

The Kommandeur

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From the President What I Did This Summer

I know this will come as a shock to most of you, but I actually took my own advice and went to our premiere event: the WBC. Man, has it been a *long* time! As I was flying out, it hit me just how many years my life has been out of whack vis-à-vis the gaming world in general and attending cons in particular.

Was the con good? Oh, yeah.

To start with, I not only got to room with Randy Heller, I actually talked him into accepting the post of Vice President! Rumors of best 2 out of 3 “wrassling” are entirely untrue. I’ve been trying to get Randy into the Officer Corps for a long time. While he is a bit rough on the edges (read: he can appear to be gruff, but his motives have integrity), I hope to have him smoothed out in no time. One thing Randy brings to the OC is *drive*. Randy is the kind of guy who Makes Things Happen. We just need to ease him into how things work. Stay tuned.

An amazing thing happened at the WBC. The group known in the hobby as GAMA sent a delegate to our meeting. He wanted to meet and discuss some things and to ask if AHIKS could help. The first words out of his mouth were, “Forget everything you ever knew about GAMA. We are all new people, all new attitude, and all new approach.” I replied, “You’ve got a lot to live down.” I was just being honest in the spirit of how he started his presentation, and he didn’t flinch a bit. He picked up the ball and ran with it. I must admit I was impressed. A weasel would have taken umbrage, and a phony would have gotten defensive. A man with conviction stands his ground and makes sure he is heard. This gentleman was all that. He wants someone from AHIKS to ap-

pear at ORIGINS next year at some sort of function acknowledging the history of our hobby. As the first organization that also just happens to be the last one standing, AHIKS, he seems to think, has something to offer the hobby. I agree. We’ll see.



Official photo of Our Leader. Signed, 8 by 10 glossies are available at terms to fit any pocketbook.

The AHIKS get-together was small, but I brought goodies for all the guys, and I think everybody had a good time. I know I was very humbled by Randy’s dinner in my honor and I was *very* excited to make the acquaintance of all the Gents who showed up (including Murray Cowles from AHIKS Europe across the pond), and I am told I put on a fairly good show. I will attribute it to the freebies I handed out. They all got a few shocks themselves.

Gamewise, I entered **Titan, Afrika Korps, and The Russian Campaign**. My clean sweep of dying horribly in the first round of all three games is a testament to the amount of time it’s been since I’ve had a chance

to push actual cardboard. I had my dice-and-card-game on demo status in the Open Gaming room and had a blast.

All in all, it was the most amazing shot in the arm I’ve had in I don’t know how long. Gentlemen, the WBC is our Officially Sponsored Convention for a reason—it’s all about playing the games we love. Get out of the house, guys. Rub shoulders with people just like you. You deserve it more than you know.

Your Buddy, [Chester](#)

Editor’s Corner

The next issue (Vol. 40, #5) will be delayed until the middle of October. I will be away until Oct. 10; then it will take time to unpack and get the issue together.

At the WBC, AHIKS had a table in the registration area where we had a sign-in sheet and notice board for members, and application forms and old *Kommandeurs* for prospective members. A noticeable number of the latter were taken; we will have to wait and see if anyone joins. Those members I came across I photographed, although I forgot to get a photo of **Chris Hancock**. Those that signed in but I did not see were **Tom Thorsen, Rod Coffey, and Bill Watkins**. Undoubtedly there were some members who did not sign in.

Don Greenwood and his crew did another magnificent job in organizing the convention. It seems a mind-boggling task to me to schedule and place the many different games *and* to find people to game master. They did a great job.

I had a chat with Richard Mataka at the con. He has a web site that is worth a look. Among other things, he offers a free download of Jim Dunning-

(Continued on page 6)

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: 9th August 2005

Alan Poulter

Game Awards

The 2004 Charles S. Roberts Award winners were announced recently at the 2005 World Boardgaming Championships:

Best Pre-World War II Boardgame
Sword of Rome (GMT Games LLC)

Best World War II Boardgame
ASL Starter Kit #1 (Multi-Man Publishing)

Best Modern Era Boardgame
Downtown (GMT Games LLC)

Best Magazine-Published Boardgame
Fortress Berlin (*Against the Odds*)

Best DTP-Produced Boardgame
Louisiana Tigers (BSO Games)

Best Wargame Graphics
Downtown (GMT Games LLC)

Best Professional Wargame Magazine
(tie) *Against The Odds* and *Strategy & Tactics*

Best Amateur Wargame Magazine
Panzerschreck (Minden Games)

Best Historical or Scenario Article
S&T "Sedan," by Ty Bomba

James F. Dunnigan Award
To a Game Designer, Developer, Graphic Artist, or Game for outstanding achievement
Lee Brimmicombe Wood for **Downtown** (GMT Games LLC)

Clausewitz Award Hall of Fame
JD Webster

For details, see:
www.alanemrich.com/CSR_pages/CSRawards.htm

No surprises perhaps in the games that won the CSR Awards. Awards normally disagree on best games, but this year this was not the case. The International Gamers Award for the 2005 Historical Simulation category went to **Sword of Rome** (GMT). www.internationalgamersawards.net/

