

# The Kommandeur

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## From the President

**S**trength in numbers or numbers of strength? Your choice.

It was recently brought to my attention that renewals leveled out at 125 this year. There was also some concern on the part of a few due to this news. But just to put this in perspective, gentlemen, I wish to remind you that our membership is subject to these types of swings. Actually we have been lower than this before. Yet only a few years ago we were over 300. I seem to recall one year as editor (or was it later?) when our membership went from barely over 400 to around 250.

There was panic then.

Don't sweat it—just roll with it. It was suggested that procrastination (possibly due to big changes in officer makeup) might be playing a large role. May I shock you? I've done this myself. I also procrastinate. Been there, done that. Got my head together at the last moment and I'm still here.

Then there are those we lose to the vagaries of real life. Hey—real life takes its toll. There is no doubt about that. People move, change jobs, change families and sometimes more than one. Been there and done a few myself. When I was editor, we had a two-year running commentary on burnout. Everybody goes through it. For those we care about, the only real life solution is to be there for our friends and keep open the lines of communication. Seems sometimes that is getting harder as we all are getting more mobile.

Others we lose to the player base shrinking for our favorite game. Hey—if you've only got one game on your shelf, then I hereby dub you the rarest wargamer in the universe. I dare anybody reading this column to flip to the back, go over the list of games in the Opponents Wanted sec-

tion, and tell me you don't have at least *three* games on that list. Are you putting yourself in a box you shouldn't be in? Did you purposefully buy those games to collect dust? Take a chance. Branch out. Live life a little. You just might find new favorites or, better yet, new opponents you've been missing out on. For those who are hopelessly overspecialized, we can only encourage you to recruit. Stop putting the guy in the mirror ahead of everything else in this life. In case you've never met anyone who is completely selfish and/or narrow minded, let me clue you in. They aren't very nice people to associate with.

Why do you think people volunteer? I'll tell you. It's because human beings thrive best when they help others. You turn all your attention inward, and I guarantee you will stagnate yourself to the point where no one will want to be around you. And with good reason. If you've moved towards that end of the human spectrum, do yourself a favor. Turn it around and give something back. You'll live longer if nothing else. I'm not asking you to step forward and toss your hat in the ring for a position in the Society (though it might have been nice this last cycle—no offices were challenged), but I am going to ask you to try and recruit another gamer in the next year into AHIKS. I don't think that's asking too much.

Another reason put forward for the loss in membership was bleed we've experienced to computer games. Yeah? So what? I agree. Though we absolutely accommodate those who choose this as their primary medium (or who use it to expand their options), there will always be a core who prefer cardboard to pixels. We just have to find them. Because we have something else to offer that Artificial Intelligence never will (and you can stop all those bad

jokes right now!); the human touch. Imperfect as it is, an afternoon with a real person is much more satisfying (unless they turn out to be selfish or a jerk) than an afternoon with a keypad and mouse. One opens the soul and reaffirms our humanity. The other one separates us from our brethren and shuts us into small places.

As to selfish jerks, if you went on a blind date with a bad girl who ripped you off and left you bleeding, would you give her number to your brother so *he* could go out and have a fun evening too? I should hope not. Let me reiterate our no-tolerance policy for disappearing opponents: no dead weight in AHIKS. If you have a Society brother who left you hanging, *let us know!* Don't pass the lass off to your brother thinking she'll take a shower this time.

So. Have you recruited anyone lately? Thank you for your efforts! *That* is why AHIKS lives! It doesn't matter how small a group we become. What matters is whether those who remain are worthy of the title: Proud Member of AHIKS.

El Prez

**Redmond  
Simonsen  
1942-2005**

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

This is a compilation of information gleaned chiefly from Consimworld (www.consimworld.com) and Web-Grogards (www.grognard.com). The material was correct at time of writing: 28<sup>th</sup> March 2005

Alan Poulter

### NEWS

#### Redmond Simonsen 1942-2005

SPI co-founder, Art Director, and *Moves* editor, Redmond A. Simonsen, passed away on Tuesday, March 8. Redmond had been battling severe heart conditions over the past few years. What follows are excerpts from a special forum set up on Consimworld to remember Redmond.

