: Japan As A Central Power
- Rudder's Line Question and Answer
- Panzer Leader in Poland: 10 Scenarios from the Polish Campaign
- "Oddball" is Alive and Well in Panzer Leader
- From The Bunker With the Advanced Tactical System
- Classic Gunfights (Gunslinger)
- The Life and Times of Sheriff Alfred Y. Allee (Gunslinger)
- The Adventures of Robert "Clay" Allison (Gunslinger)
- Readings on Naval Warfare in the Sail Era

The abbreviated downloadable sample issue contains parts of all of these articles. If you want more, you can contact me, Tom Cundiff, to subscribe at tgunslinger@excite.com

Subscription Rates will be:
 US Print \$25.00 annually
 Canadian Print \$25.00 + postage difference
 Overseas (e-mail only) \$25.00

(Continued on page 12)

Upcoming Events

February 12, Rochester Hills, MI
 STARCON THE NEXT
starcon05@yahoo.com

February 12-13, Fort Myers, FL
 SUNCON
suncon@usa.com

February 18-20, Springfield, MO
 VISIONCON
www.visioncon.net

February 18-21, Pasco, WA
 RADCON
www.radcon.org

February 18-20, St. Paul, MN
 CON OF THE NORTH
www.conofthenorth.org

February 18-21, Los Angeles, CA
 CONQUEST
 Wes Otis (MIB 1013), 1821½ Echo Park Ave., Los Angeles CA, 90026

February 18-21, Los Angeles, CA
 STRATEGICON: ORCCON
www.strategicon.net

February 18-12, San Ramon, CA
 DUNDRACON
www.dundracon.com/

February 23-27 Charlottesville, VA
 PRESCON 2005
www.prezcon.com

February 25-27, Toronto, ON
 PANDEMONIUM
<http://realmsquest.org/pandemonium/index.html>

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

March 11-13, Butler, PA
 COSCON
coryleewhite@gmail.com

March 11-13, Stamford, Conn.
 CONNCON 2005
jon@conncon.com

March 11-13, Kalamazoo, MI
 MARMALADE DOG 10
mikeschim@hotmail.com

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

March 24-27, Seattle, WA
 NORWESCON
www.norwescon.org

March 25-27, Portland, OR
 GAMESTORM
www.pdxgames.com

April 1-3, Beloit, WI
 NEXUS 2005
sirgalin@peoplepc.com

April 8-10, Lancaster, PA
 COLD WARS 2005
coldwars2000.webjump.com

April 16-17, South Bend, IN
 GAME CON SOUTH BEND
info@gameconsouthbend.com

May 13-15, Columbus, OH
 BLOCK PARTY 2005
www.buckeyebordgamers.org/blockparty.htm

June 8-12, Tempe, AZ
 ConsimWorld Expo 2005, featuring
 MONSTERGAME.CON 5.0
www.consimworld.com

June 30 - July 3 Columbus, OH
 ORIGINS 2005
www.originsgames.com/

July 21-24, Lancaster, PA
 HISTORICON 2005
www.hmgs.org/eastcons.htm

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

August 11-14, Indianapolis, Indiana
 GENCON INDY 2005
www.gencon.com/

Making Friends (and playing TRC) by Cory Wells

This is not going to be a blow-by-blow account of the PBM game of **The Russian Campaign** I have going but more of an insight to the hobby and the people involved. Like many of you out there, I have owned most of the AH games that were out in the 60s and 70s. Not to say I had time to play them, but on occasion I would open the box, look at the board, start reading the rules, and put it away (I was very busy in the 70s).

I started out playing the Milton Bradley games of **Dogfight**, **Broadside**, and the original **Battle Cry**. When I got married, my wife realized that I liked those types of games. So one year she wanted to get me a fun gift for Christmas and was talked into buying (as I was told) this new revolutionary game called **Tactics II**. When I opened it up on Christmas morning, I asked, "Where are the cute little plastic pieces?" I just did not get what the game was about.

As the years rolled on, I got more involved, and I did gain a passion for the AH games and would buy whatever titles that were released that year. As most of you found out, it was tough to find someone not only who was interested in this stuff but who could understand it. I scanned the Opponents Wanted columns of the *General* magazine for someone to play against. I can count on one hand the number of people who answered and played against me. I can only remember one young man who stayed and played the whole game. It was **Air Force/Dauntless**.

I have owned several copies of **TRC** in my time. One game got ruined by water damage from a flood in my workshop; the others got burned up along with my home in '93. I did get a chance to play **TRC** (PBM) but never got past 1941. For one reason or another, the players would get frustrated with my bad playing (there is a learning period in *everything*) or they would just disappear from the game if they felt they were losing, never to return my calls or letters. Now I am here to say that I have found someone who is hanging in there, and we are up to 1943 (over a

year of play) and going strong. My opponent is none other than the illustrious, handsome, and all-knowing Ron Brooker. Yes, he has put up with me, and I'm just elated that I have got this far in the game. I cannot tell you if I'm winning or losing, but it is giving me a view of the game I never had before. Now I can say with honesty that it is a great game.

