

From the President

The AHIKS IRON MAN WBC Trophy

AHIKS exists to promote the play of board wargames via pbm/pbem. But at least once a year we encourage our members to get in touch with live opponents across a table instead of across the miles. In continuing our commitment to the hobby we love and to our official convention, The World Boardgaming Championships, with the permission of The Don and the Board, we are pleased to announce the resurrection of the IRON MAN competition at the WBC.

And we're serious about it, too. Check the Trophy!

Contrary to many guesses by trivia champs, the statue is *not* a likeness of Don Greenwood in his prime. It is, however, a lot bigger than it looks. It will stand tall in the registration area (or wherever the woods are displayed), to inspire participants and will, in the future, be accompanied by a plaque listing the winners from each year. We have been informed by the WBC that not all of the events we have targeted may be finished by the time of the awards ceremony. In light of this, we will not be actively participating in the awards ceremony but will be sending a personalized Wood to the winner afterwards (rather than just a generic Wood for the 2006 event).

This "event" will not add (or detract) from anything the WBC is currently doing. In fact, The AHIKS IRON MAN Tournament will be an "event" outside of the official WBC. They will not be responsible for the IRON MAN, nor conducting the scoring or presentation. AHIKS will be doing everything. The WBC has graciously agreed to allow us to offer this "event," for which we are enormously grateful. We will continue to

support a full-page ad in the program, which this year (and in future years) will list the designated games and rules to receive what we hope will come to be a highly anticipated moment of glory at the WBC. You don't need to be a member of AHIKS to participate, and there is nothing you need to sign up for (just make sure you spell your name right and have your mailing address correct when you register so we can have your Wood personalized correctly and get it mailed to you). By simply entering the events we list, you are in the running.



RULES

The AHIKS IRON MAN competition rewards those individuals who concentrate play at the WBC on games that epitomize pbm/pbem play through AHIKS. We anticipate that this list will change from year to year. This year, the list appears to be:

Afrika Korps
Anzio
Breakout Normandy
Battle of the Bulge 1981
Deluxe Bitter Woods
Fortress Europa

Gettysburg '88
Panzergruppe Guderian
Panzerblitz
Russian Campaign
Victory in the Pacific
War at Sea

Victory goes to the contestant who accumulates the most points determined as follows for each event entered. Obviously, the more events you enter, the more points you will garner, which is the whole point after all:

5 pts - 1st place
4 pts - 2nd place
3 pts - 3rd place
2 pts - 4th place

1 pt - for each event entered (must complete at least one mulligan round or first round).

So, for example, if you entered and completed one round of every event and got knocked out at the first round of every event, you would pick up 12 points (1 pt for each event entered). If your friend entered only two events, but came in 1st in one and 2nd in the other, he would only get 11 points (5 pts for the first place, 4 pts for the second place and 1 pt each for entering both events). You would take home the trophy. We are not only rewarding excellence, we are rewarding endurance! Please note that eventually we fully expect to have someone win the trophy strictly on entrance points. When that time arrives, we plan to add an exclamation point to the name of the winner to recognize him as a Heavy Lifter.

We hope to have all of the AHIKS IRON MAN Tournament events marked with an icon in the program to complement our full-page ad. If you plan on attending, look for them. And check the Trophy! Maybe one day *your* name will grace the Winners' Plaque!

El Prez

Game News

from Alan Poulter

(<mailto:grognard@grognard.com>)

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>). Material correct at time of writing: 1 April 2006.

NEW BOARD WARGAMES Avalon Hill

In November, Larry Harris, creator of **Axis & Allies**, will release his third game based on **Axis & Allies Battle of the Bulge**. This detailed campaign-level boardgame will have over three-hundred individual components and will be playable by two or three players.

Avalanche Press

There are five new games from Avalanche Press. **Second World War at Sea: Leyte Gulf**, in the **Second World War at Sea** game series, is an update covering the many battles of Leyte Gulf and the Philippines. It has hundreds of scenarios. A new game in the **Second World War at Sea** game series, its sixth, is **Second World War at Sea: Strike South**. It covers the Japanese invasions of the Philippines, Malaya, and the East Indies. **Red God of War: The Soviet Operation Mars, 1942**, covers this operation using the same game system as **Alsace 1945** and **America Triumphant**. **Red Vengeance** is a sequel to **Defiant Russia** and covers campaigns on the Eastern Front in WW II from Operation Bagration onwards. Designer is William Sariego.