In the Origins Awards 2005 the Best Historical Board Game Award went to **Sword of Rome** again!

www.aagad.originsgames.com/

New Company

Paul Rohrbaugh and Perry Moore, both designers of a number of published games, have created a new wargame company, Firefight Games, to produce DTP (desk-top published) games. Their first two games are likely to be **Battle of Long Tan 1966** and **Hitler's Stalingrad: Breslau 1945**. www.firefightgames.com

NEW BOARD WARGAMES

Avalanche

Alsace 1945 covers the American offensives of November and December 1944 and the desperate German counterattack in January. Three scenarios cover these battles, and a fourth covers a hypothetical German attack launched in conjunction with the Ardennes ("Battle of the Bulge") offensive to the north and capable of being played alone or with **America Triumphant**. **Gazala 1942** covers the critical battle in the summer of '42 that led to the fall of Tobruk and the arrival of the Axis armies at the gates to the Nile delta, in three scenarios. Both games are based on the game system used in **America Triumphant**. www.avalancheprpress.com

Clash of Arms

Struggle for Europe—The Med is the third and final game in the **Struggle for Europe** series, the other two games being **Brute Force** and **War Without Mercy**. This last game covers the Desert War and links with the other two games to cover the entire war in Europe. **The Med** is not playable without **Brute Force**. All these games were designed by Rob Beyma. **Triumph of Chaos** is a card-

driven game on the Russian Revolution and the first such game from this company. Its lineage descends from **Paths of Glory**, but there are enough unique rules (especially covering politics) to set it apart. Designer is David Dockter. A second edition of **La Bataille de les Quatre Bras**, in the famed **La Bataille** tactical Napoleonic games series, is out. Although it contains some 600 unit counters (including every Anglo/Allied unit found at Waterloo two days later), the small size of the battle makes it ideal for players to learn the **La Bataille** system. www.clashofarms.com

Columbia Games

Crusader Rex, covering the 3rd Crusade (1187-1192), is a new design by Jerry Taylor, who designed **Hammer of the Scots**. Although the game system is derived from **Hammer of the Scots**, it is yet more streamlined. It is a two player game (Franks versus Saracens) in which the objective is to control important victory cities such as Jerusalem, Acre, Damascus, and Antioch. A large cast of characters (Richard the Lionheart, Saladin, Barbarossa, etc.) bring colour to the game. www.columbiagames.com

Dan Verssen Games

Dan Verssen is the designer of such well-received card games as **Lightning Midway**, **Hornet Leader**, **Rise of the Luftwaffe**, **Zero!**, and **Modern Naval Battles**. He has launched a new gaming concept, games which can either be printed and played or played online or both. Online play is provided by software called Vassal, which runs on any computer. Four games have been released: **Special Forces** (man to man combat), **Hornet Leader II** (tactical air combat), **Earth Gone Mad**, and **Star Force Terra** (both on science fictional topics). All games are quick playing and come with a free scenario to allow players to "try before they buy." www.dvg.com

Decision Games

The Western Front: 1914-1918 contains six scenarios depicting campaigns in France and Belgium during WW I. Another scenario covers the entire campaign on the western front.

It is a Weltkrieg series game; it can be linked with the others to cover all fronts in the Great War and includes an earlier series game, **The Schlieffen Plan**. Designer is Dave Schroeder. www.decisiongames.com

GMT

Under the Lily Banners is a tactical battle game featuring five battles from the Thirty Years War. All battles feature the French army. This is the third game in the **Musket & Pike Battles** series detailing 17th Century warfare, after **This Accursed Civil War** and **Sweden Fights On**. Designer is Ben Hull. Prolific designer Richard H. Berg's latest game is **Men of Iron**. The game includes the battles of Falkirk, Bannockburn, Courtrai, Crécy, Poitiers, and Najera. It is descended from some of his DTP game designs under his BSO label in that there are no turns (units are activated by their leaders), and fire and melee combat are pretty straightforward. www.gmtgames.com

Grenier Games

Distant Foreign Fields: The Great War 1914-1918 is a division-scale WW I game covering the action on all major fronts. Seven maps are needed to play the entire war from 1914 until its completion, and, since they are not directly connected, only one table is needed. There are plenty of one-map scenarios. Apart from the usual rule books, event cards, player aids, etc., there are 3,600 mounted counters in easy-to-cut strips of individual rows of 10.

www.greniergames.com/

Khyber Pass Games

Deguelo at Dawn covers the pivotal battle of the Alamo. The map is rendered in perspective to give a sort of 3D effect. The counters are well done and came punched, cut, and even sorted in bags. This company hitherto produced DTP games, and this is their first "professional" effort. www.khyberpassgamesonline.com/

Lost Battalion Games

Battleships in Action is a fast, fun, simple game on ship-to-ship WWII combat. It is free as after paying for the game (it costs five dollars)

purchasers are issued with a gift certificate for that amount redeemable on other Lost Battalion games. www.lostbattalion.com/