We are now talking about playing Ron's favorite, **Bull Run**, when this game is over. It's great what AHIKS has done for guys like me who want to play these games but can't find good or reliable players. It's worth the dues just on that point. Thanks to all who support this club and the good people who help keep it afloat.

By the way, I'm playing the Germans and I have not started retreating from Mother Russia yet. Still at the doorstep of Moscow.

★★

[Cory is not alone in initially having trouble finding opponents who will stick with it. AHIKS has many reliable players; unfortunately it sometimes takes a little looking. O.D.]

The web version of this issue (slightly longer) is available at our website (pg. 11).
User name="AHIKS"
Password="Horrocks" (Both are case sensitive; do not include the quote marks. If you use the Caps Lock to write AHIKS, be sure to take it off for Horrocks.)

Some people were having trouble with the "hover buttons," whatever they are, and Tom added another address to accommodate them. They should use:
www.angelfire.com/ny4/gmtom/ahiks.htm

If you still have trouble accessing the web version, contact Tom at the address on page 11.

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 Dec. 31, 2004. See *The Kommandeur* Vol. 37, No. 3 for the Numerical Rating Chart and the Qualifier Chart.

#	Name	Rating
1	D Burdick	2035
2	K McCarthy	1885
3	B Stretcher	1875
4	G Young	1805
5	P Landry	1780
6	R Heller	1770
7	P Truesdell	1755
8	D Tierney	1720
9	C Minshew	1665
10	T Thorsen	1650
11	D Grant	1645
12	H Lowood	1635
13	A. Bowie	1630
14	C Jehlen	1630
15	F Kraus	1625
16	G Dandy	1625
17	M Yarwood	1610
18	C Stewart	1610
19	R Wood	1595
20	C Xanthos	1585
21	Peter Martin	1565
22	R Shurdut	1565
23	L Deck Sr	1560
24	J Unnerstall	1560
25	J Simecek	1555
26	B Lindow	1550
27	T Holtz	1535
28	W Klitzke	1530
29	H Burkhalter	1530
30	N Markevich	1520
31	C Longest	1515
32	C Watson	1515
33	E Menzel	1515
34	R Cottrell	1515
35	S Andriakos	1515
36	T Scarborough	1475
37	C. Leonard	1455
38	D Bergmann	1450
39	T Bourne	1385
40	A Morley	1385

FLATTOP REPLAY

Eastern Solomons

by Tom Hanover

Continued from the last issue (39/6 page 8)

1400 A radio message from Adm. Brackin informs me that CV Enterprise has indeed sunk. However, CV Lexington is underway again. Damage to her propulsion system has apparently been quickly patched up.

CV Saratoga was not attacked at all and still retains her full fighting power. Adm. Brackin gives her position (LL32) as 240nm SSE of the enemy's main body.

Other radio intercepts indicate 36 of our carrier-based Avenger torpedo planes have attacked an "Akagi-class" CV, scoring multiple hits and leaving it burning but still underway.

Yet another intercept tells of a second Avenger attack on the two IJN CVs east of Choiseul but no details of any damage inflicted.

The IJN transports are still in a position to head for either Gili-Gili or Henderson Field under cover of night. They are giving us no clue as to which objective we should concentrate on defending.

1500 I receive a radio message from Adm. Brackin that a Dauntless strike force from CVs Lexington and Saratoga missed its intended target (the Rabaul carriers) and instead attacked a transport group off Woodlark Island (DD18), claiming two of them sunk.

Adm. Brackin also says a strike of 15 Avengers is winging its way to attack a second group of transports near Treasury Island (II18).

DD Parrott is torpedoed by a Japanese submarine in China Strait near Gili-Gili but reportedly counter-attacks and succeeds in sinking the enemy vessel.

1600 The three Rabaul-based CVs continue southward, rapidly closing the range with our own carriers.

Fifteen of our Avengers attack several Japanese transports off Treasury Island (HH19) but all are apparently shot down.

The IJN CV and CVL move to the western tip of Santa Isabel (F16), just 200nm WNW from Henderson Field.

1700 My tiny strike of 9 Dauntlesses against the enemy seaplane cruiser returns, having instead attacked the two IJN carriers off Santa Isabel—to no avail. Three Dauntlesses lost and no hits scored.

1800 I receive a radio message from WASP (currently near Rennel Island, LL31). Adm. Stewart plans to launch a strike against the two IJN carriers off Santa Isabel. Due to the extreme range, however, he must land his returning planes at Henderson Field. I give my assent to this plan. It's a good chance to hit the enemy one more time before the day ends.

I keep a close aerial eye on the enemy transports. One AP and 3 DDs have moved into The Slot (F17) which could put them off the western end of Guadalcanal by 0200hrs tomorrow.

Also, the APDs near Treasury Island (GG17) seem to finally be heading eastward for a night dash towards Guadalcanal. With their high speed, they could make landfall by 0300hrs. Yet, they could just as easily turn west and reach Gili-Gili by 0400hrs!