Richard H. Berg

Hard to imagine what our hobby would have been like without either Simonsen or Dunnigan.

Hard to imagine what my life would have been like without Redmond (as well as other hobby greats) as a peer, advisor and, most of all, friend.

I am remarkably sad . . . as I assume are all who knew him as a person.

The best thing you can say In Memoriam about anyone you can say about Redmond: the world is a better place for his having been part of it. I know mine is.

James F. Dunnigan

Sad news. Redmond had a talent that he developed and used. It must have given him some pleasure to see his work constantly being bid up in value on eBay. No other graphic artist has had as much impact on the way wargames look, and work. A one-of-a-kind guy if there ever was one.

Rodger MacGowan

He will inspire other graphic artists to come.

If you look back at the game credits to some of our early games, like **Hornet Leader**, **Rise of the Luftwaffe**, and **Great Battles of Alexander**, you will note that I used a term for all of this, "Physical Systems Design."

Where did I pick up that term? Who helped me learn the ropes about

utilizing "physical systems design" in board wargames?

Even before all of the above noted projects, long before becoming Art Director of GMT Games (1990) and publisher of "C3i Magazine," I created and designed my first professional wargame magazine, *Fire & Movement* (1975). I had worked in the magazine business for years in Hollywood; I knew most of the ropes, but I had never put an entire magazine together by myself. *Fire & Movement* #1 was a big challenge for me. Not only did I have to put together a staff and find an editorial team to assist me, I also had to learn the ropes of self-publishing and the keys to designing my own professional magazine as a graphic designer.



Redmond Simonsen 1977

After issue # 1 of *F&M* was published I sent a copy to a friend, a very experienced professional who knew wargame magazines inside and out. He took the issue I sent him and proceeded to mark it all up with his red pen. He wrote all over it, in the columns, along the sides, tops, everywhere. He pointed out many things; he gave me many suggestions and offered all kinds of wonderful advice. He then wrote some wonderful and inspiring words to me on the cover and sent the issue back to me pronto. I was so honored. I immediately took his advice and made adjustments on issue # 2 and after.

Who was this guy who took the time to help me with the first issue of my first professional magazine? Why did this guy care so much and was so willing to help others?

I'm so glad to have known him and to have worked with him. He inspired me and helped me in so many different ways over the years. We first met face-to-face at an Origins

convention in the late 1970s. We stayed in communication over the years on all kinds of different projects, ideas, and concepts.

I organized an interview with him for *F&M* # 7, and he later interviewed me in *Moves* # 59. I guess, in part, it was some kind of a mutual admiration society, but most of all, it was a true friendship.

I will miss him, we will all miss him. But, his artwork and graphic designs will live on and inspire other graphic artists for many years to come.

Good-bye, Redmond.

#### MMP Launches International Game Series

To quote their press release:

Multi-Man Publishing announces the launch of their International Game Series (IGS) product line—various games that MMP has exclusively licensed to manufacture and distribute as English-language versions. The first game in this series, **Fire in the Sky** (a strategic game on the Pacific War in WWII) has already reached its preorder number and is currently being finalized for printing. **Feudal Lord** is the next Japanese title that MMP has licensed; it will be available for preorder once the English translation is complete.

**Feudal Lord** is a very popular Japanese wargame for two-eight players. Players choose various factions to fight the civil wars of 16th century Japan. There are 1,300 die-cut counters representing historical Japanese factions, combat units, fortresses, ships, gold bullion, and various game markers. The game will also feature the expansion that Sunset Games released which added 100 more counters. The game includes many scenarios.

As a bonus, MMP also announces that a license has been secured to publish *GameJournal* magazine's **Target: Arnhem**. This is a mini-game with a small (8.5x11") map, a few pages of rules, and a half sheet of counters representing the entire Market Garden campaign. It's a pretty slick little game on MMP's (seemingly!) favorite topic. It is too small to sell by itself so that's why we intend to give this game away! Check out our booth at Origins and WBC to pick up a copy for yourself and maybe one for a non-gaming friend who's shown some interest in gaming. This game is intended for in-person distribution at conventions, but following

the "convention season" (after WBC) we'll be glad to make it available to anyone for just the cost of shipping and handling. It will be made available on our web site.

