The Kommandeur

Volume 40 Number 3 | A Publication of AHIKS | June 2005

From the President

After all these years… Once again, I quote the Walrus:

"The time has come, to speak of many things..."

First off—what are you doing this summer? The first week of August is the Official AHIKS wargaming convention—the World Boardgaming Championships, this year to be held in Lancaster, Pennsylvania. After many years of hopes and false starts, this year I will finally be able to attend. My good friend Randy Heller has graciously accepted my bribe (to the tune of my share of the room) to share quarters at the venue. As I write this during Memorial Day Weekend, the hotel venue has been sold out for a while. If you make plans to go now, you need to get on it immediately to get as close as you can. For next year, as soon as the venue is announced, do yourself a favor and consider getting in your bid on a room immediately.

As always at the WBC, there will be a number of AHIKSers there both for competition and as event organizers. I don't want to burst the bubble of the WBC Board, but it's almost as if the WBC were set up for us. Why do we belong to AHIKS? Because we believe in the value of wargame simulations that give us the opportunity to not only immerse ourselves in the history of the world, but to interact with other human beings in that pursuit. This Society doesn't exist to further the play of games that require us to interact with a computer (though there are those of us who do enjoy that), but rather to play and appreciate games that bring us into contact with other members.

Because of the difficulty of finding opponents in our neighborhoods, we took to finding opponents by mail—first by letter and nowadays by electronic mail as well. But the common denominator is that we seek human interaction. If you *never* get to rub shoulders with other gamers, I cannot encourage you enough to come to a convention and do so. Most specifically I am encouraging you to attend the WBC, our chosen venue. Once a year you can be assured that there will be games and gamers galore. If nothing else, it will fortify you to get through the rest of the year until you can go again. Give it some thought.

Secondly, I hope that during this Memorial Day weekend, you took a few moments to remember those who paid the ultimate price for the rest of us to be able to do what they will never be able to again—goof off. It may not be fashionable to say, but that's the truth of it. Every soldier puts his life in the line to preserve and protect the way of life he holds most dear. That includes every loved one left behind and everything they do. Every soldier hopes to come home and rejoin that life—to grill the burgers with the family and dunk the young 'uns in the pool. And not a soldier in the field begrudges a buddy whose tour is over and returns to it. That is why they fight. So that we can all enjoy the life we have. To protect that way of life for all of us, whether they get to come home and enjoy it or not. Those who came home deserve our thanks and our respect. Those who didn't deserve our remembrance and honor. If you didn't get a chance to honor any vets over Memorial Day, I hope you will take the time to remember them this coming 4th of July.

El Prez

Editor's Corner

The official AHIKS web site has been updated in several ways. The application form is up to date, a match-request form is available for downloading, and reference to Regional Directors is gone. I will continue the policy started with the last issue of breaking the issue into parts so that none is more than 500 KB or so.

As well as the official web site, there is another site devoted to AHIKS run by Les Deck. You will find the address with the other web sites on page 11. My computer will not open his site, but other officers have had no difficulty. I suggest that you take a look at it if you are able. Among other things, Les has a list of some AHIKS members, along with their e-mail addresses. If you have a later e-mail address or if you would rather that your address not be listed, let Les know. Also, if you would like Les to add you to the list, let him know. Les also has a list of games for sale that might interest you.

Current AHIKS policy is to keep e-mail addresses confidential, and to that end, I send out the electronic *Kommandeur* with "blind" addresses. I get too much junk mail as it is.

The WBC will soon be upon us. At least two officers will attend, Chester (El Prez) and your editor. AHIKS will have an ad in the convention catalog, and we will have a table

(Continued on page 7)

Get one of these at the WBC and look for fellow AHIKSers wearing them.

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 May 2005

Alan Poulter

New Company: Last Stand Games

Last Stand Games was formed in February by long-time game designer Dana Lombardy to republish classic historical games and also introduce "lost classics" started years ago but never released. They will be working with other well-known game designers like Larry Bond, John Hill, Jack Greene, and Jack Radey. The line-up of planned games includes second editions of **Dunkerque 1940**, **Black Sea Black Death, Legacy of Glory** (Napoleonic miniatures rules revamped as a board game), and all seven issues of *Conflict* magazine along with three issue games, **Guerre à Outrance**, **Khalkhin-Gol**, and **The Alamo!**
www.militaryhistorypress.com/LSG/

New Company: Pratzen Editions

Pratzen Editions is based in France and has four French game designers on its books, Didier Rouy, Jean-Claude Besida, François-Stanislas Thomas, and Christophe Gentil-Perret. Initial plans for games are:

"First, the "**Vive l'Empereur** !" series continues, and its sixth volume brings us to Spain, with **Vitoria**, a French defeat. **Le Vol de l'Aigle** (the Flight of the Eagle) is a very original Napoleonic campaign system based on an umpire-based double blind mechanism. Three campaigns (1806, 1807, and 1809) are offered in this first volume. **Le Combat de l'Aigle** (the Fight of the Eagle), co-developed with Kip Trexel, is an original tactical Napoleonic battle system at the battalion level. Finally, **Le Grand Empire** is a grand strategical boardgame which covers the 1800-1815 era."
www.pratzen.com/

NEW BOARD WARGAMES

Avalanche

There are three new games from Avalanche. **Soldier Raj** follows on from **Soldier Kings** and **Soldier Emperor** in covering wars in India from 1767 to 1846, between Indian Kingdoms and British and French forces. The latest in the **Panzer Grenadier** series is **Beyond Normandy** covering the British actions in and around Caen following D-Day. Finally **Bomb Alley** is the latest in the **Second World War at Sea** series, covering naval actions in the Mediterranean, 1940-42 between Britain and Italy in 50 scenarios.
www.avalanchepress.com