Based on this available information, I radio Admirals Brackin, Dowd and Stewart, strongly urging them to detach BBs North Carolina and Washington plus a few heavy cruisers to patrol the western end of Guadalcanal and sink any transports encountered. I assure them that Port Moresby's air power can thwart any landing attempt at Gili-Gili.

In my zeal to repel an invasion attempt, however, I completely overlooked the security of Henderson Field. That "blind spot" would come to haunt me later in the game.

1900 SS Triton reports attacking and sinking a Japanese transport 100nm SW of Shortland (GG17).

Feeling suddenly jittery about a possible dual landing by IJN transports at both Gili-Gili and Guadalcanal, I order Admirals Brackin and Dowd to send BB North Carolina plus escorts on a high-speed run to the China Strait in order to intercept

any Japanese transports attempting to reach Gili-Gili.

I radio Adm. Stewart that the planned rendezvous with BB North Carolina is canceled due to changing priorities. BB Washington should proceed as planned though to attack the IJN transport spotted off Santa Isabel.

2000 SS Seahorse reports attacking and sinking an APD 160nm SW of Shortland while SS Triton, Seal, and Seawolf report they have sunk two more APDs and damaged a destroyer in the same area. I can only hope these reports are accurate!

One of my shadowing aircraft reports seeing WASP's planes attacking the IJN CV and CVL (now south of Choiseul). Secondary explosions are noted on the CV.

2200 24 Dauntlesses from WASP land at Henderson Field. Adm. Stewart also has 15 Avengers scouring The Slot in pursuit of the damaged Japanese carrier.

2300-2400: A devastating blow! Henderson Field is bombarded for two straight hours by a Japanese surface group that includes at least one battleship. The airstrip is cratered beyond recognition, and 42 planes of all types are destroyed on the ground. Henderson is decisively knocked out!

August 25th

0100-0200: The enemy surface group off Henderson Field is intercepted by BB Washington and her escorts. The Japanese lose one Kirishima-class battleship and a heavy cruiser sunk. BB Washington suffers heavy damage in return (10 hits) but remains engaged and underway.

By my estimate, Henderson Field will remain inoperative until at least noon. All 24 Dauntlesses from WASP are trapped there, severely limiting our offensive capabilities for the day.

At 0200hrs I launch 18 B-17s and 3 Catalinas from Port Moresby to conduct the morning search. This is a nerve-wracking time as I can only guess at the likely whereabouts of the three Rabaul-based fleet carriers.

They may have temporarily opened the range by retiring NW. They may be sitting right where we last saw them. Or they could have run

far to the SE, just to surprise us. I have to try and cover all the possibilities.

0300-0400: I launch 9 more B-17s from Port Moresby on a follow-up search. Repairs slowly continue at Henderson Field. I feel completely blinded on that side of the board. We'll have to rely on carrier-based searches.

0600 Daylight again at last. I launch 60 P-40s and P-39s to cover Port Moresby against a surprise dawn attack by Japanese bombers, but none appear.

Instead, 15 Zeros strafe the airfield at Gili-Gili. My P-39s there scramble to intercept, and we lose 3 aircraft apiece.

No sign of the enemy carriers but our coastwatcher at Shortland reports a host of Japanese ships entering the harbor there. This includes 3 APs, 4 APDs, several cruisers, and 6 destroyers. It seems the IJN has no intention of landing troops at either Gili-Gili or Guadalcanal!

With Henderson Field knocked out and Enterprise sunk, maybe they feel they've already accomplished enough to win the scenario. The burden of attack is now squarely on us.

0700 I send a radio message to all TF commanders about the Japanese transports holed up at Shortland. With the threat of invasion at least temporarily abated, BB North Carolina and her escorts are freed for independent action.

I float the idea of a carrier raid on Shortland to sink the enemy transports (we could really use some easy Victory Points right now) but also caution that, with the IJN flattops still active and possibly waiting in ambush, such a move would pose great risk to our own carriers.

0800 I get a message from Adm. Brackin who reports CV Lexington is under attack 40nm south of Woodlark Island (Z24). Nine twin-engined Nells and six Val dive-bombers make successive attacks but score no hits.

BB North Carolina's battlegroup must be nearby as Brackin says they will combine with the Lexington task force within the next hour.

CV Saratoga is refueling SW of Bellona Island (E35) and does not apparently have much of an air group left, mostly fighters I believe.

CV Wasp is likely somewhere off Guadalcanal (one of the perks of a multiplayer hidden-movement game is that you often don't know where your own forces are located!).

I get a report from a coastwatcher that some of our carrier planes (from Wasp?) attacked a Japanese TF in The Slot, north of New Georgia (D17), sinking a heavy cruiser and badly damaging a light cruiser.

A B-17 out of Port Moresby finally re-locates the IJN carriers. Four of them, escorted by six capital ships, are 220nm SSE of Rabaul (DD12). They are reportedly turning into the wind and have a strong CAP overhead.