### HMS/GRD news

The following are excerpts from an official post to the Yahoo! GRD Group:

**Wavell's War** (WW) is awaiting boxes. Our best estimate at this point is the week of 21 March. As soon as the boxes arrive and are in our hands, we will make an announcement to let you know they have arrived. When the first games have cleared the post office and FEDEX, we'll give another update and probably have a stiff drink or two.

**Total War** (TW) will be moving along slowly until WW and taxes are out of the way. One major development related to the game occurred this last week. Col. David Glantz's new book, "Colossus Reborn, The Red Army at War 1941-1943" was released by the University of Kansas Press. We received several of the first copies available. This slim little volume weighs in at 819 pages and includes a variety of new material on the Red Army. We want to make sure that our TW OB takes advantage of Col. Glantz's work.

**TW** will shortly start a new round of abbreviated playtesting to focus on some aspects of the game that were not emphasized in the original playtest. I will get a more detailed TW release date when we have finished evaluating the extent of the work that remains to be done.

For those who have followed the long awaited **A Winter War** release, we will be printing the revised counters for that game in the same print run that will do the **TW** counters. **A Winter War** will be offered two to four months after **TW** is published.

### Dan Verssen moves into online games

Dan Verssen is the designer of a number of games, including **Modern Naval Battles**, **Down In Flames**, **Hornet Leader**, **Flagship** and **Thunderbolt+Apache Leader**. He is now designing games which are playable only against people online:

While visiting the Battlefront and Consimworld forums, I kept hearing about "Vassal". To my surprise, I dis-

covered that Vassal was a program that ran on both Windows and Macs (!) that allowed players to play tabletop-style games in real-time through the internet.

In December of 2004, I contacted Rodney Kinney of Vassal, and we started talking about releasing a line of games built to take full advantage of Vassal's capabilities. The talks and designs went very quickly. We decided to brand the line under the "Virtual Tabletop" title to give players a way of easily identifying the games.

In Mid-February 2005, we released the first of the Vassal games, **Special Forces**, a very tactical modern day man-to-man combat game.

We will be releasing additional games in the Virtual Tabletop line every month. Our second game in the line will be **Earth Gone Mad**, which puts players in the role of saving Earth's doomed populations as megadisasters rip the planet apart.

At present, we are preparing the Vassal components for several other games, including **Hornet Leader II**, **Star Force Terra** (an old favorite of mine!), **WWI Down In Flames**, and others.

The goal of our Virtual Tabletop line is to provide players with a wide selection of high-quality online games at a low price. [www.dvg.com](http://www.dvg.com)

### Shrapnel Games to publish NEPPAGames' ETO

NEPPAGames is pleased to announce that Shrapnel Games (a computer games company) will be publishing their game **ETO (European Theater of Operations)** for retail distribution. Excerpts from the press release follow:

**ETO** is a multiplayer boardgame of grand strategic WWII warfare developed by NEPPAGames, soon to be published by Shrapnel Games. A hybrid of classic area-based gameplay like **Axis and Allies**, combined with all the intricacies of deeper games such as **The Rise and Decline of the Third Reich**, **ETO** is an easy-to-learn historical wargame chock full of the open gameplay options armchair generals love.

For anyone already familiar with **ETO** (it was originally self-published by NEPPAGames) this is a newly revised and updated second edition version. Some of the changes found in this version include a completely reworked manual with tons of excellent play examples, simplified strate-

gic warfare rules, additional counters, and an updated map.

[www.shrapnelgames.com](http://www.shrapnelgames.com)

### Compass Games

Compass Games are a new company. From their forum on Consimworld comes the following information:

Currently we have two games in development: **Silent War** by Brien Miller, and a WWI game tentatively named **Great War in the West**. Both projects are slated for release late 2005.

Beyond these two initial projects, we are busily reviewing game submissions for our 2006 production schedule. We haven't filled all of our production slots yet and are accepting submissions on a continuous basis.

Games that we want to produce really need only one criteria: they have to be great games that people want to play.