Avalon Hill

New from Avalon Hill is **Monsters Menace America**, a re-design of the earlier **Monsters Ravage America**. Monsters, weapons and the map have changed slightly and some rules procedures have been streamlined. Essentially each player takes a monster and a branch of the armed forces and tries to destroy as much as they can with their monster while slowing the other monsters down. Monsters then slug it out to determine victory. www.avalonhill.com

Critical Hit

Two new games in the **Advanced Tobruk** series (ATS) are **Blood and Iron** on Okinawa and **Semper Fi** on Iwo Jima. These are the first Pacific Theater games in the series. They both contain the latest version 2.95 of the ATS rules. **Advanced Tobruk** itself has a new expansion pack, **Torch to Tunisia**. It brings the French into the ATS mix of nationalities, and adds 12 more scenarios.
www.criticalhit.com

Decision Games

A re-issued monster game from Decision is the second edition of **Wacht am Rhein**, the old SPI tactical-level game on the Battle of the Bulge. Maps have been updated and redrawn, rules have been upgraded and streamlined, and orders of battle revamped. There is a campaign game using all four maps and six smaller scenarios each using just one map each. www.decisiongames.com

GMT

Manifest Destiny, loosely descended from **Civilisation** and **Age of Renaissance**, covers early American history. Three to five players try to amass 30 victory points by purchasing progressions, researching breakthroughs, and controlling cities. Progress and destiny cards build up your holdings of these. Designer is Bill Crenshaw.

Empire of the Sun is designer Mark Herman's third card-driven wargame. His earlier designs **We the People** and **For the People** defined the card-driven wargame. **Empire of the Sun** covers the War in the Pacific from Pearl Harbor until the surrender of Japan and, unlike **We the People** and **For the People**, uses hexes instead of areas for its single map of the theatre. www.gmtgames.com/

Lost Battalion Games

New is **Sergeants! In the Sand**, the latest in the **Sergeants!** series, which recreates incidents skirmishes between British and Italian forces in North Africa in WWII.
www.lostbattalion.com/

UGG

Assyrian Wars is a game for up to five players, but with a twist: the Assyrian player is always against all the others. Each game turn represents the ruling period of one Assyrian King. Game turns consist of moving and fighting with a variety of ancient armies, besieging cities, and using cards to drive events. www.ugg.de

Worthington Games

New from Worthington Games is **Clash for a Continent**. This game features 15 different battles from both the American Revolution and the French and Indian War. Units are blocks, giving fog of war. Generic maps use terrain tiles to set up specific battles.
www.worthingtongames.com

NEW MAGAZINE WARGAMES

Strategy & Tactics issue #228 contains **The Old Contemptibles** on the Battle of Mons in WWI.
www.decisiongames.com

Vae Victis issue #62 contains the game, **La Navas De Tolosa 1212**, covering the biggest battle of the Spanish Reconquista.
www.vaevictis.com/

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

Against the Odds issue #12 contains **Chennault's First Fight** and deals with the war in Burma from December 1941 to March 1942. The focus is on the aerial campaign, with combats being resolved on hex map battle boards. www.atomagazine.com/

NEW DTP WARGAMES

From Richard Berg under his personal BSO come two games on the same war but with different games systems. **Carolina Rebels** is a follow-up to the first **Civil War Tactical System** game, **Louisiana Tigers**, applying its company-level system to the American Revolution. It covers the battles of Cowpens and Hobkirk's Hill. Similarly, **Turning Point** reused the game system from **Zama**, (card-based, grid map, simple rules) but unlike that game is playable solitaire. It covers the struggle over Freeman's Farm in the battle of Saratoga, 1777. For more information e-mail: berg2brog@aol.com

NEW WEB RESOURCES

General

Alan Emrich has put together a special web page as a tribute to Redmond Simonsen:
www.alanemrich.com/CSR_pages/Museum/Simonsen/CSRmuseum_simonsen.htm

The following are new web pages of note for particular games:

Advanced Tobruk System (Critical Hit) www3.telus.net/public/larsent/

PanzerBlitz/PanzerLeader (AH) www.imaginative-strategist.layfigures.com/

Free games

Oh No, There Goes Tokyo! (Matthew Nadelhaft) www.boardgamegeek.com/game/14410

Operation Whirlwind (MDG) http://wsmf.org/countermoves/Wip/mdc2002/OperationWhirlwind/

Remember the Alamo (Brian Peterson) www.angelfire.com/games2/warpspawn/RTA.html

Official Rules

6 Days of Glory (Clash of Arms) http://grognard.com/info1/sixdays.zip

1806 (OSG) http://grognard.com/info1/1806.zip

Au Fil De L'Epee series (*Vae Victis*) http://grognard.com/info1/aufilrul.doc

Empire of the Sun (GMT) www.gmtgames.com/nneots/EOTSRulesv1.2.pdf

The Mighty Endeavor (MMP) www.gamersarchive.net/theGamers/archive/SCS/5-10%20Rules%20Layout.pdf

Las Navas de Tolosa, 1212, *Vae Victis* #62 (HC) http://grognard.com/info1/navas.doc

The Old Contemptibles, *S&T* #228 (DG) www.grognard.com/info1/oldcontemp.rtf

Rommel in the Desert (Columbia) www.columbiagames.com/resources/3421/3401RITDRules.pdf

Vinegar Joe's War, *S&T* #227 (DG) www.grognard.com/info1/vinegar.rtf

Errata

Seven Days of 1809 (OSG) http://grognard.com/errata1/sevendays.doc

Empire of the Sun (GMT) www.gmtgames.com/nneots/eotserrata11april05.doc

Great Battles of the American Civil War series (SPI) – all games http://grognard.com/errata1/gbacw.pdf

The Mighty Endeavor (MMP) www.gamersarchive.net/theGamers/archive/SCS/scserrata.htm#tme

Vinegar Joe's War, *S&T* #227 (DG) www.grognard.com/errata1/st/st227.txt

NEWS

News from HMS/GRD

The following is excerpted from a post on Consimworld by Arthur Goodwin of HMS/GRD:

"The Europa Magazine (TEM) #88: Due out 16 May 04. The 11x17 full-color maps of Northern and Southern Norway are back from the printer. I just today finished the 3 black and white 11x17 maps for inside the magazine that cover Spitzbergen at 16-miles-to-the-hex and the entire Northern Theater of Operations (Scotland to Murmansk, East Greenland/Iceland/Spitzbergen to Kiel) at the 80-miles-to-the-hex sea circle scale (thus matching the 5-hex across sea areas on the Northern and Southern Norway maps), but am still putting the final touches on the historical Norwegian campaign step-through article, the Scandinavian production article (a step through showing how the new resource centers shown on the new maps work as applied to Norway, Sweden, Denmark, and Finland during WWII), and the Total War map "first-look" articles. All the other articles for the magazine are completed. Right now it looks like the issue itself will go the printer sometime next week. By the way, the maps in TEM #88 allow the entire campaign for Norway to be played out on the 80-mile maps for off-map naval/air movement between the British/German bases and then move to the 16-mile maps of Norway for the main ground campaign. This allows for a very detailed step through of the historical

campaign using the revised and simplified naval rules in the issue.

Wavell's War (WW): Due out 10 Jun 04. We have just finalized the remaining printing issues for the game. After much discussion and internal debate we finally decided not to box this game module. Instead, **WW** will be packaged in a ziploc bag with a full-color 'wrap-around' 11x17 insert showing all the information that normally appears on a box…If the module was going to be boxed, it would require a larger-than-normal-size box. This came back to haunt us at HMS when we tried to get a box for **WW**. The larger size drove up the cost considerably. And if we used a standard size box, all the map sheets would have to be folded in half. Everyone recognized this, but simultaneously wanted to box the module because boxing it would make it look more professional and would make it easier to sell the module to stores. Well, the cost and the map-folding issues finally forced us to face reality. Box order nyet. Ziploc it is. The advantage to us is that it reduces the cost. The advantage to you the customer is that all your **WW** maps will arrive without any folds in them. The **WW** maps are still to be printed…the **WW** maps will go to the printer about 20May04 and should be back about a week later. The only other **WW** components not in the warehouse are the **WW** Scenarios and Appendices Book and some of the charts. These are done design-wise and just need to be printed. Since the turnaround on these is even less than the **WW** maps and again they must be paid for in advance, they will not go to the printer until the week after the **WW** maps go to the printer.

Total War (TW): Due Out Late Summer 05 (Septemberish). The basic design is done. The initial playtest has been done for some time. We continue to refine the OBs (and will continue to do so right up until the counters go off to the printer) using recently published (and unpublished) material from David Glantz and others…We also continue to work on some rules/ design changes (the most important being a variable overrun rule) that

(Continued on page 9)

Book Reviews by Bill Watkins

DAYS OF INFAMY
By Harry Turtledove
New American Library, ©2004
$24.95 409 pages

Is Harry Turtledove a wargamer? Lord knows that anybody who writes as many "what if" scenarios as he does, and does them so well, should be one of us.

"Days Of Infamy" is no exception. This is a winner. In fact, it is so good that I'm going to be stopping at my bookstore every morning saying, "Has he written the sequel yet?"

Actually, I wasn't going to buy this one. What can you do with Pearl Harbor that would be believable? Turtledove gives us a brilliant answer that is also a super read. In fact, he gives us a series of brilliant answers. Turtledove doesn't simply take a basic idea and run with it. He thinks his way through the implications and misses nothing that we wargamers would leap upon, yelling "AHA!" the way we do when we discover a rules glitch.

His basic "what if" is that the Japanese planners convince Yamamoto the air attack must be followed by invasion. That means a third Japanese air-wave attack, unlike in our world. That brings us to an interesting point. If the third wave had gone in, maybe that American carrier—unnamed in the book—would be close enough to try to interfere, and be attacked in turn.

The Japanese invasion goes in bloodily and successfully. As *Strategy & Tactics* pointed out a few years ago, the Japanese would face a huge problem: how do you feed the population? Hawaii wasn't self-sufficient.

Turtledove goes deeply into the attitudes of the local Japanese. The older generation supports Japan. The younger generation is Americanized. The native Hawaiians are expected to provide a puppet government. The "white" Americans, formerly lords of the islands, now learn what Japanese occupation can mean. Worst of all, there are all those American military prisoners being brutalized in camps as horrible as any we've seen.

Turtledove doesn't forget the military side. The Doolittle Raid goes in, but not against Tokyo. Long range Japanese flying boats attack the San Francisco shipyards. And what would have been the turning point at Midway doesn't go our way.

Obviously, I can't tell you more than that without spoiling it. Go read. I guarantee you'll join me in demanding a sequel.

AFTERNOON OF THE RISING SUN
By Kenneth Friedman
Presidio Press, ©2001
$29.95 391 pages plus notes

Okay, back to our world, where Leyte Gulf was the greatest naval battle of all time. Friedman does a wonderful job of describing it. In fact, it's a wargamer's wet dream!

Friedman chokes us with the kind of detail the more dedicated wargamer demands and rarely sees. There are charts, tables, even a diagram of the Japanese anti-aircraft formation in the Sibuyan Sea and an inventory of shells by type for each of Oldendorf's battleships! These aren't in the notes or appendices; they are woven into the narrative.

I won't give you detail; you know the battle. Suffice it to say literally every major step in every sub-part of this battle is diagrammed. Everything is easy to follow. There are a few pictures; some are Japanese that I had not seen before. The shot of the Zuikaku crew saluting as the ensign is lowered on their sinking ship got me.

Luckily, Friedman never loses the narrative and the excitement of this huge and multifaceted battle. I've gone back a couple of times to reread his description of the death ride of the American destroyers.

Friedman does an excellent job of combining detail and narrative. I'm not a detail fan at all, but he never lost me. It's a heck of a good read, and it's a good, solid reference. In fact, it even tempted me to consider Avalanche Press' new $199 game!