Multi-Man Publishing

Bloody Ridge is the 13th game in the **Tactical Combat Series** (TCS) and was designed by Michael S. Smith. It covers the fighting on "Bloody Ridge," Guadalcanal, September 12-14, 1942. **Bloody Ridge** is the perfect introduction to TCS as it is small, does not involve too many units, and has no armour units or fiddly LOS problems. Also new is the second edition of the **Advanced Squad Leader** (ASL) rulebook. It contains two errata sheets with a complete listing of all known rulebook errata. **Fire in the Sky**, from Japanese designer Tetsuya Nakamura, covers the entire Pacific theatre in WWII and uses a simple but effective game system. It is a republication of a game that is popular in Japan. **Target Arnhem: Across 6 Bridges** has a half-size map, two pages of rules, and about 90 counters. It is being used as a freebie game at conventions etc.

www.multimanpublishing.com

Naval Warfare Simulations

New from NWS is **Nights of Fury—Guadalcanal Naval Battles**. It is a two-player card game with cards for ships, markers, events, and map features. A solitaire system is available. www.navalwarfare.org/

Worthington Games

For Honor And Glory covers land and naval battles from the War of 1812. With hexagonal boards and terrain and unit tiles, a number of battles like New Orleans, Chippewa, and Lundy's Lane can be fought. A naval map and miniature ship models are used for naval battles.

www.worthingtongames.com/

NEW MAGAZINE WARGAMES

Strategy & Tactics #229 contains **Khan: The Rise Of The Mongol Empire, A.D. 1206—1295**. Designer is Joe Miranda.

Strategy & Tactics #230 contains **Downfall: If the US Invaded Japan,**

1945. Designed by Ty Bomba, the game covers the planned but never executed US invasion of Japan. www.decisiongames.com

Vae Victis #63 contains **Blitzkrieg 1940**, covering the battles of Hannut and Stonne in 1940. www.vaevictis.com/

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

Panzerschreck #14 contains three games: **Race For The Vistula** (a East Front WWII battle), **Brandy Station** (an American Civil War battle), and **The Mighty Hood** (on the WWII naval campaign that saw this ship sink). Unlike previous issues, this one contains fully professional components, including die-cut counters and full-colour maps in a full-size magazine format. Not in *Panzerschreck* but from the same company is **Battleships at War: Atlantic** which covers WWII tactical-level ship-to-ship combat in Atlantic waters. The game system is the same as that in **The Mighty Hood**. **Battleships at War** however does not have die-cut counters. www.homestead.com/minden_games/

Command and Strategy #3 contains yet another installment of the monster game **Pearl Harbor**. However it also contains a complete game, **Operation Kadesh: the Suez crisis 1956**.

www.ugg.de/c&s/c&s1.shtml

Alea #30 contains **Donde No se Ponía el Sol: Los Tercios, 1490-1690** (Where the Sun Never Sets: The Tercios, 1490-1690).

www.simtacludopress.net/

Six Angles #9 contains **War for the Motherland** (which was originally published by Rampart Games). Designed by Masahiro Yamazaki, it covers the campaigns in the Soviet Union during WWII.

NEW DTP WARGAMES

New from Cool Stuff Unlimited, **Doro Nawa** is a reprint of a game originally designed by Jim Bumpas. It covers the Japanese assault on the Malayan Peninsula which resulted in the capture of the strategic British fortress of Singapore in 1942.

Only 100 hand-numbered copies are available, and at the time of writing it looks like they are all sold. For more information e-mail:
coolstuff@advantas.net

NEW WEB RESOURCES

General Interest

www.boardgaming.info/
www.wargamedownloads.com

Heaven (PBEM aide/Windows, Mac) <http://gold.natsu.gs/WG/heaven/index.html>

Interview with Richard Berg
www.thedictower.com/interviews/int042.htm

Interview with Ted Raicer
www.thedictower.com/interviews/int045.htm

Panzerleader (AH) – new Aachen scenario
www.consimworld.com/literature/aachen4pzleader.pdf

Flash reply of **Seven Days of 1809** (OSG) www.napoleongames.com/Flash/1809.html

Free Games

The Battle of Brandywine Creek (Mike DeSanto)

The Battle of Germantown (Mike DeSanto)
www.enter.net/~mdesanto/Games-Right-Pftr.htm

Interstellar War
www.geocities.com/Area51/Starship/5857/iw.html

Turn or Burn
www.interformic.com/torb.html

Official Rules

Age of Napoleon (Phalanx)
<http://grogard.com/info1/aonrules124.doc>

Battlelines (Lost Battalion Games)
www.bggfiles.com/viewfile.php3?fileid=9829

Chosin (Pacific Rim) – 2nd ed rules
www.justplain.com/news#CHOSIN

Downfall (DG)
www.decisiongames.com/Downfall_eRules.zip

Empire of the Sun (GMT)
<http://members.tripod.com/~MarkHerman/eotsrulesv1.3.pdf>