Compass will be introducing new design talents to the hobby in addition to showcasing some familiar names both in game design and game graphics. [www.compassgames.com](http://www.compassgames.com)

### Against the Odds #14 to feature student designer

**Assault on Narvik**, a first design by a student in a military history course, is to be included as a bonus mini-game in *Against the Odds* (ATO) #14:

**Assault on Narvik**, by Andrew Mulholland, simulates the 1940 Allied siege of Narvik in northern Norway. The game begins on April 15th, 1940, soon after the Royal Navy's destruction of the German naval flotilla and the arrival of Allied ground forces. This game is designed for two players but can be easily adapted for solitaire play.

First published online at the King's College of London, Department of War Studies, this mini-game is comprised of an 11" by 17" map, 100 counters, and eight pages of rules. [www.atomagazine.com/](http://www.atomagazine.com/)

### Panzerschreck goes professional

*Panzerschreck* is a magazine that has been around for a while publishing a number of games per issue. Up till now it has not been in a professional format but that is going to change. Gary Graber, its publisher, says:



*Panzerschreck* is going to professional production! The content of the magazine will remain the same, but the production quality is going through the roof. The new format is full-size (8.5" x 11"), and issue games will have die-cut counters and full-color maps. The issue games in #14 are **Race To The Vistula**, corps/army level east front WWII game set in 1944 (designed by Pieter de Wilde) and **Brandy Station** (brigade level American Civil War, June 1863, designed by Gary Graber). Also included is a tactical level WWII naval mini-sim called **The Mighty Hood**, with full-color cardstock components. Apart from the three games, this 36-page edition contains wargame articles; variants are included as always, including a great article about the hobby's founder, and founder of Avalon Hill, Charles Roberts, based on personal interviews with him. With the three games, die-cut counters (140 overall), neat components (standard *Panzerschreck* size maps and mini-sim components), articles, and format, #14 is an issue you definitely won't want to miss!

Retail price of #14 is \$20.00; it should ship in May.

[www.homestead.com/](http://www.homestead.com/)

[minden\\_games/](http://minden_games/)

[Panzerschreck14prepub.html](http://Panzerschreck14prepub.html)

## 2004 CSR Awards Ballot

Your votes are required for the 2004 Charles S. Roberts Awards. All ballots must be received by May 15, 2005. To vote, go to:

[www.consimworld.com/archives/000488.html](http://www.consimworld.com/archives/000488.html)

## NEW BOARD WARGAMES

### Clash of Arms

The latest game in the **Battles from the Age of Reason** series, on the campaigns of Frederick the Great, is **Lobositz**. This single-map game features two scenarios, the second allowing an earlier start time and some pre-contact Prussian maneuvering. The special rulebook (just four pages long) contains the usual detailed historic commentary and maps showing both the campaign and the battle itself. [www.clashofarms.com](http://www.clashofarms.com)

### Critical Hit

Critical Hit have just released another introductory game in the **Ad-**

**vanced Tobruk Series. Basic Game 1a: Screaming Eagles**, on the battles fought around Carentan after the D-Day landings. It includes a small map, nearly 300 counters, four scenarios, and a four-page rule book. [www.criticalhit.com](http://www.criticalhit.com)

### GMT

**Alesia** is the eleventh game in the award-winning **Great Battles of History** series. It focuses on the massive Gallic assaults on the ramparts of Caesar's fortifications at Alesia. Three scenarios are provided, two using only one map.

[www.gmtgames.com/](http://www.gmtgames.com/)

### MMP

**The Mighty Endeavor** is the tenth game in The Gamers' highly regarded **Standard Combat Series**, now published by MMP. This one-map game covers the Allied invasion of France from D-Day until the crossing of the Rhine.

[www.multimanpublishing.com](http://www.multimanpublishing.com)

### Pacific Rim Publishing

New from Pacific Rim Publishing is **Desert Storm: The Unfinished Victory**. It is a two-player game on the First Gulf War in 1991. It has one map, 140 counters, and rules in the Just Plain Wargames format. Solitaire rules are included for playing the Iraqi forces. [www.justplain.com/](http://www.justplain.com/)

### Simmons Games

Simmons Games is a brand new company. Their first release is **Bona-parte at Marengo**, an innovative game covering the Napoleonic battle. 'Block' units move between irregular polygons of varying shapes and sizes, designed to replicate terrain effects. Combat is based on skill. Randomness is provided by alternative set ups and blocks hiding what is where. [www.simmonsgames.com/](http://www.simmonsgames.com/)

## NEW MAGAZINE WARGAMES

*S&T* #227 contains **Vinegar Joe's War** on the China-Burma-India theatre in WWII. Designer is Joe Miranda. [www.decisiongames.com](http://www.decisiongames.com)

*Vae Victis* #61 contains **Ebro 1938** covering the Ebro offensive of 1938

during the Spanish Civil War.