GRANT COMES EAST
By Newt Gingrich and William Forstchen
Thomas Dunne Books, ©2004
$6.99 on sale at www.bamm.com

I was going to review this novel when it first appeared last year. I decided not to. I couldn't say much without ruining it for you. Now, I have to review it.

This is the sequel to Gingrich and Forstchen's huge best seller "Gettysburg." You remember how much I loved that one. I raved that it was one of the best American novels I've ever read. It was also a perfect book for us wargamers. Gingrich and Forstchen presented an alternate history in which Lee and Meade fought their great battle on Pipe Creek, south of Gettysburg, where the Union leaders in our world thought the battle would take place. And at this point, I assume you've all read the book, so I won't be letting the cat out of the bag by saying the Union got clobbered.

"Grant Comes East" picks up at that point. The reason I didn't want to review this book was that it would be almost impossible to tell you anything without ruining it for you. About the only thing I could tell you would have been that the book is the obvious second book in a trilogy.

Now, I can review this second book. The reason is that Newt was on Sean Hannity's radio station the other day. Newt mentioned he is going to be on a book tour in early June, autographing the third book, "Never Call Retreat." So, now I can tell you something about the second. Confused?

"Grant Comes East" takes some very logical steps. What would have happened if the Army of the Potomac had been smashed in July 1863, without the crippling losses Lee suffered in our history? Well, first, Lee is pressured to attack Washington immediately. He does and suffers the terrifying losses he suffered at our Gettysburg. The authors do a bang-up job describing just how strong the fort system around Washington was.

The railroadman Henry Haupt is a main character, as he was in the first book. This time his main problem is moving Grant with a couple of corps to the western Pennsylvania/ Maryland area. As in the first book, you get a good feel for the logistical problems involved. Grant can't just jump into combat. It is a slow, agonizing process to build up his strength. He is staying away from Lee for now.

Not that everything is peaceful. Wade Hampton makes the mistake of going up against Grant's western horsemen and is annihilated.

The Union has a much worse problem: Dan Sickles. Sickles was one of the few senior officers to escape the Pipe Creek disaster. He goes to New York and wipes out the draft rioters. He then maneuvers his way into command of the Army of the Potomac, which has been rebuilding at Harrisburg.

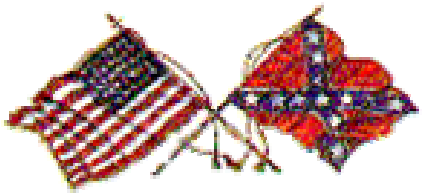
Sickles sees the White House looming, but he needs a victory. He has to get that victory before Grant can take effective command. So, he heads south.

Lee, the master, has read the situation accurately. He leaves the Washington front and attacks Baltimore. Sickles is sucked in.

I guess I'm not telling you too much. None of this is really a surprise. The authors lead you very skillfully along the path. You know they are rendering the main characters and their decisions accurately. I found myself wanting to scream at Sickles or to beg Grant to move prematurely. The authors manage to control themselves!

This one isn't as powerful a read as "Gettysburg." It is a good read and well worth the time. However, I think I'll keep with my initial reaction; "Grant Comes East" is intended to set you up for the third book. And here it comes.

★★



Upcoming Events

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

June 24-26, San Luis Obispo, CA
POLYCON
www.polycon.org

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

July 8-10, Chattanooga, TN
SPIRACYCON
botslayer@gmail.com

July 16-17, Jacksonville, FL
GRAILQUEST
hitechwaiter@comcast.net

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

July 29-30, Manchester, NH
OGC
www.ogc-con.com

July 29-31, Milwaukee, WI
GAMEFEST MILWAUKEE 2005
www.gamefestseries.com

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

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

September 2-5, San Francisco, CA
CONQUEST SF
conquestsf@avalongamecon.com

September 16-18 Springfield, OH
ADVANCE THE COLORS
www.hmgsgreatlakes.org

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

Random Number A look at AHIKS Match-Play History by Andy Johnson

Omar has asked me on occasion to see if there was anything interesting to report in our match-play history. In reality he gets desperate for material for the K so even statistics start to look good.

The match history I have goes back only to the early 1980s, but that still contains a significant amount of game reports.

As I reported before, some game titles have a brief fad and then fade while others endure. I assume the reasons for enduring are usually playability and balance. To validate my balance assumption I took a look at some of the games to see what the play balance looked like. The table below gives you the details of what I found.

This summary doesn't account for differences in player skills or game experience, optional rules in use, or title version (i.e. all Bulge 65, 81 etc. are grouped together). Nor is it all-inclusive, as there are games that will require more analysis on my part due to the volume of matches or the game type. For example, the many SPI quad games and the plethora (Monty Python would be proud) of **Squad Leader** titles and scenarios.

Interestingly some of the simpler games appear to reflect history. The results of **Waterloo**, **D-Day**, and **Gettysburg** show it was a near thing for either side, as it was in reality. For a complex game, **Hell's Highway** confirms history's assessment that Market Garden was a bad idea. On the other side of the coin, it looks as if the Axis won **War at Sea**, **Panzerblitz** favors the Allies, and **Panzer Leader** tilts to the Axis. Although there are only a few games of **Arab-Israeli Wars** on file it appears to be the best balanced of the three that use the same concept.