Grand Illusion (GMT)
www.gmtgames.com/nngi/GIRules060605.pdf

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Khan (DG)
<http://grogard.com/info1/khan.doc>
Sword of Rome (GMT)
<http://grogard.com/info1/sor12.pdf>

Errata

America Triumphant (Avalanche)
www.avalancheppress.com/AmericaTriumphantNotes.php

The Big Push (ATO)
<http://grogard.com/errata1/bigpush.rtf>

Khan (S&T #229)
<http://grogard.com/errata1/st229.txt>

Korea (MMP)
www.gamersarchive.net/theGamers/archive/ocs/OCSGeneral/ocserrata.htm#Korea

A Fearful Slaughter (MMP)
www.gamersarchive.net/theGamers/archive/RSSGeneral/rsserrata.htm#afs

Semper Victor (Vae Victis #56)
<http://grogard.com/errata1/semper1.txt>

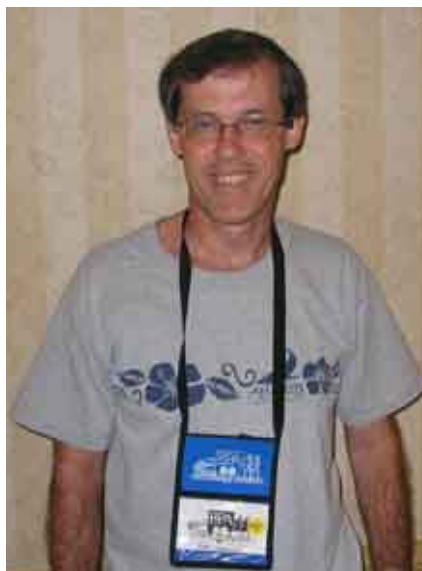
Rules Translations

Ebre 1938 (HC)
<http://grogard.com/info1/ebre.doc>

Pour Dieu et pour le Roy (HC)
<http://grogard.com/info1/pourdieu.doc>

War for the Motherland (Rampart/Six Angles #9)
<http://grogard.com/info1/warmother.doc>

★★



Ed O'Connor

My WBC Highlights

by Roger Eastep

The Accommodations: I arrived at about 11 on Tuesday. My room was as far away from the convention part of the LHI as you could get. The place is huge, so I got a lot of exercise making several trips a day back and forth to the room. (The inn had a small exercise room, but it was rare to see anyone in it, least of all any of the gamers). My room was nice as far as hotel rooms go.

The Auction: It was in a very large auditorium off the lobby. The auction had been going on for almost three hours, so a lot of the stuff was gone, but with over 600 items to sell, there was still a lot left. I picked up a bidding number, but after about 40 minutes, I hadn't found anything to bid on. The auction seemed to be very well organized and well run. It appeared that the games were going for good (seller-wise) prices. So, even though they still had more wargames, Eurogames, and collector's items to sell, I left.

The Gaming Facilities: There were more gaming rooms than Hunt Valley, and many of them were very big. As you would expect, they were spread out upstairs and downstairs. I think mostly because of my unfamiliarity with the place, it seemed like a maze. I'm not sure I actually even saw all the gaming rooms, especially since I discovered two more on Saturday that I hadn't seen before. I thought they had the gaming nicely segregated, with most of the multi-player games downstairs in the ballrooms, the juniors' tournaments far enough away so you couldn't hear prepubescent squeals, and the serious, manly tournaments in the enormous Lampeter room. Overall, I liked the arrangements and the food (although I ate only a few times in the inn).

The Vendors: Decision Games was selling in one of the corridors during the whole con. It was mostly full retail, until Friday when the other vendors opened for business, then many of the Decision Games could be had at a 25% discount. There were about a dozen other companies there, including Avalanche, Columbia, Days of Wonder, MMP, L2, the Lost Bat-

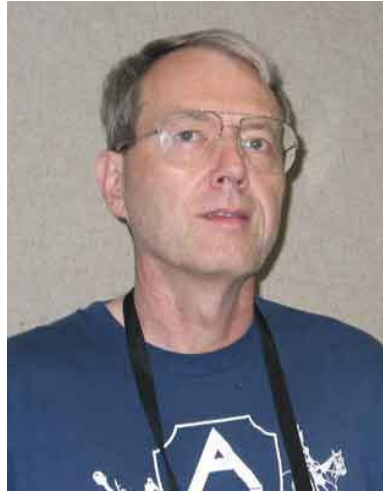
talion guys, and Clash of Arms. Mayfair and a couple of other Eurogame sellers were also present. MMP was giving away an introductory game on Market Garden. The components actually look pretty decent for a freebie. Many of the games were discounted a bit. I bought the Gamers' **A Mighty Endeavour**, an interesting looking D-Day-to-the-Rhine game. I also bought **Amazonas** and **Domaine** from Mayfair, **In the Shadow of the Emperor** and **Duell** from Decision, and **Age of Steam** from I forget who.