Panzer Grenadier: Sinister Forces is a booklet containing background articles and scenarios covering the Eastern Front and its battles for the **Panzer Grenadier** game system. It is not playable by itself, but requires **Eastern Front** to play most of the scenarios, and **Afrika Korps** or **Desert Rats** to play all of them. <http://www.avalanchepress.com/index.php>

Clash of Arms

Command at Sea Vol. 6: Baltic Arena covers sub attacks, convoy

The Kommandeur

actions, ambushes, night surface actions, and air and surface combinations on the Baltic sea during WWII. <http://www.clashofarms.com>

Compass Games

The first two games from new company Compass Games are **Silent War** and **Bitter End**. **Silent War** is a solitaire game of the U.S. submarine campaign against Japan during WWII, designed by Brien Miller. It does have mechanisms to allow multi-player games. **Bitter End** is on the German attack to relieve their Budapest garrison from encirclement in 1945 at the end of WWII. <http://www.compassgames.com/>

Dan Verssen Games

Carrier Air Group is an expansion set for **Hornet Leader II**, featuring new aircraft: F-14, A-6, EA-6N, and E-2C, more pilot cards and two new campaigns. **Down in Flames: Dragons** takes this series into fantasy as it concerns "piloting" dragons instead of aircraft! <http://www.dvg.com>

Fantasy Flight

Fantasy Flight Games have recently re-issued in updated editions two classic games. **Twilight Imperium**, now in its 3rd edition, is a multiplayer strategic space warfare game. Some rules have been streamlined. **Britannia**, on the history of the various peoples that invaded the British Isles in the Dark Ages, has also had rules streamlined and been given a facelift for its map and counters <http://www.fantasyflightgames.com/>

Fiery Dragon

Fiery Dragon have re-issued the old MDG game on the Chinese Civil War, **Battle for China**. <http://www.fierydragon.com/>

GMT

GMT has released five new games. **Flying Colors** provides a simple, quick-playing system allowing the recreation of age-of-sail sea battles with dozens of ships on a side. **The Burning Blue** covers the air war over southern England from July to December 1940. Designer is Lee Brimicombe-Wood, who also designed **Downtown**. **Twilight Struggle: The**

Cold War 1946-1989, is a two-player, card-driven game simulating the post-war conflict between the Soviet Union and the United States. **Command and Colours: Ancients**, designed by Richard Borg, takes the **Battle Cry** and **Memoir '44** system back in time to the ancient era. This long-awaited game has blocks for the units and very simple rules. **Here I Stand** is a card-driven boardgame and covers the political and religious conflicts of early 16th Century Europe. This Ed Beach game design can be played by three to six players. <http://www.gmtgames.com/>

Ludopress

Cien Cañones por Banda (With a Hundred Guns Broadside) features three naval battles of the Age of Sail: Cape St. Vincent (1797), Finisterre (1801), and Trafalgar (1805). http://www.simtacludopress.net/Alea_default_ing.htm

MMP

MMP has issued two games in the **Advanced Squad Leader** (ASL) series. **Beyond Valor** is a reprint of what is considered its most important module. **Armies of Oblivion** is a brand-new ASL module covering the Axis minor allies. It has four mounted maps, lots of scenarios, solitaire ASL pages, a Chapter H section, and a large number of counters of all sorts of Rumanians, Hungarians, Slovaks, Croatians, and Bulgarians. <http://www.multimanpublishing.com>

Phalanx Games

Hector & Achilles is a card game in which each player takes the Trojan or Achean armies. <http://www.phalanxgames.nl/>

Pratzen Editions

The first game from new French company Pratzen Editions is **Le Vol de l'Aigle**. It covers three Napoleonic campaigns using a double blind, umpire-mediated system. http://www.pratzen.com/index_en.php

Worthington Games

Forged in Fire: The 1862 Peninsula Campaign and the Seven Days Battles is a strategic-level block-style game covering the entire campaign

from the American Civil War.

<http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #233 features

Dagger Thrust: Patton or Montgomery, September 1944, covering the actual and a hypothetical campaign late in WWII.

Strategy & Tactics #234 features

Lest Darkness Fall: Rome in Crisis, A.D. 235-285, a strategic-level game covering the third century crisis in the Mediterranean region.