Looking over the newly-revealed positions of the opposing forces, I'm struck by the fact that the IJN carriers are smartly concentrated to deliver a decisive blow against us, while our own three remaining carriers are scattered and isolated all over the map! This does not bode well for us.

0900 In a desperate bid to fortify Lexington's existing air cover, I launch 27 P-39s from Gili-Gili with orders to rendezvous over the carrier at 1000hrs. I can only hazard a guess at how soon Lady Lex will come under attack. The enemy carriers are 280nm distant.

A search plane reports finding the fifth IJN carrier limping back towards Rabaul (Z10).

Lexington is reportedly attacked by dive-bombers but I get no other details. A short while later, Adm. Brackin radios that Lexington was attacked by nine twin-engined Bettys. Six were shot down, but the remaining three scored a torpedo hit.

Fortunately, Brackin's 30 Dauntlesses are already aloft and heading towards the enemy carriers.

1000 Adm. Stewart on Wasp proposes a strike against the Japanese transports anchored at Shortland. He has 21 Dauntlesses "borrowed" from Saratoga while that carrier is off refueling. He also has 15 Avengers and 33 Wildcats available.

He wishes to combine these with the 24 Dauntlesses at Henderson Field, but they cannot even begin launching until the airstrip is sufficiently repaired (1200hrs at best).

After carefully examining the

interplay of launch factors, distances and numbers of planes involved, I decide it's feasible. But only just. The launches from Henderson must be staggered due to the damaged condition of the airfield, and they must also be carefully timed to coincide with Wasp's own launch so that both groups can rendezvous for a combined attack. I send off a proposed timetable.

1100 I no longer remember why (this account is being written nearly a year after the game ended) but my surviving records indicate we had to cancel the Shortland attack. A fragment of an e-mail leads me to believe Wasp may have been attacked by air and damaged at either 1000hrs or 1100hrs. Though undiminished in speed and still capable of launching and retrieving a reduced number of aircraft, Wasp's damage is sufficient to ruin our carefully laid plans.

Then, too, I realize the game could potentially go into a third day of operations. It makes sense to gather our scattered carriers back together again in order to concentrate their offensive power and prevent the IJN from picking them off singly.

I decide to transfer the Dauntlesses at Henderson Field over to Saratoga. I order Adm. Stewart to take WASP and rendezvous with Saratoga SW of Bellona Island (G33) at 1500hrs.

A late report from a B-17 states that Adm. Brackin's Dauntlesses are attacking an IJN carrier SSE of Rabaul. No details on any damage inflicted though.

1200 Our coastwatcher at Rabaul reports many aircraft taking off, mostly twin-engined types.

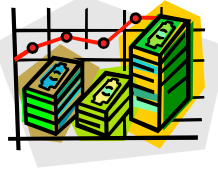
1300 Henderson Field is nearly fully repaired, and I launch the Dauntlesses there so they can transfer to CV Saratoga.

But before the 1300hrs turn is resolved (June 2003), we receive word from the GM that he must end the game due to personal and family health issues. The IJN, he writes, is narrowly ahead on points and can therefore rightfully claim a victory.

I cannot recommend highly enough the superior experience of

(Continued on page 9)

Treasury Notes



Ten Rules for PBM

There is a local appellate judge here in Cincinnati who has written a book of 40 rules for good legal writing (used to be 30, but he thought of some more). While I don't have 40 rules for you, I thought I would share with you ten "rules" that you might consider to make your experience in AHKS just a little more enjoyable and reduce the chances of having an opponent drop out on you. Most of these are common sense. But feel free to modify them to fit your and your opponents' preferred style of play.

1. Respect your opponent at all times. In this competitive age, it is easy to forget one's manners in the heat of battle. Don't. Even if you have a legitimate dispute with an opponent, keep it civil. If you are at an impasse, suggest contacting an AHKS officer. Do you remember the old instruction, "resolve any disputes by a friendly roll of the die"? Remember, these are just games.

2. Communicate. This is really a subpart to the first rule. It is important to keep the lines of communication open to your opponent at all times. Send a brief message with each move, even if it is just to report all is well. If you're going to take a lot longer to respond than is your custom, let your opponent know. If you need to cancel your match because of life events, tell your opponent. I think your opponent will understand and should be forgiving. You will find all sorts of personality types in your opponents. Engage them as you learn about them. They may enjoy witty banter and gentle chiding. They may enjoy some "historical" commentary to go along with the move, or perhaps some game-design analysis. You'll find out as your match progresses, and it will make your experience much more worthwhile.

3. Learn the rules to your game. All of us forget a rule every now and then, or discover one that we may have never known about in the first place. But, it is your responsibility to

The Kommandeur

have a firm grasp of the rules to the game you are playing. There is little worse than having to repeatedly return moves because your opponent keeps making rules errors, except to repeatedly get *your* moves back due to rules errors. Such play makes a game long and painful, and your opponent will most likely respectfully decline further matches. Besides, you can't win unless you know how to play the game.