[www.vaevictis.com/](http://www.vaevictis.com/)

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

*Against the Odds* #11 contains **The Big Push**, covering the 1916 battles of the Somme during WWI. Designer is Roger Nord.

[www.atomagazine.com/](http://www.atomagazine.com/)

## NEW DTP WARGAMES

From Canons en Carton, **Haslach and Elchingen 1805** covers two battles of the 1805 Ulm campaign between the French under Ney and the Austrians under Mack and Riesch. This game is in the **Jours de Gloire** game series. [http://fredbey.club.fr/elchingen\\_us.html](http://fredbey.club.fr/elchingen_us.html)

From Perry Moore Games is **Panzerschlacht: Blood and Armor on the Hungarian Plains, Oct. 1944**, which covers the Russian offensive in Hungary to destroy the German 6th and 8th Armies. <http://pweb.jps.net/~perrya/>

## NEW WEB RESOURCES

There is an interesting polemic on the state of the art in board game design by Jon Compton at:

[www.wargamer.com/articles/groping\\_new\\_paradigm\\_1/Default.asp](http://www.wargamer.com/articles/groping_new_paradigm_1/Default.asp)

Ever wondered how to mount counter sheets supplied with DTP games? Find out how at: [http://privatewars.kyth.org/making\\_your\\_own\\_counters.htm](http://privatewars.kyth.org/making_your_own_counters.htm)

Khyber Pass Games have a new website at: [www.khyberpassgamesonline.com/](http://www.khyberpassgamesonline.com/)

Award-winning game designer of simulation games based on Civil War battles, Dave Powell is the guest in this January 28 edition of Civil War Talk Radio: [www.worldtalkradio.com/archive.asp?aid=3175](http://www.worldtalkradio.com/archive.asp?aid=3175)

There is game assistance software

(as zipped files) for the **Tactical Combat Series** (The Gamers/MMP) at: [www.wfrgames.com/tcsgap.zip](http://www.wfrgames.com/tcsgap.zip)

### FREE GAMES, DEMOS, AND NEW SCENARIOS

**Conquering Nations**  
[www.geocities.com/rancerds/CNintro.html](http://www.geocities.com/rancerds/CNintro.html)

**Glider Pit Gladiators** (Joe Scoleri) [www.boardgamegeek.com/game/6941](http://www.boardgamegeek.com/game/6941)

### OFFICIAL RULES

**Armada, S&T #72** (SPI) - 2nd ed. rules (zipped RTF file) <http://grogard.com/info1/armada2.zip>

**Dixie: First Bull Run/Dixie: Gettysburg/Dixie: Shiloh** (Columbia Games) [www.columbiagames.com/resources/3700/dixieunifiedrules.pdf](http://www.columbiagames.com/resources/3700/dixieunifiedrules.pdf)

**Gettysburg** (Columbia Games) [www.columbiagames.com/resources/3321/3321-gettysburgrules1.06.pdf](http://www.columbiagames.com/resources/3321/3321-gettysburgrules1.06.pdf)

**Victoria Cross** (Worthington Games) <http://members.cox.net/worthingtongames/VictoriaCrossRules.html>

### ERRATA

**Advanced Squad Leader** (AH/MMP) new version of Chapter N Armory errata (zipped PDF files) <http://grogard.com/errata1/amoryn.zip>

**Battle of Maiwand** (Khyber Pass) <http://grogard.com/errata1/maiwand.txt>

**Last Elephant Offensive** (Pacific Rim) <http://grogard.com/errata1/lastelephant.txt>

**Naval Battles** (Phalanx) <http://grogard.com/errata1/naulbattles.txt>

**Salla** (Pacific Rim) <http://grogard.com/errata1/salla.txt>

**Schutztruppe** (Flying Buffalo) <http://grogard.com/errata1/schutztruppe.doc>

**Seven Days of 1809** (OSG) [www.napoleongames.com/forums/attachment.php?attachmentid=3](http://www.napoleongames.com/forums/attachment.php?attachmentid=3)