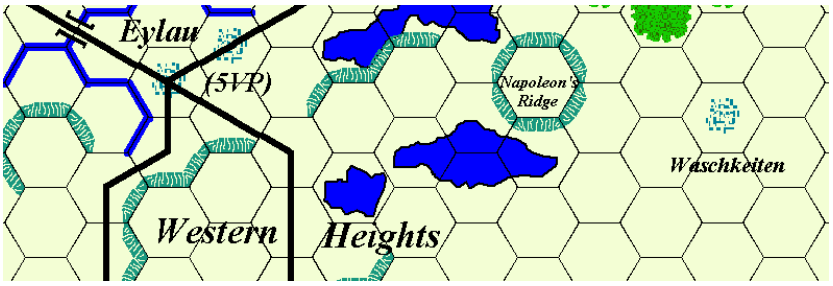
You can always argue with a game's rules, design, or scale; but the ones that maintain their popularity have an ability to bring us back again and again. Some games draw us because of the topic or elegance of their design, but, unless you can get a result in a reasonable time, they don't seem to have much of a player base. As an old fan of GDW's **DNO/UNT** (or the later **FITE**), I can confirm I love the concept, but I completed only two games in 30 years. One guy lost when his three-year-old ate most of Army Group North.

In AHIKS history about 1500 players have fought and re-fought the conflicts of history. Our victories and defeats have not altered history but perhaps have taught us each something of friendship, courtesy, and how difficult leadership choices can be.

Until next time Andy

★★

Title	Side	Wins	%	Side	Wins	%	Draw	%
Pre WWII								
1776	Amer	24	55.8	Brit	19	44.2	0	0.0
Bull Run	Confed	45	47.9	Union	49	52.1	0	0.0
Gettysburg	Confed	61	50.0	Union	60	49.2	1	0.9
War and Peace	Allies	13	35.1	French	23	62.2	1	2.7
Waterloo	Allies	50	49.5	French	51	50.5	0	0.0
Total		193	48.6		202	50.9	2	0.5
WWII								
Afrika Korps	Allies	128	45.9	Axis	150	53.8	1	0.4
Air Assualt on Crete	Allies	22	52.4	Axis	19	45.2	1	2.4
Anzio	Allies	72	40.5	Axis	101	56.7	5	2.8
Battle for the Ardennes	Allies	22	44.9	Axis	22	44.9	5	10.2
Battle of the Bulge	Allies	181	48.4	Axis	183	48.9	10	2.7
D Day	Allies	53	48.6	Axis	54	49.5	2	1.8
Fortress Europa	Allies	69	50.7	Axis	63	46.3	4	2.9
Hell's Highway	Allies	1	7.7	Axis	12	92.3	0	0.0
Midway	USN	5	22.7	IJN	17	77.3	0	0.0
Panzer Leader	Allies	42	35.0	Axis	73	60.8	5	4.2
Panzerblitz	Allies	113	51.6	Axis	77	35.2	29	13.2
Russian Campaign	Russian	270	48.9	Axis	243	44.0	39	7.1
Stalingrad	Russian	99	55.3	Axis	79	44.1	1	0.6
Third Reich	Allies	27	37.0	Axis	43	58.9	3	4.1
VITP	Allies	44	44.4	IJN	53	53.5	2	2.0
War at Sea	Allies	21	30.9	Axis	44	64.7	3	4.4
Total		1169	46.5		1233	49.1	110	4.4



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

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.

OK, So You're Losing…

Further Thoughts on Rule Nine by Albert Bowie

In a recent issue of *The Kommandeur* (40/1), Brian Stretcher wrote an excellent article, "Ten Rules for PBM." I agree with them all. I would like to expand on one of them. Rule #9: "Don't Resign Prematurely."

As Brian pointed out, your assessment of a situation may vary from the reality of it, and, if your opponent makes a mistake, you may get a chance to counterattack and restore the balance. I recall a game (with a non-AHIKS opponent) where my opponent despaired of his chances, began to cheat, and, when called on it, quit. I don't regret losing him as an opponent, but the game was balanced on a knife's edge and could easily have gone either way. Had he continued to play, he might have won, not just a victory, but a big victory; I regret that I'll never know.

It certainly is discouraging to be fighting a losing battle, and the temptation to end it and go on to a new one is very strong. But unless it is absolutely hopeless, this temptation should be resisted, for the following reasons:

1. You will be depriving yourself of a learning experience. One of the greatest tests of generalship is how one performs in defeat. Think of some of the world's greatest generals: Hannibal, Lee, Rommel. They were ultimately defeated, but it's how they performed in adversity that cemented their reputations.

Yes, you may lose the game. But as long as it's going on, you have the opportunity to try new strategies, new tactics, new plans. And if you are convinced that you will lose anyway, then you may as well try some very bold and daring ones, just to see how they work. And if they should work and gain you the victory, how great will that be?!

And you may have fun doing it. I recall a game of **Victory in the Pacific** in which, after a hard struggle, the IJN was reduced to just a few areas, and the Allies were massing a large fleet for the invasion of the Japanese Islands. Resistance was hopeless, so I placed only a token force in JI, and sent the rest to raid the other, thinly guarded, areas that the Allies had recently conquered—and with a good deal of success! I never would have tried this if I thought I stood a chance of successfully defending the Japanese Islands.

2. Even though you are losing, you can still enjoy the game by setting new goals for yourself.

One of the worst beatings I ever received was in a game of **Cemetery Hill**. I thought I was doing fine; then my opponent launched a devastating attack which crippled my army. My counterattack to retrieve the situation failed, and I faced not only defeat but the possibility of annihilation. So I made it my goal to withdraw and preserve the remnant of my army. My opponent got the credit for the victory, of course, but I had the satisfaction of achieving my goal.

More recently, halfway through a game of **Eylau**, it became obvious that I was losing; my opponent was advancing, my counterattacks were failing, and soon my army would disintegrate. So I set myself the goal of preserving as much of my army as I could, and uniting it with Ney's reinforcements. This I accomplished. I would much rather have whipped you, Omar, but at least some part of the Grand Armee survived.

So, *hang in there*!

★★

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.

(Continued from page 1)

"near the registration desk." Please sign in and see who else is at the convention. I will have a sign-in sheet and some AHIKS stickers to put on the convention badges. You should be able to put faces to some of the names you have been playing. I would appreciate meeting you and taking your photo for the next issue. We are always trying to expand our membership so we can have a larger opponent-base; if the occasion arises, give AHIKS a good word.