4. Doublecheck your move. We all make plenty of recording errors. It is inevitable. In PBeM games, you may have the opportunity to make recording errors twice each turn: once when you write your move down on paper and once when you type it into your computer. Many times your opponent will have no choice but to return your move because it is indecipherable or impossible to resolve. Although e-mail is a good way to resolve these problems quickly, it is easier to reduce these errors in the first place by checking your unit listings and attacks again after you write them down the first time. Your opponent will thank you for it.

5. Pick a reasonably balanced game. While they made a lot of fine games, I don't think the old SPI had any real clue about what it took to produce a balanced game. Those that appear finely tuned may have been the result of good luck more than anything else. A balanced game will make your PBM experience that much better, particularly between players of a similar caliber. I am not adverse to an uphill struggle. If I want to be Napoleon at Waterloo or the Germans in the Bulge, then I expect a challenge. But it's no fun for anyone if the result is a foregone conclusion before you make the first die roll. Of course, it is not easy to know whether a particular game is balanced or not if you have little familiarity with it, but you may be able to scrounge an old article somewhere. Or, set up the game and play a little solitaire. You should be able to get a good idea for balance with a couple of quick playings of some of the smaller games. Plus, it's a good way to learn the rules (see Rule 3)!

6. Pick a reasonably sized game. While bigger games can be more fun, there is no question that they are a lot

more work, whether FTF or PBM. It takes me a lot longer to get my **Napoleon's Last Battles** moves done than it does any of my other games, simply because there are more pieces and therefore more work. While the play is fun and rich in its strategic and tactical complexity, the recording of moves is not. If the work outweighs the fun, then you will lose interest. It is possible to get a great deal from a lot of the smaller games, and faster turnaround times can keep the interest level higher.

7. Diversify. While this somewhat conflicts with Rule 5 above, I can't say enough about using your membership to expand your horizons. Try some games you have never played before. Got an old game of **Soldiers** you've never tried? How about trying your luck as the Italians against the British in **Bloody Keren**? We've all played the tried and true, and you may be pleased that you're an expert at **Paths to Victory in the Russian Breakout at Bitter Wilderness**. But the true test of your skill comes with how you face the unknown, balanced or not.

8. Take your time. Too many of us suffer from short attention spans and a perceived need for more speed. Slow down a little. Take your time and think about your move. Let your opponent do the same. Your quality of play will improve significantly, and you will not feel burdened with having to get your move out by some arbitrary deadline. Although I know some of you do it, it is beyond my ability to fathom how anyone can play one game, let alone several, with deadlines. Life simply does not allow you to do that unless you sacrifice other things of equal or greater value (e.g., wives, children, jobs, health). And watch less TV. You'll be amazed how much more time you have to play.

9. Don't resign prematurely. So the Germans have reached the Meuse and it's only the 2 A.M. game turn. Might as well quit now, right? Perhaps not. You should carefully weigh any decision to resign a game. Things may not be as bleak as they seem from your side of the map. Plus, there is *always* the chance your opponent will make a fatal mistake. Those are the fortunes of war. Besides, going

back to Rule 1, your opponent deserves the opportunity for a win, even a big one, as well as the opportunity to hang himself on the last turn (how many of us actually get the chance to cross the Meuse?). No need to hang on if it is indeed truly impossible to avoid a decisive loss. But, the opportunity may arise to save face and trim the margin of victory, perhaps significantly. Your opponent will respect you for it.

10. Don't be a disappearing opponent. This is the most important rule, because it's why we're members of AHIKS: opponent reliability. Unless you are physically unable to communicate, there is no excuse for simply disappearing. If you cannot or do not want to continue with a match, tell your opponent and offer to concede. It's that simple. I suspect that if you follow the other rules, however, you will rarely find yourself on either end of this unfortunate situation.

I am fortunate in that all six of my current opponents appear to abide by these rules, even though until now they have never seen these rules written down. They just know. Thank you, gentlemen.

Treasurer's Report

The transition is now complete. Here are the numbers since my last report:

Starting Checking Account Balance (10-29-04): \$5625.48

Income:

Dues and Donations \$1143.00

Expenses:

K printings, Oct./Dec. 2004 \$ 310.30

Checking Account Balance as of 1-21-05 **\$6458.18**

Perpetual Fund Starting Balance (10-29-04) \$1229.48

Perpetual Fund Balance 1-25-05 **\$1229.48**

As of this writing, \$312.00 of the money in the checking account is earmarked for the Perpetual Fund, currently held as a certificate of deposit. However, those funds cannot be added to the Perpetual Fund until that CD matures. No interest is reported for the Perpetual Fund in this report because no statement has yet been received from the bank.