The Attendees: It was a fairly decent (in size—about 1,100, I think—and behavior) crowd, which included a lot of families. There must have been seventy to a hundred kids ranging in age from infants to young adults. Fortunately there were several activities away from the inn (e.g., Hershey Park) that appeared to keep them and the moms who weren't interested in gaming happy. Many of my cronies unfortunately refuse to stop the aging process. And a lot of them have to bend way forward to see their feet. (Sometimes I feel guilty about not sharing the secret of eternal youth with them.) It was good to see them anyway, and it was great fun sharing war stories with them over the course of the con. I was especially glad to meet people I've known for years, but had never met in person, such as Omar DeWitt, Chester Hendrix, Tom Thorsen, Steve Likevich, and several others.

The Chester Hendrix Invitational Dinner: Several AHIKS members (more in fact than showed up for the business meeting) attended the outdoor dinner on Saturday night. Randy Heller, the host, made a nice introduction, and then Chester talked about his game-design career, which started at age 14. Chester also gave all present copies of the desktop version of **Bastogne or Bust**, souvenir counters from the playtest version of the game, and some maze puzzles that he had designed. It was a very nice affair that I'm sure everyone enjoyed. (On a previous day, Chester showed me a couple of the games he had designed and was hoping to sell. The quality of the components, especially the dice with unique graphics, and the originality of the designs were really impressive. Hopefully,

the games will eventually get published.)

My Gaming: As soon as I unpacked on Tuesday, I grabbed some games and went down to one of the ballrooms looking for some action. I planned to play in the **1812** tournament, so I set that up. Instead, I got talked into a game of **Ivanhoe** with



Roger Eastep, Match Coordinator

Rick Young (**Europe Engulfed** co-designer), Dave Metzger, and John somebody. I'm glad I did because it's a great game. We played several hands. I enjoyed it so much that I've got my sons coming over tomorrow to give it a try (I have to bribe them with pizza). I played a game of **1812** with John, only to discover that the rules had been changed substantially since my 197? version of the game. Unfortunately, that made the tournament more difficult for me, and I ended up with a 1-2 record in the Swiss rounds, not enough to advance. I still enjoyed it, and I was particularly impressed with how well Ric Manns, the gamemaster, ran the tournament. I played an introductory game of **Tigers in the Mist** with Rick Young, who fortunately is an excellent teacher. I didn't really care much for the game, but, in fairness, my exposure to it was pretty brief. I played a couple of pickup games of **Memoir '44**, both against first timers. I won them both, which is, of course, what counts. I played a game of **Bulge '81**, sort of thinking I was in the tournament, but apparently I wasn't. I won a close game over Eric Seadale. Tom Oleson tried to get me into an **Anzio** game, but I turned the

offer down because it had been so long since I had read the rules. Afterwards, I regretted not having played it, especially when I found out they were just playing the basic game. I played in the **Football Strategy** tournament, which was a huge mistake. Sure, the rules are simple, but I quickly found out that the key to winning is really knowing the matrix inside and out. I was humiliated 41-13 in the first round (it wasn't even that close). I had also intended to play in the **Paydirt** tournament, but that conflicted with the **Memoir '44** tournament. Which tournament to play in? Well, it ended up neither. Instead, I played a campaign game of **Deluxe Bitter Woods** from 9 am until 11 pm, when it was called because of the late hour. I was to play in a multiplayer game, but when Randy could come up with only three players, he instead had me play Eric Seadale while he acted as facilitator. It worked out well for both Eric and me because it had been a while since we had read the rules. The game ended with my German units within about a half dozen hexes of the Meuse, but Patton's units had just come in from the south and were threatening to recapture Bastogne. Bob Ryan felt it would probably end in an Allied victory, and despite what I've said on Consimworld, I think he's probably right. Anyway, I enjoyed the game, and I was grateful that I had a chance to play against such a worthy and gentlemanly opponent.

Next Year: I am definitely planning to attend, and I'm definitely going to enter more tournaments. I was hesitant this year because I hadn't played or even read the rules for some time for most of the games I was interested in. But, I intend to be prepared next year. Also, I decided I wanted to give gamemastering a try again, and fortunately a great opportunity opened up for me. Randy Heller wanted a break from GM'ing **DBW** so I quickly volunteered. I'm going to try to get in as many games of **DBW** as I can between now and next August so that I'll be able to do a credible job as GM. Hopefully, I'll finally be able to figure out ADC2 so I can play the game with that.

★★

And There Was a Convention! a WBC Report by Bill Watkins

The last time we were in Pennsylvania Dutch country, we discovered restaurants so bad they proved not all the Amish can cook! We were smarter this time. We found Stolzfus Farms and Plain & Fancy. Family style service: they bring food until you fall over unconscious. Stolzfus included with the fried chicken and homemade sausage an extremely good ham loaf. Plain & Fancy wiped me out with really fine pot roast along with their fried chicken and ham loaf—all for \$16 apiece. Dessert included.

And the outlet malls. Lancaster is famous for them. Peg spent enough to pay the next two months' mortgage for at least one mall. I got lost in every man's wet dream: a Black & Decker outlet store! Absolute heaven!