**Zama** (BSO) <http://grogard.com/errata1/zama.txt>

★ ★

## Upcoming Events

**April 8-10**, Lancaster, PA  
COLD WARS 2005  
[www.coldwars.org](http://www.coldwars.org)

**April 8-10**, Nashville, TN  
XANADU  
[http://xanadu\\_sf.home.comcast.net](http://xanadu_sf.home.comcast.net)

**April 8-10**, Scranton, PA  
MEPACon  
[www.mepacon.com](http://www.mepacon.com)

**April 9**, Seattle, WA  
SEATTLE GAME CON  
[www.seattlegamecon.com/index.php](http://www.seattlegamecon.com/index.php)

**April 14-17**, Pittsburg, KA  
GORILLA CON  
<http://sekkgg.org>

**April 15-17**, Amherst, MA  
OURCON  
[www.ourcon.com](http://www.ourcon.com)

**April 16-17**, South Bend, IN  
GAME CON SOUTH BEND  
[info@gameconsouthbend.com](mailto:info@gameconsouthbend.com)

**April 22**, Bowling Green, Kentucky  
OUR GAMES DAY EVENT  
[www.wku.edu/gg](http://www.wku.edu/gg)

**May 13-15**, Columbus, OH  
BLOCK PARTY 2005  
[www.buckeyeboardgamers.org/blockparty.htm](http://www.buckeyeboardgamers.org/blockparty.htm)

**May 27-30**, Los Angeles, CA  
GAMEX 2005  
[www.strategicon.net](http://www.strategicon.net) \t "\_blank"

**May 27-30**, Burlingame, CA  
KUBLACON  
[www.kublacon.com](http://www.kublacon.com)

**June 3-5**, Collinsville, IL  
DIE CON  
[www.diecon.com](http://www.diecon.com)

**June 8-12**, Tempe, AZ  
ConsimWorld Expo 2005, featuring  
MONSTERGAME.CON 5.0  
[www.consimworld.com](http://www.consimworld.com)

**June 24-26**, San Luis Obispo, CA  
POLYCON  
[www.polycon.org](http://www.polycon.org)

**June 30 - July 3** Columbus, OH  
ORIGINS 2005  
[www.originsgames.com/](http://www.originsgames.com/)

**July 21-24**, Lancaster, PA  
HISTORICON 2005  
[www.hmgs.org/eastcons.htm](http://www.hmgs.org/eastcons.htm)

**July 29-30**, Manchester, NH  
OGC  
[www.ogc-con.com](http://www.ogc-con.com)

**July 29-31**, Milwaukee, WI  
GAMEFEST MILWAUKEE 2005  
[www.gamefestseries.com](http://www.gamefestseries.com)

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

**August**, Indianapolis, Indiana  
GENCON INDY 2005  
[www.gencon.com/](http://www.gencon.com/)

**September 16-18** Springfield, OH  
ADVANCE THE COLORS  
[www.hmgsgreatlakes.org](http://www.hmgsgreatlakes.org)

**October 22-23**, Newburgh, NY  
TACTICAL RETREAT  
<http://tacticalretreat.net> \t "\_blank"

The web version of this issue (slightly longer) is available at our website ([www.angelfire.com/ny4/gmtom/AHIKS.htm](http://www.angelfire.com/ny4/gmtom/AHIKS.htm)).  
User name="AHIKS"  
Password="Friant" (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 Friant.)

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

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

## From the Editor

Those of you 50 and over might be interested in an Elderhostel program taking place on the Antietam battlefield. It is a service program (tax deductible if you itemize) doing maintenance on the Sherrick farmhouse. There is a program May 22-27 and one September 25-30. Aside from the work, there are tours, lectures, and free time. For more information, go to [www.elderhostel.org](http://www.elderhostel.org) and look up program #11104ZM.