When Sue and I were in Phoenix recently, Pete Menconi and his wife Karen were kind enough to treat us to dinner. It is always enjoyable to meet with a fellow member, especially a former president of AHIKS. Since I also held that office once upon a time, it was only natural that talk drifted to Presidential Libraries. I asked Pete how many books he had lined up for his Presidential Library. He said, "Six." I was impressed. I have only two.

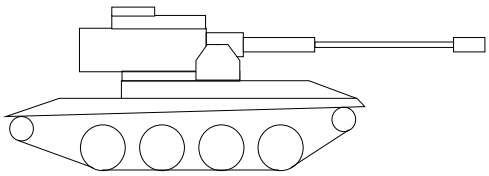
The next issue will be delayed because of the convention, but you should have it by the middle of August.

If you haven yet to visit grognard, Alan Poulter's web site, I urge you to do so. It is attractive, well organized, and very informative.

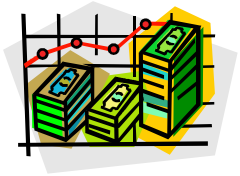
Omar

Pete
president
1979-1981

Omar
president
1972-1976



Treasury Notes



Are we having fun yet?

The first thing I talk about with the 6- to 9-year-old soccer players that I referee each weekend is the most important reason they're there: to have fun! *Everything* else is secondary to the prime directive. The same thing is true of AHIKS, gentlemen. The main reason you renewed your membership sometime in the past few months was so that you could have fun. That's what this is really all about, and why you are reading this column right now. You just want to put the problems of the day aside, have a little fun, and maybe learn a little in the process.

Although we are all tied together by our love for this arcane hobby, each of us gets the most out of his AHIKS membership in a slightly different way. There are lots of things I like about play through this organization: the general quality of play, the dependability of my opponents, the ability to play a variety of games, and the casual nature of play. But heck, I can get all of that by playing games on the computer; AI's are increasingly better these days, your computer opponent is always there, ready to go when you are (OK, *most* of the time), and your computer doesn't care if it wins or loses. But there is one thing that the computer can't supply—camaraderie. That, gentlemen, is why I have been in AHIKS for well over twenty years.

Those little notes I get are probably the most important things I get with each move. Comments about our game, little historical insights, family news, complaining about die rolls, friendly arguments over rules, play balance, design issues.... That's what I like best about this hobby, and AHIKS in particular. It's *fun*.

It's about time...

I have come to the realization that having the most fun is really a function of time. I remember the glory days of wargaming for me. It was back in high school, when my friends and I could get together for a multi-player game of **Third Reich, Kingmaker**, or **Diplomacy**. We'd play into the wee hours of the morning, sometimes still going when the sun came up ("Why won't anyone diplomacize with me?"). Those were the days. But, we grow up. Life intrudes on our fun. Fun gets redefined.

But a part of us still longs to be counting hexes at 3:30 in the morning, to see if that exploiting armor can make it into Rome. I have an old friend, although we haven't seen or played each other in years, who still refers to life's disappointments as "rolling a 5." Those of you who are familiar with **Third Reich** probably get the meaning. Although he doesn't play anymore, he understands what it is all about: the proverbial thrill of victory, and agony of defeat, the fun of sharing one's fortunes with others.

Omar e-mailed me the other day and mentioned that he recently discovered that the game we are currently playing by e-mail, his **Eylau** game, can be played on the internet on Cyberboard. My understanding is that Cyberboard adapts board wargames for play directly on the computer by internet. The entire game is right there. No storage or set up issues. I had to confess little interest in playing by that method. Why? It's all about time. I no longer play games in large blocks of time. I can't. If I'm lucky, I can string together an hour or two, tops. That's what my life dictates. PBM fits my lifestyle, and my playing style has adapted. I may resolve an opponent's move one night, make a tentative response on another night, revise the move over a few days, finally get to a satisfactory solution, then do all the paperwork (with double-checking) on a separate night. If I have a thought about the turn and a few moments, I might pop down to the gameroom and take a peek at unit positions, and see if my new idea might work. Some of my best ideas seem to come while I'm in the shower, or out mowing the grass. I've also missed an exit or two while driving because I'm lost in thought over a wargame move.

The limits on my time dictate how I have fun. Believe me, I would like nothing better than to be able to sit at a game table for 10-12 hours like the old days, but it ain't gonna happen. I have an opponent who lives about an hour away from me, and we have discussed getting together for a FTF game of **Caesar: Alesia**. But, our busy schedules never seem to work out quite right. It will probably be after my kids move out or I retire when I finally make it to a WBC convention. I checked out a PBEM **Afrika Korps** tournament sponsored by the BPA just yesterday. There is a three-month time limit to finish the game. HA! Get real. That's about three turns for me, tops.

So, here I am, and here I'll stay, with my slow, methodical, chatty, and piecemeal style of play. It's not the same as the old days. But it's still fun.

Treasurer's Report

If you're reading this, it's because you paid your dues! AHIKS and I thank you for your continued support. Here are the numbers since last time:

Checking Balance (3/19/05):$6363

Income:	
Dues and Donations	$ 397.56
Expenses:	
K Printing	$ 135.34
Chargeback and bank fee	$ 22.00
Total Expenses:	$ 157.34

Checking Balance (5/19/05) $ 6603.71

Perpetual Fund Balance (3/21/05) $1229.48

As of this writing, $362 of the money in the checking account is earmarked for the Perpetual Fund, currently held as a certificate of deposit. Those funds cannot be added to the Perpetual Fund until that CD matures. Interest will be reported for the Perpetual Fund upon its maturity.