Oh, yes, they were having a gaming convention at the same time. I got to spend only Thursday night, part of Friday, and an hour Saturday morning. I attended the **ASL Starter Kit** demo. I joined the tournament and asked for a highly experienced opponent who could teach me. I got my wish. My opponent Gary taught me more about **ASL** than I ever could have learned on my own. He also wiped me out. Hint: never rush German machine guns with your elite Russian infantry. Wool shirts aren't well armored against MG 42s

Since this was my first WBC and my first gaming con in a decade, I looked for friends. I found designer John Butterfield, who, unlike me, has aged in the past 20 years. Also found designer Mark Herman, who I had a great argument with 30 years ago

over hexes vs. squares for ancient games. I never forgot that argument and fifteen years later talked Jim Dunnigan into using squares in the *S&T* game **Men At Arms**. Mark is now a high muckety with Booz Allen with 1,000 or so people reporting to him. Nice to see gaming can pay off. I think.

I got my pre-order copies of **ASL SK 2** and GMT's **Savannah** and **Carthage**. I met GMT Revolutionary War series designer Mark Miklos, who told me **Eutaw Springs**, on the back of the **Guilford Courthouse** game, is the most perfectly balanced game ever. I'll have to try it. Also, I met Udo Grebe and Perry from MMP and volunteered to playtest for *ATO*. Also talked to Don Greenwood, who made my day by saying my motel will not be on the list for next year's con. America's Best wasn't.

Oddly enough, even though I searched the gaming floors more than once, I never ran across any of our other AHIKS folks, even though I know there were quite a few in attendance. Don showed me the sign-in list with Omar, Chester, Roger, and plenty of others. I assume that meant everybody was out having as good a time as I was.

And that's the bottom line. The con wasn't perfect. The hotel and the air conditioning weren't perfect. But everybody seemed to be having a good time. I didn't find a single unhappy camper: big crowds and lots of tournaments. I expect I'll see you there next year. I'll be the one wearing the **BIG** AHIKS sign!

★★



John Welage



Michael Kaye

(Continued from page 1)

gan "The Complete Wargames Handbook." It is available at

www.mataka.org.

There was one memorable moment at the con that I would like to share with you. A man and his young daughter (her nose came to table level) were entering the gaming area. He said to her, "Remember, don't reach up and move the little cardboard pieces."

Of course, the most memorable moment was meeting our president, Chester. After years of phone calls and e-mails, it was a pleasure to meet the man in person. Also, I was very happy to meet Roger Eastep, who is doing such a great job coordinating our matches. The Central Officer Corps was well represented, with five eighths of us present.

The web version of this issue (in color) is available at our website (www.angelfire.com/ny4/gmtom/AHIKS.htm).

User name="AHIKS"

Password="Knox" (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

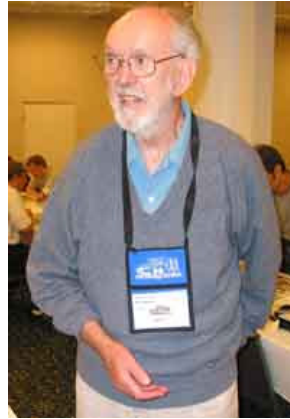
If you still have trouble accessing the web version, contact Tom at the address on page 11.

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.



El Prez and new Vice Prez:
Chester Hendrix and Randy Heller



Murray Cowles,
AHIKS-Europe director



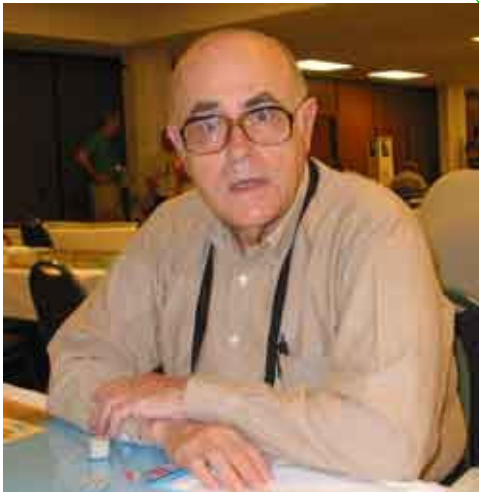
Bob Ryan



Bruce Monnin, Co-ordinator of the
Perpetual Fund



Barrington Beavis,
AHIKS-Europe treasurer

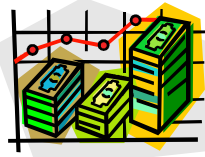


Tom Oleson, after your editor rolled
his fourth "one" in a row.



Ken Nied

Treasury Notes



Maybe it is possible to go back

Last issue I talked about how much fun I used to have playing **Third Reich** back when I was in high school. As a result of my column I was contacted by a member who is a devotee of that game and asked to join a multi-player PBEM game of the 4th edition (pre-**Advanced Third Reich** and any of the more recent incarnations) he was about to start. After some hesitation over meeting response deadlines and my hazy recollection of the rules, I decided to go ahead and give it a try.