Dues For those of you who have not yet renewed, this will be your last issue of *The K*. Dues for 2005 remain the same as they have been: \$6.00 for those who receive the electronic K, and \$12.00 for those who receive the printed version. Truly a bargain. Please mail your payment to:

Brian Stretcher
5282 Deer Path
Milford, OH 45150

If you send cash, you will not have any record of paying your dues in the event your payment gets lost or misplaced. AHIKS also now accepts credit card payments through Paypal. Please contact me by e-mail for how to make payments through Paypal.

Until next time, Brian Stretcher

(Continued from page 7)

playing this game with several players, a GM, and hidden movement. It immediately elevates the game to a higher level and gives you at least a taste of the kinds of decisions the real commanders faced out there on the wide expanses of the Pacific.

My thanks to our GM, Andy Johnson, who so ably and cheerfully carried all this off for so many years! And to my fellow Allied players: Jim Brackin, Pat Dowd, and Chris Stewart. As carrier skippers, they handled their ships well and did the USN proud.

Thanks also to our most worthy opponents: Dave Bergmann, Steven Broom, and Gary Parks. They played an excellent game and never allowed us to get a good decisive punch in.

As for the final loss tally, I am to this day still unsure of exactly what damages we inflicted on the enemy and even how much damage was inflicted on us!

In correspondence with Gary Parks, I learned that we hit three of the five IJN carriers, forcing one back to Rabaul at reduced speed. We also sank at least one battleship and two heavy cruisers and damaged all but one ship of the surface group that bombarded Henderson Field. We probably sank a few transports, too, but I have no clue how many.

CV Lexington was due to get hit by a Japanese carrier strike at 1300 hrs and a land-based strike was on its way as well. It's very likely we would have lost a second carrier before the day was over.

We had lost Enterprise already; Wasp and BB Washington were damaged. Another flattop gone might have put us permanently in the hole.

For my own part, I lamented the fact that my powerful bomber fleet at Port Moresby never got a chance to do much. Because of the invasion threat at Gili-Gili, I needed to keep my planes armed with AP bombs for anti-shipping strikes. I'd gotten burned once before in a previous game, and I sure wasn't going to get caught flat-footed again!

I also cursed my inattentiveness to Henderson Field. I became too focused on the enemy transports and forgot about the threat of a Japanese surface group knocking the airfield out. The VPs awarded per turn for that accomplishment are a powerful incentive for the IJN to risk running the Slot.

In retrospect, I should have ordered our battleships detached sooner and had them stationed off Henderson at nightfall to intercept any bombardment force. We'll get 'em next time though!

★★

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: pat-tonstriumph@earthlink.net. When a match is set up, only one of the players should request ICRKs for all players in the game.

If you plan to change or have changed your address, phone number, or e-mail address, please let 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
Alexander (AH)	(1192)	Humphries E
Antietam (SPI)	(1137)	Watson E
Anzio (AH)	(0111)	Oleson
Battle for Germany (SPI)	(0826)	Ten Eyck
Bismarck (AH)	(1565)	van Morle M
Bitter Woods (AH/MMP/L2)	(0073)	Johnson E
Bitter Woods (L2)	(1553)	Evenson E
Blitzkrieg (AH)	(1000)	McPherson
Bomber (Yaquinto)	(1312)	Wells E
Brothers by My Side	(1394)	Rice M/E
Bulge '81 (AH)	(0939)	Martin E
Bulge '91 (Smithsonian)	(1566)	Gregory M/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
Fortress Europa (AH)	(1000)	McPherson
For the People (AH)	(1086)	Mitchell E
Gallipoli (Paper Wars)	(1192)	Humphries E
Gettysburg '88 (AH)	(1527)	Brooks M
Grant Takes Command (AH)	(1075)	Morley E
Guadalcanal (AH)	(1555)	Scott E/M
Invasion Sicily (GMT)	(0225)	Segarra E
Kasserine (GMT)	(0225)	Segarra E

Mukden 1905 (Spence & G)	(1192)	Humphries E
Musket & Pike (SPI)	(1192)	Humphries E
Napoleonic Wars (GMT)	(1564)	McAllister E
On to Richmond (AH)	(1075)	Morley E
PanzerBlitz (AH)	(0826)	Ten Eyck
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
Road to Gettysburg (AH)	(1075)	Morley E
Russian Campaign (AH)	(1000)	McPherson
Russian Campaign (AH)	(1497)	Dickson AREA
Russian Campaign (L2)	(1566)	Gregory
Russian Campaign (AH or L2)	(1243)	O'Connor ADC2
Russian Campaign (AH)	(1252)	Brooker
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
Stalingrad Pocket II (Gamers)	(1553)	Evenson E
Stonewall Jackson's Way (AH)	(1075)	Morley E
Stonewall's Last Battle (AH)	(1075)	Morley 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
War at Sea (AH)	(1382)	Massey E

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

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.