AHIKS has bought an ad in this year's WBC program. Our membership has been slipping lately, and we hope to enroll some new members. We have also bought space for a table "near the registration desk." The plan is to have a sign-in sheet so we can contact each other, to distribute "AHIKS" stickers to members, and to disseminate information about our club. If you have any suggestions and/or can spend any time at the table, please let me know.



### *Landscape Turned Red*, The Battle of Antietam

by Stephen W. Sears  
Tucker & Fields  
©1983

431 pages, maps, photographs

Sears first sets the stage for the battle by describing the state of the war in September 1862, then narrowing his focus on Sharpsburg. He uses many quotes from contemporary sources while describing the conflict. He rakes McClellan, "The Young Napoleon," over the coals; McClellan's letters to his wife suggest that the general lived in a parallel universe.

It is sad that most of the competent generals were Confederates. Think how many lives would have been saved if the war had ended earlier.

The author does a good job, and if you haven't read about the battle recently, this book will be of interest to you.

Sears also wrote the recently published "Gettysburg." OD



## Book Reviews

*Intelligence in War*, Knowledge of the enemy from Napoleon to Al-Qaeda

by John Keegan

387 pages, photographs and maps

© 2003 \$30 hardcover

Knopf

Reviewed by Omar DeWitt

John Keegan writes well, so it is a pleasure to read whatever he publishes. In this book he examines a half dozen or so military campaigns and evaluates them in light of intelligence gained or not gained. He writes about Nelson's chase to find Napoleon's fleet on the way to Egypt, "Stonewall" Jackson's valley campaign, finding Von Spee's ships in WWI, the battles of Crete and Midway, dealing with the V-1 and V-2, and the Falkland war.

Most of us are familiar with these campaigns, but Keegan's retelling is still interesting. He throws some light on the British loss of Crete; the British lost even though they knew about the German invasion down to the time of arrival.

He concludes, "Foreknowledge is no protection against disaster. Even real-time intelligence is never real enough. Only force finally counts.... The ability to strike sure will remain the best protection against the cloud of unknowing, prejudice and ignorance that threatens the laws of enlightenment."

### 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.

*The Forgotten Battle*, Overloon and the Maas Salient 1944-45

By Altes and Veld

Castle Books

© 1994

226 pages, maps, photographs

Reviewed by Omar DeWitt

In 1964 my wife and I took our first trip to Europe. It was the 20th anniversary of D-Day; the movie "The Longest Day" had just been released and we saw it in London before crossing the channel and visiting the beaches. The place with the strongest visual image was Pointe du Hoc. The concrete bunkers were still there; I remember wishing I had brought a flashlight so I could go further into them.

In our subsequent travels that summer we came upon a museum in Overloon, Holland. What was particularly interesting about the museum was its outdoor exhibit of many, many tanks in excellent condition. The brochure said that the vehicles had taken part in one of the biggest tank battles of WWII.

Although I had looked for more information about the battle, I found nothing until I happened on this book a few months ago. The combat took place after Monty's Debacle (good name for a game). After Arnhem proved out of reach, Montgomery had two areas of concern. One was to clear the Scheldt estuary so Antwerp could be used as a port. The other was to clear out the Germans west of the Maas, the subject of this book. The Allies, mostly British, pushed the Germans back toward the river, then the Germans made a strong counter-attack with limited objectives with the purpose to take some pressure off the defenders of the Scheldt estuary. Many tanks were used in this back and forth battle, but, because of the very wet ground, they were deployed almost exclusively on the roads. The title "Greatest Tank Battle of WWII" is hardly merited.

The book is interesting enough, covering a little-known corner of the war. I would recommend the museum at Overloon if you are ever in Holland.

★★



## Meet our new Judge: Dave Bergmann

[I asked Dave to tell us a little about himself. OD]

Greetings to all AHIKS members.

I purchased my first board game in 1969, while serving in the USCG at the tender age of 21, in a hobby shop (now a bar after something in between) in Petaluma, California. It was the Avalon Hill classic **Anzio** (Omar is smiling) and what a great game it was except for one thing. I could not convince anyone to play with me because of its complexity. My young bride just rolled her eyes when the subject came up. So, alas, enter the solitaire game. After purchasing a few other Avalon Hill games such as **Chancellorsville** and **The Russian Campaign**, the same problem plagued me, no opponents. Then a move to the southern California high desert finally resulted in finding a gamer—my next-door neighbor! But that didn't last long once I observed his reaction to a loss. It's only a game!!