I must confess I am enjoying myself so far. The strategies and tactics have largely come back to me, as have most of the rules. The GM runs a relaxed but supportive ship (thanks, John!). My ally and opponent are skilled and respectful. That's a good thing, because it turns out that the rules are written even more poorly than I remembered. We have already had some significant rules discussions, and we are into only the second turn of the game. Just like the good ol' days ("You can't do that...Oh yes I can...")!

Anyway, getting back up to speed has soaked up a lot of my gaming time, and for that I must apologize to my other opponents who have recently gotten used to my relatively speedy replies (OK, a month may not seem speedy to *you*, but just a couple of years ago my turn around time was 10-12 weeks). I'll be back in stride soon. For the rest of you, I may report the ups and downs of my brave Britons in future issues.

And now for something completely different

I have mentioned before that I like a variety of games and like to try new things. However, it is often difficult to determine whether a new title is worth the time and effort to PBM, even if the subject matter is appealing. So, I thought I would share my experience with a few titles to spark your interest in trying something new (or old, as the case may be). Let's start with Benito Musso-

lini's mighty Italy.

Bloody Keren was published by 3W as an issue game in their magazine, *The Wargamer*, back in the early to eighties; I can't find a publication date. Designed by the venerable designer Vance von Borries, it is an operational-level game of the 1941 Allied invasion of Italian Eritrea and Ethiopia during World War II. Game mechanics are pretty standard, with the game at the battalion and regiment level. The rules are pretty clean, which is saying a lot for a 3W game from this period. It has the classic IGO-UGO format. Units have semi-rigid ZOC's and combat is voluntary. There are special rules for artillery and colonial troops, with liberal stacking rules based on the stacking values of each unit. It plays well by mail. Unit density is low; the map is only 17x22, colorful, and pleasing to the eye. While based on the topic, game length, and victory conditions, one might think this game would be an Allied romp. It is not. The terrain is extremely rugged and favors the defender, and effectively channels the Allied advances on multiple fronts. With judicious placement, allocation and counterattacking, the Italian forces can stem the tide and hold out until the game ends (in historical terms, the time when forces needed to be withdrawn to Egypt and Libya to face the Germans). With quality play on both sides, the game is quite balanced. If you're a panzer pusher, this game may not be for you. But if you like tense defense and want to try commanding some Italian forces for a change, I recommend you dig this out of your closet and give it a try.

Next is **Lion of Ethiopia**, from *Command Magazine* #4 in 1990. If I remember right, a lot of us may have gotten this game for free when *Command* sent out a lot of courtesy copies, looking for subscribers. In this game, you get to step back a few more years as the Italians launch their 1935 invasion of Ethiopia. Resisting them is a mix of irregular tribal forces and a handful of conventional military units commanded by Emperor Selassie. Although somewhat more complex than **Bloody Keren**, at its heart it is still pretty much a standard wargame and easy to PBM; ZOC's, supply, and a CRT very close

to that in BB '65. The map is a standard 34x22 affair, and again quite colorful, as are the units. Unit density is low. The Italians enjoy a fair degree of mechanization (it's all relative) and considerable air assets but suffer from relatively few units. The Italian army is small but powerful, fast but road bound, and with air support can concentrate effectively. The Ethiopian army is large, but with weaker units except for a handful of Imperial Guard units. Ethiopian irregulars need minimal supply. Both sides are effectively challenged. The rules are pretty clean, with only a few resolvable ambiguities. Although I can't say with certainty how balanced this game is, since my one and only game was never completed, it struck me as a very evenly matched affair after several turns. With the mechanized army and air units, this one just may satisfy the panzer pushers: tanks vs. spears. If you're looking for something a little different, but straightforward in play, give this one a try.

Now here is just a brief mention of games to avoid. These just don't work, despite their apparent promise. First is **Hurtgen Forest**, from the original SPI **Westwall** Quad. Play of the game is OK, but the victory conditions make it impossible for the Germans to have any hope for victory. Artillery restrictions allow the Americans to pour on air and artillery assets, seeking maximum odds on the attack and making German counterattacks extremely difficult. This is a shame, because it is perhaps the only game on the subject on the regimental level. Even the historical notes indicate what a hard time the Americans had gaining ground in Hurtgen Forest, and the ferocity of German counterattacks, but the American advance is relentless in the game, especially as the German player must withdraw forces for the attack in the Ardennes. Stick with the **Arnhem** game from this Quad.

Then there is **Korea: The Mobile War**, published in *S&T* sometime in the early 90's. This game encompasses the first year of the Korean conflict. The map and units are attractive; the rules are fairly clean and offer a lot in terms of partisan warfare, naval support, air interdiction,

weather, invasions, Chinese intervention, and so on, all in weekly turns, and in a manageable package. It looks *good*. It plays *awful*. Because of the very fluid ZOC's and the extreme restrictions on Communist movement in good weather, the initial attack against South Korea bogs down quickly. Few UN units will be destroyed, and the North Koreans will be lucky to drive much further south than Seoul. Assuming the Communist player recognizes his limitations, the game evolves into stalemate quickly. Mobile war it ain't! Historical? Not after only a month. This is the only game my long-time opponent Bill Klitzke and I ever gave up on. For a better, simpler game on the same subject that seems to work, stick with the original SPI Korea.