1567 Sidney (Sid) A. Driver, San Antonio, TX
1568 Bill Haddock, Pierre, SD

CENTRAL OFFICES

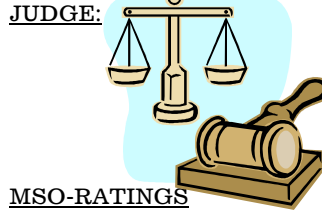
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GENERAL INFORMATION

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

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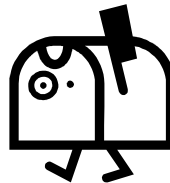
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UK: www.ahiks.co.uk

**Changes on this page:
 Brian Stretcher has a new phone number.**



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: March 31, 2005.**

Standby opponents for new members only

Ron Brooker	1252	Pz. Blitz
Robert Johnson	0073	Bulge-65, Stalingrad
John L Kreuz	1333	Bulge-81
Thomas Oleson	0111	Anzio
Rick Roksiewicz	1108	Victory in the Pacific
Robert K. Smith	1437	Russian Front
John Ringhoffer	1185	Civilization, Diplomacy

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

(Continued from page 4)
Overseas Print Subscriptions
(available upon request, price dependent upon postage)"

In a later press release, Tom reports that:

The growth of the magazine has slowed. We haven't broken the 80 subscriber mark. However, we do have a core of enthusiastic writers and subscribers. And I am dedicated to at least 2 more issues. So, here is what I am thinking. I'm going to get new quotes for printing the magazine, to include 4 pages of color printing, for a smaller subscriber base. This will probably mean the costs will go up. But, I get daily requests from the subscribers for a printed copy of the magazine and a desire to get the ball rolling on sending subscription money. I've never seen so many people eager to spend their hard-earned money. However, perhaps we can keep the costs down some by reducing the print run further. For our foreign subscribers I'm going to leave the subscription costs alone. As you're getting only an electronic version of the magazine, there's no justification to increasing your prices. The same can be said for those individuals who wish to receive only an electronic version. What I do not have is a breakdown of who wants electronic versions, who are overseas subscribers, and who actually want a print copy of the magazine. So far all I've asked is for people to drop me a note committing to a subscription. Some few have indicated that they are from overseas, or want electronic versions, or paper versions. I need to know exactly how many people want printed paper versions of *Old Soldiers*.

So, just drop me a quick note at tgunslinger@excite.com letting me know which version of the magazine you wish to receive.

1. Are you an overseas customer? (i.e. located outside of the US/Canada) 2. Do you wish only to receive an electronic version? 3. Do you want a paper printed version of the magazine.

I'll take notes, and armed with a tally of everyone who chooses method #3—a smaller number no doubt than 100, I'll go back to the printer and request a new quote. Afterward I'll contact everyone with the new cost of a printed subscription. You can choose for yourself whether

or not you still wish to obtain a printed version.

Khyber Pass Games

Khyber Pass Games, which publishes a line of DTP games, is losing its founder, Andrew Preziosi, according to this announcement from him on Consimworld:

As of December 31st, 2004, I will be stepping down as the titular head of Khyber Pass Games and Books. After five years of being the Chief Cook and Bottle Washer for KPG, I have decided to step aside and let Bruce Yearian take over the reins for a bit.

As of now I am on, at the very least, a sabbatical for the next six months to a year, minimum. At the end of that period, I will decide whether I want to go back to developing games for KPG. There is, indeed, every possibility that I may decide that enough is (was) enough and I never return, but for now, that is unanswered question.

I also feel that it is time for new blood and ideas at the helm. I am proud of my accomplishments as the co-founder (along with, of course, Dennis Bishop), but quite frankly, I have grown tired of doing all of the financial and physical efforts involved in getting our games to the public, along with having to deal with most consumer related issues. I need a break.

Avalon Hill games for 2005

A recent press release follows:

January 19, 2005 (Renton, Wash.) Attendees of this winter's Game Manufacturer's Association (GAMA) trade show in Las Vegas are in for a special treat as iconic strategy board game brand Avalon Hill premieres the five games that will make up its 2005 product line-up.

After nearly fifty years of existence, Avalon Hill will continue to remain true to its roots of creating strategy-intense games while broadening its horizons with the introduction of new and exciting titles designed to reach to its core customer base and beyond. Celebrated as the developer of such popular, high-concept game titles as **Axis & Allies**, **Diplomacy**, and **Squad Leader**, Avalon Hill is published by Seattle-based game manufacturer Wizards of the Coast



(NYSE: HAS).

Avalon Hill weighs anchor on the 2005 year with a swashbuckling pirate adventure: **Sword and Skull**. This track-style game melds strategic play with family entertainment in an easy-to-learn but challenging package sure to be enjoyed by young and old alike. Releasing in March, the game is designed for three to four players ages ten and older.

Long time Avalon Hill fans are sure to be excited with the re-release of the popular **Monsters Ravage America** title, which has been revamped and repackaged as **Monsters Menace America**. Playing off a campy, B-movie theme, **Monsters Menace America** finds individual players controlling both the diabolical creatures preying on North American cities and the military units that have been tasked to stop them! **Monsters Menace America** debuts in April.