Until next time, Brian Stretcher

Additional Perpetual Fund Contributor, 2005
Cory Wells

AHIKS TOP 40 Active Players

With a Rating Qualifier "C" or greater in all categories
Players with the same Rating are then ranked by Qualifier
(Number of Games Played - Number of Different Opponents – Number of Different Titles)
All match completions as of May 27, 2005

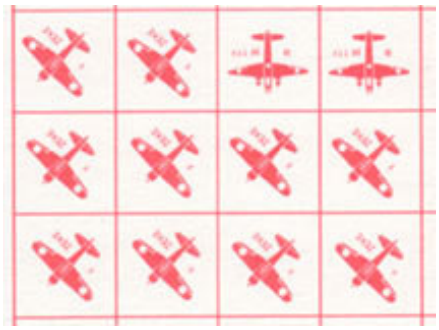
Rank	#	Name		Rating	Games	Oppo-nents	Titles
1	885	B	Stretcher	1895	L	K	M
2	496	K	McCarthy	1885	G	F	D
3	1007	R	Heller	1770	L	I	L
4	746	D	Tierney	1720	J	I	K
5	470	T	Thornsen	1650	L	K	K
6	377	D	Grant	1645	G	H	I
7	299	A	Bowie	1640	L	K	L
8	1101	H	Lowood	1635	I	I	J
9	444	F	Kraus	1625	H	I	G
10	916	G	Dandy	1625	E	E	E
11	1345	T	Scarborough	1605	Q	N	K
12	36	M	Yarwood	1600	N	L	M
13	1263	C	Xanthos	1585	D	E	E
14	243	Ptr	Martin	1565	J	J	F
15	914	R	Shurdut	1565	E	E	E
16	341	L	Deck Sr	1560	J	K	K
17	1264	J	Unnerstall	1560	D	E	E
18	988	B	Lindow	1550	P	G	I
19	364	T	Holtz	1535	J	J	J
20	305	W	Klitzke	1530	Z	K	R
21	1243	E	O'Connor	1525	F	H	G
22	951	N	Markevich	1520	F	G	G
23	1013	R	Cottrell	1515	E	E	G
24	1455	S	Andriakos	1515	C	C	C
25	1217	J	Harkins	1470	F	D	G
26	711	C	Leonard	1455	L	J	G
27	854	D	Bergmann	1450	F	E	E
28	1252	R	Brooker	1400	P	F	E
29	1075	A	Morley	1385	L	D	E
30	451	J	Mueller	1375	J	I	E
31	225	R	Segarra	1375	F	G	G
32	1427	T	Walsh	1370	M	E	F
33	1051	P	Heiser	1325	J	R	I
34	1398	K	Rutkowski	1325	E	F	D
35	12	S	Jolly	1305	F	F	G
36	1001	D	Boyes	1290	M	D	M
37	1210	M	Fassio	1275	D	E	F
38	747	C	Rebesco	1255	D	E	F
39	1116	C	Johns	1220	F	E	D
40	73	R	Johnson	1195	L	L	K

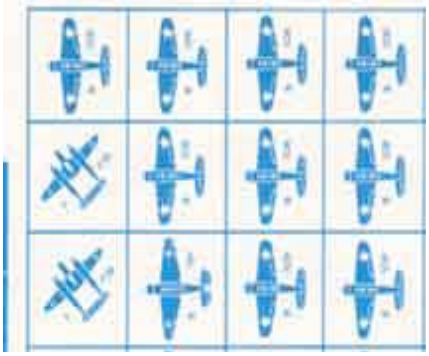
Qualifiers are explained on page 13.

(Continued from page 4)

will probably soon go to another abbreviated round of playtest. I've completed what will probably be my last pass on the maps (this pass added the sea areas, resource centers, symbols for rail marshalling yards, etc—in short all the new map features you will see on the maps in TEM #88, plus made some changes to the Leningrad and Moscow areas based on a detailed review of the front-lines and operations in both areas throughout the entire war—you can see the revised Leningrad area layout on the HMS flyer that went out with the Omega Games mailing a couple of days ago and the Moscow area changes will be illustrated in the **TW** map article in TEM #88) and the updated maps will shortly be going to John Astell for review/comments. Jason Long and others have been working on refining the OBs and all their work will shortly be going to the **Total War** Production Group (a closed, internal HMS/GRD group—so don't ask about joining), for final review. Gar has been working on the rules changes/revisions, including several versions of a variable overrun rule—some of which have already seen some limited playtest by a group in Australia."

★★





Open Match Requests from Roger Eastep

In requesting matches, it's helpful if you use the Match Request Form available in 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 Dr., Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at : pattonstriumph@earthlink.net. When a match is set up, only one of the players should request ICRKs for all players.

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)	(1264)	Unnerstall **E**
Anzio (AH)	(0111)	Oleson
Anzio (AH) Basic Game	(1427)	Walsh **M**
Attack Sub (AH)	(1382)	Massey **E**
Austerlitz (2nd Ed)	(0036)	Yarwood
Battle for Germany (SPI)	(0826)	Ten Eyck
Bitter Woods (AH/MMP/L2)	(0073)	Johnson **E**
Bitter Woods (L2)	(1553)	Evenson **E**
Bitter Woods	(0036)	Yarwood
Blitzkrieg (AH)	(1000)	McPherson
Blue & Gray II (SPI)	(0036)	Yarwood
Borodino	(0036)	Yarwood
Brothers by My Side	(1394)	Rice **M/E**
Bulge '91 (Smithsonian)	(1566)	Gregory **M/E**
Bull Run (AH)	(1252)	Brooker **M**
Civilization (AH)	(1185)	Ringhoffer **M**
Diplomacy (AH)	(1210)	Fasio **M**
Diplomacy (AH)	(1252)	Brooker **M**
Drive on Paris	(0275)	Scanlon **M/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
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**
Mech War '77	(1382)	Massey **E**
Napoleon at War	(0036)	Yarwood
On to Richmond (AH)	(1075)	Morley **E**
PanzerBlitz (AH)	(0826)	Ten Eyck
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 (L2)	(1566)	Gregory
Russian Campaign (AH or L2)	(1243)	O'Connor ADC2
Russian Campaign (AH)	(1252)	Brooker
Russian Front (AH)	(0036)	Yarwood **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 (Clash of Giants)	(1264)	Unnerstall **E/M**
Terrible Swift Sword (SPI)	(0275)	Scanlon
USN (SPI)	(0275)	Scanlon
Von Manstein's Backhand Blow	(1564)	McAllister **E**
War and Peace (AH)	(1554)	Trosky
War at Sea (AH)	(1382)	Massey **E**