There is a large world out there beyond **Advanced Squad Leader**, **Paths to Glory**, **Breakout: Normandy**, or whatever the game may be. Take the time to explore that world. Look deep into your game closet, find something that strikes your fancy, and give it a go. More often than not, you'll find the experience worthwhile.

Treasurer's Report

Here are the numbers since last time:

Checking Account (5/19/05):
\$6603.71

Income:

Dues \$ 192.00

Expenses:

K Printing \$ 139.18

Checking Account (8/6/05)

\$6656.53

Perpetual Fund 8/5/05 \$1229.48

As of this writing, \$409.56 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.

Annual income vs. expenses

Looking at annual income versus expenses for this year shows us to be in very good shape financially. Income reported includes all monies deposited in calendar year 2005 as of

8/6/05. Expenses are listed by category as of the same date.

Actual Income:

Dues and contributions \$1955.56

Paypal test deposit 0.32

Total Actual Income: \$1955.88

Actual Expenses:

K printing expenses \$ 742.27

WBC 125.00

Bank fees 10.00

Perpetual Fund \$409.56

Total Actual Expenses: \$1286.83

Projected Income through 12/05:

Dues \$ 72.00

Projected Expenses through 12/05

K printing expenses, 3 issues \$420

Net projected income: \$321

Analysis

Income and expenses reported for this year are a little distorted, mainly because the change in Treasurer and the moving of the bank accounts resulted in a delay in making dues deposits and payment of expenses until after the first of the year. However, I believe they roughly balanced out. Our largest expense continues to be the printing and mailing of *The Kommandeur*, our newsletter, now at about \$140 an issue. That expense has decreased somewhat as the year has progressed, as the membership was culled and more of you switched to the electronic version. I have managed to virtually eliminate bank fees as an expense, at the cost of an insignificant amount of interest we otherwise would have earned. The only bank charge was for a bounced check from a renewing member who has since disappeared. Officer expenses have been essentially non-existent as communication becomes increasingly electronic.

Regarding income for the rest of the year, I have included an estimate only for those renewals that continue to trickle in and perhaps a few new members. It does not include expected renewals for 2006 that come in late 2005, which I will likely hold until after the first of the year for accounting purposes. Bottom line is that AHKS is financially healthy.

Until next time, [Brian Stretcher](#)

The Path to Victory—the Mediterranean Theater in World War II
by Douglas Porch
779 pages \$35 Farrar, Straus and Giroux
Reviewed by Tom Oleson

Were you to go out on the street and ask the first score of people you met about WW II, most would know very little about it, particularly younger folks. How do I know? Because it has been done more than once. Most wargamers, however, are very keenly interested. I recommend this recent book on the subject by noted historian Douglas Porch, who has many other scholarly books to his credit. It is in hardcover. I took many pages of notes from it, information useful to me because of its relevance to the Italian Campaign. I will pass it on to EuroFront designer Craig Besinque because I know he will also find much of interest there. I was particularly interested in references to long-range Axis air power from southern Europe into North Africa because this is a difficult design conundrum in his game. Porch's thesis is simple: because it was the only place the Western Allies could strike early at Germany, the Med Front was decisive. Not a view shared by all historians. Even more controversial is his contention that missed opportunities to defeat the Axis in Africa earlier than was accomplished were beneficial because they honed Allied fighting skills needed later.

★★



Jim Burnett

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 :

ahiks291@verizon.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
Adv. Squad Leader (AH)	(1382)	Massey E
Anzio (AH)	(0111)	Oleson
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 (Deluxe) (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
EastFront (Columbia)	(0044)	DeWitt E
Flattop (AH)	(1430)	Warnick E
Flattop (AH)	(1550)	Duffield
Gettysburg '88 (AH)	(0711)	Leonard 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
Monty's Gamble (MMP)	(1382)	Massey E
Napoleon at War	(0036)	Yarwood M
On to Richmond (AH)	(1075)	Morley E
PanzerBlitz (AH)	(0711)	Leonard E
PanzerBlitz (AH)	(0826)	Ten Eyck
Panzer Leader (AH)	(0711)	Leonard 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)	(1345)	Scarborough E/M
Russian Campaign (L2)	(1566)	Leonard E
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
Terrible Swift Sword (SPI)	(0275)	Scanlon
USN (SPI)	(0275)	Scanlon
Victory in the Pacific	(1345)	Scarborough E/M
War and Peace (AH)	(1554)	Trosky

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

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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

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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.)

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

Name: _____ Member # _____ Date _____.

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

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New e-mail address for Roger Eastep and Bill Perry. New VP.



The Chester Hendrix Memorial Dinner. L to R: Chester, Randy, Roger.

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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.

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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: October 15, 2005.**

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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.