Classic wargame mechanics meet an intriguing sci-fi storyline in **Nexus Ops**. An aggressively competitive game in which strategic play is integral, **Nexus Ops** features stunning art, beautiful game pieces, and a fantastical "other world" scenario in which the armies of battling corporations vie for a foothold on a distant, resource-rich planet. **Nexus Ops** releases this June.

Veteran game designer Dr. Richard Garfield (creator of the popular **Magic: The Gathering** trading card game) returns to Avalon Hill and Wizards of the Coast to help launch a reprint of an old favorite he designed: **RoboRally!** This fast and fun game of battling robots will hit store shelves in July.

Wrapping up the Avalon Hill 2005 line up is a sure-fire hit that provides a new take on an increasingly popular theme: the world of high-stakes casino gaming. Coming on the heels of popular film and television properties such as "Ocean's 11" and "World

Poker Tour," Avalon Hill's final title, **Vegas Showdown**, lets players compete against each other to determine whom [sic] can best manage limited resources to build the most luxurious casino in Las Vegas. **Vegas Showdown** debuts in fall 2005.

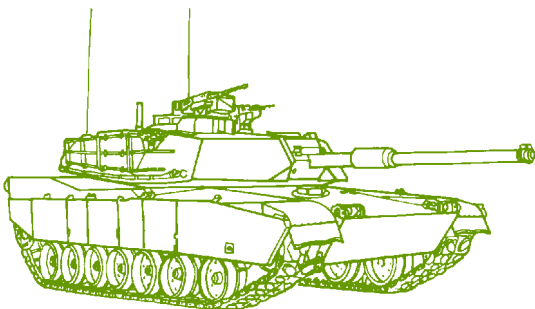
In response to popular demand, Avalon Hill will also reprint two great games under the Wizards of the Coast label: **Guillotine** and **The Great Dalmuti**. These classic card games have been tapped by Avalon Hill for release in the late spring and early summer of 2005.

"Since the early 1950s, the story of Avalon Hill has been inseparably tangled with the history of strategy gaming and, from a larger perspective, the evolution of serious adult gaming in general," said Linda Cox, manager for the Avalon Hill brand at Wizards of the Coast. "The games in our 2005 line-up come from the same great tradition that has made the Avalon Hill brand synonymous with strategy board games for nearly half a century."

The unintended irony in that last sentence above says it all, really. There will not be one decent strategy game from Avalon Hill in 2005 it seems. How the mighty are fallen.

★★

I have been reading "Armageddon" by Max Hastings. The first 100 pages are interesting, and I recommend you take a look. It covers WWII in Europe from September 1944 to the end. Hastings includes a lot of quotes and opinions, so it is not just a catalog of the separate battles that made up the campaign. A review will appear in these pages eventually. Omar D.



Military Wisdom

Compiled by Brandon Musler (sent by Bob Shurdut)

"Aim towards the Enemy." [Instruction printed on US Rocket Launcher]

"When the pin is pulled, Mr. Grenade is not our friend." [U.S. Marine Corps]

"Cluster bombing from B-52s is very, very accurate. The bombs are guaranteed to always hit the ground." [U.S.A.F. Ammo Troop]

"If the enemy is in range, so are you." [Infantry Journal]

"A slipping gear could let your M203 grenade launcher fire when you least expect it. That would make you quite unpopular in what's left of your unit." [Army's magazine of preventive maintenance]

"It is generally inadvisable to eject directly over the area you just bombed." [U.S. Air Force Manual]

"Try to look unimportant; they may be low on ammo." [Infantry Journal]

"Tracers work both ways." [U.S. Army Ordnance]

"Five-second fuses only last three seconds." [Infantry Journal]

"Bravery is being the only one who knows you're afraid." [David Hackworth]

"If your attack is going too well, you're walking into an ambush." [Infantry Journal]

"No combat-ready unit has ever passed inspection." [Joe Gay]

"Any ship can be a minesweeper... once." [Anon]

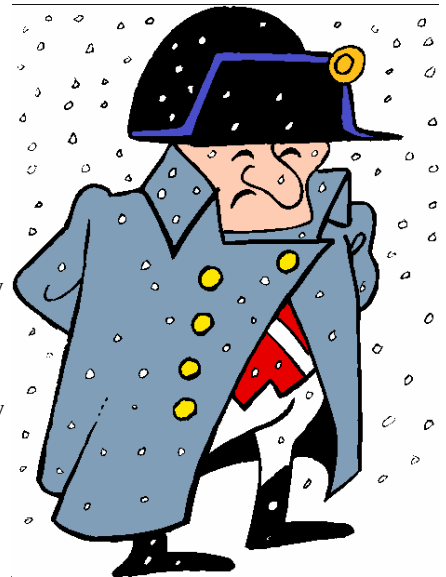
"Never tell the Platoon Sergeant you have nothing to do." [Unknown Marine Recruit]

"Don't draw fire; it irritates the people around you." [Your Buddies]

"If you see a bomb technician running, try to keep up with him." [U.S.A.F. Ammo Troop]

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.



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