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

Members willing to volunteer as GM

Achtung! Spitfire—William Lindow 0988
History of World—Jeff Miller 1303
Napoléon (Columbia)—Omar DeWitt 0044
Red Parachutes, Red Star/White Star—Sid Jolly 0012
Third Reich 4th ed (3 players)—John Michalski 0410

Standby opponents for new members only

Ron Brooker	1252	Bull Run
Robert Johnson	0073	Russian Campaign, Stalingrad, Bulge-65, -81
John L Kreuz	1333	Bulge-81
Thomas Oleson	0111	Anzio
Rick Roksiewicz	1108	Victory in the Pacific

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

AHIKS MATCH REQUEST FORM

Complete this form (please print clearly) and send to the **AHIKS Match Coordinator via postal mail or e-mail.**

Name:_____ Member #_____ Date _____.

Address: _____.

Phone:_____E-Mail_____@_____

PLEASE USE **ALL APPLICABLE** CODES FOR EACH GAME LISTED

[AR]	Will play AREA rated match, only	**[FA]**	Will play FAST opponent, only
[G(#)]	Will game-master this game with # of players	**[M(#)]**	Desire multi-player match with this # of players
[NM]	Will play new member	**[NR]**	Request non-AHIKS rated match
[VE]	Will play by e-mail only	**[VB]**	Will play by either e-mail or postal mail
[VP]	Will play by postal mail only	**[OT]**	Will play opponents outside US/Canada
[IE]	Send my match assignment/ICRK by e-mail	**[AD]**	Desire e-mail match using ADC2
[CY]	Desire e-mail match using Cyberboard	**[YP]**	Need preprinted OOB (if available) for postal play
[IC]	Need continuation ICRK for this match number	**[I(#)]**	ICRKs needed with this #-sided die rolls (6, 10, 12, or other)
[YE]	Need Excel OOB (if available) for e-mail play or game title		

Game titles (please list in order of preference, **and be sure to include publisher's name and any dates, e.g. Anzio '69 (AH**))

#1 _____Codes_____.

#2 _____Codes_____.

#3 _____Codes_____.

#4 _____Codes_____.

Maximum number of these requested matches that you are willing to start at one time _____

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New Match Request Form.
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UK: www.ahiks.co.uk

CHANGE OF ADDRESS

Send Change of Address notices to William D. Watkins, 918 Bogert Rd., River Edge, NJ 07661-2338. Send the change notice as soon as the new address is known.

SUBMISSIONS

AHIKS desires from its membership original submissions of game-related articles, analyses of tactics and strategy, series replays, game reports, reviews of games especially suitable for PBM, book reviews, convention reports, and stories of the military. All submissions should use tasteful language and refrain from non-AHIKS political discussion. All submissions are subject to editing for grammar, clarity, and consistency of style. Columns by the Officer Corps are news items, not articles, and will be published subject to space availability. Please do not submit an article for publication which has also been submitted elsewhere. The preferred format for submitted articles, in order of preference, are: Microsoft's Word, WordPerfect, Wordpad, Notepad; any ASCII type file; typed articles that must be re-typed into the editor's computer; hand-written articles that also must be re-typed into the editor's computer. All submissions can be sent to the editor via either e-mail attachments or regular snail-mail.

Graphics can be in any standardized graphic format or in pen and ink sized to the width of one ***K*** column or less. The Avalon Hill Game Company and The Gamers, Inc., have granted formal permission to reproduce game-related graphics in articles about their games. Permission must be received in writing from any other company to use their graphics or game-related materials in the ***K***.

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: August 13, 2005.**

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.

Continuted from page 9.

An explanation of the Rating Qualifiers.

Qualifier	# of different OP-PONENTS	# of GAMES	# of different game TITLES
A	1 to 2	1	1
B	3 to 4	2	2
C	5 to 6	3	3
D	7 to 10	4	4
E	11 to 14	5 to 6	5
F	15 to 18	7 to 8	6
G	19 to 24	9 to 10	7 to 8
H	25 to 30	11 to 13	9 to 10
I	31 to 36	14 to 16	11 to 12
J	37 to 44	17 to 19	13 to 14
K	45 to 52	20 to 23	15 to 17
L	53 to 60	24 to 27	18 to 20
M	61 to 70	28 to 31	21 to 23
N	71 to 80	32 to 36	24 to 26
O	81 to 90	37 to 41	27 to 29
P	91 to 100	42 to 46	30 to 32
Q	101 to 115	47 to 52	33 to 36
R	116 to 130	53 to 58	37 to 40
S	131 to 145	59 to 65	41 to 45
T	146 to 160	66 to 70	46 to 50
U	161 to 175	71 to 75	51 to 55
V	176 to 200	76 to 80	56 to 60
W	201 to 225	81 to 85	61 to 65
X	226 to 250	86 to 90	66 to 70
Y	251 to 275	91 to 95	71 to 75
Z	276+	96+	76+

Difference in rating points	Higher rated player wins	Lower rated player wins	Draw
0 to 50	70	70	0
51 to 100	65	75	5
101 to 150	60	80	10
151 to 200	55	85	15
201 to 250	50	90	20
251 to 300	45	95	25
301 to 350	40	100	30
351 to 400	35	105	35
401 to 450	30	110	40
451 to 500	25	115	45
501 to 550	20	120	50
551 to 600	15	125	55
601 to 650	10	130	60
651 to 700	5	135	65
701+	0	140	70