Finally after moving back to Northern California (1981) and subscribing to *The General*, I joined AHIKS as a result of a recruiting advertisement I saw in the magazine. After that I answered a request for an opponent in the Opponents Wanted section of *The General* and this turned out to be Scotty McPherson who lived in Missouri. Our gaming contact has turned out to be a friendship of 20+ years. Sometime after our gaming started I recruited him into AHIKS, and he ended up with membership number 1000. I'm jealous!



Over the years I have bought other Avalon Hill games and enjoyed them immensely. My favorites would have to be **Flattop** (an awesome game when game-mastered by Andy Johnson) and **Russian Front**. A job change for Andy to my area allowed us to socialize for a time, and that was a very enjoyable experience. He was game mastering a **Flattop** game I was involved with at the time he moved to the area, but he was tight-lipped and I could never get any intel out of him!

I have to say I have been very satisfied over the years with my membership in AHIKS with only one "disappearing" opponent. When I made my second Allied invasion stick at Rimini (a long shot, I thought, but the die was Allied friendly), the German commander deserted his post never to be heard from again. Another memorable time was a **Russian Campaign** set I entered into. I had just won a couple **Russian Campaign** games and went into these very confident. I was in shock at how quickly this guy (can't remember his name) cleaned my clock in both games. Reality check!

I hope to make a contribution to AHIKS and look forward to this new experience.

Dave

John Kranz remembers Redmond

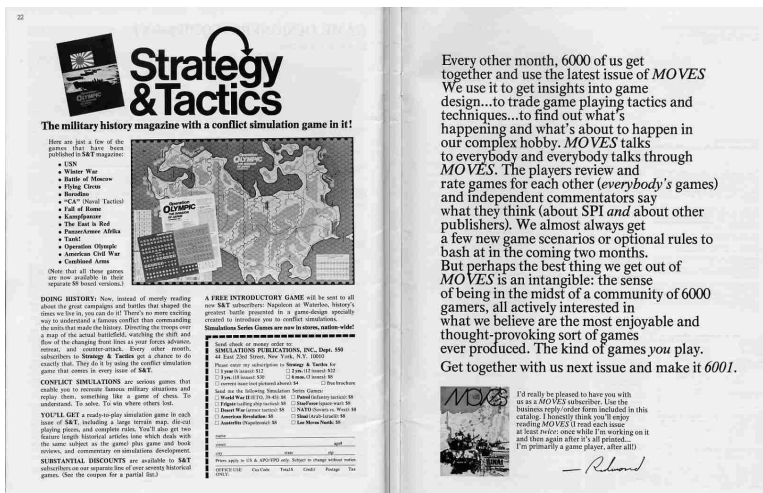
[I want to mention] my experience relating to SPI and what Redmond contributed that got me "hooked" into gaming. I was a young teen, and my only exposure to gaming was through my older brother. He would often play games with a buddy of his, and I would initially watch more than actually get to play. My memory is a bit foggy, but I recall getting into **Blitzkrieg** (a monster-complex game!), **Tactics II**, **Guadalcanal**, **PanzerBlitz**, and **Midway**.

However, I'd have to say I was happily playing but the big final hook was not yet in. I think Redmond truly made that happen.

Somehow I came across a catalog for SPI. I was impressed by seeing so many game titles and wondering what this could be all about. I ordered **Wacht am Rhein** as my very first SPI title.

When that shipment arrived at the door and I received that brown box, I couldn't believe my eyes: the double-tray game with the fantastic back-sleeve graphics and explanation of the game. That was a moment that blew me away and got me hooked—and that message reached me largely through the sheer size, scope, and graphic presentation of what was SPI.

I think it's safe to say that Redmond got me hooked, and I've always been panging to relive such a experience—in which I was completely blown away by a product just by looking at it. I think GDW's **Operation Crusader** gave me a similar rush, because I didn't know about the company and somehow stumbled upon that title and it was just one hell of a good looking product.



Two pages from the 1975 SPI catalog