Strategy & Tactics #235 features

Cold War Battles (Budapest and Angola).

<http://www.decisiongames.com>

Against the Odds #15 features **Cactus Throne: the Mexican War of 1862-67.**

<http://www.atomagazine.com/>

Vae Victis #66 features two games, **Tempête sur l'Europe, 1939-1945**, a solitaire game on WWII in Europe and **La Guerre de Troie** on the Trojan War.

Vae Victis #67 features **Optimus Princeps**, covering the Dacian Campaigns of Trajanus.

<http://www.vaevictis.com/>

Note that *Vae Victis* magazine and games are in French but rules translations are made available via:

<http://grogard.com/vaevict.html>

NEW DTP WARGAMES

BSO and Canons en Carton, a French DTP company, have combined forces to produce games. Canons en Carton will be printed in French or English for distribution in Europe while BSO will cover the rest of the world. Two BSO games have been reprinted in lavish new editions. These are **Highlander**, on the battles of Prestonpans and Culloden and **Louisiana Tigers**, which covers tactical combat at First Manassas. The first new game from BSO and Canons et Carton is **Bitter Victory**, an unusual design using simple rules and cards for fast play. It covers the Italian Campaign in WWII and is a Richard Berg design.

http://perso.club-internet.fr/fredbey/CeC_US.htm

A new DTP company, Firefight Games, is run by two designers, Perry

Moore and Paul Rohrbaugh. They have produced a slew of new games:

Crossfire Hurricane: the battle of Long Tan, 1966

Hitler's Stalingrad: the battle for Breslau, Feb-May, 1945

A Bloody Business: battle for Hue, **Assaulting Leros:** Operation Leopard 12-16 Nov. 1943

Eastern Operation: the planned invasion of the Hawaiian Islands after the Pearl Harbor attack on Dec 7.

Bloodbath at the Sakarya: August 23-29, 1921, between the Greek and Turks during the Asia Minor War.

<http://firefight-games.com/>

Perry Moore is still designing alone. New from him is **The Dvina River Offensive: Final Blows in North Russia, August 1919.** It covers the last British offensive against the Reds in the Russian Civil War.

<http://pweb.jps.net/~perrya/>

New from Khyber Pass Games is **Battle of the Little Bighorn** by designer Michael Taylor. It has five scenarios covering the events known as Custer's Last Stand.

<http://>

www.khyberpassgamesonline.com/

Tom Cundiff is offering a self-published **Up Front Korean War Expansion.** This expansion, due to overall expense, is available in parts or as one large package. Contact him: <mailto:tdcgsl@yahoo.com>

The Wargamer's Readers' Choice Awards—Board Game

The Wargamer is a popular website concentrating on computer wargames. Its annual awards include a category for board wargames, voted for by readers. 2005 winners were:

1st **Lock 'n Load: Band of Heroes** (Matrix Games)

2nd **ASL Starter Kit #2** (MMP)

3rd **Wellington** (GMT)

Lock 'n Load: Band of Heroes is the second win for Mark Walker and his **Lock 'n Load** series, the first being the original game itself. The inspiration for Mark came from **Advanced Squad Leader.** The second-placed game, Multi-Man Publishing's **Advanced Squad Leader Starter Kit 2**, is the latest incarnation of that classic series. **Wellington**, from GMT Games, is from designer Mark McLaughlin and is descended from

his earlier game, **The Napoleonic Wars** (GMT).

http://www.wargamer.com/articles/readerschoice_awards_2005/page3.asp

2006 Origins Awards Nominees for Historical Board Game of the Year.

The Origins Award winners will be presented at Origins International Game Expo, June 29-July 2, in Columbus, OH. The nominees for Historical Board Game of the Year are: **Assyrian Wars** by Udo Grebe Gamedesign

Lock 'n Load: Band of Heroes by Matrix

Empire of the Sun by GMT

Four Lost Battles by Operational Studies Group

The First World War by Phalanx

Twilight Struggle by GMT

Sometimes this Origins category contains more than a few so-so games. This year the line up is very strong. **Lock 'n Load: Band of Heroes** has already been covered. **Twilight Struggle** is covered below. **Assyrian Wars** is an adaptation of **The Napoleonic Wars** set in ancient times. **Empire of the Sun** is the latest from designer Mark Herman and is a strategic-level game on the Pacific War. **The First World War** is a very abstract game by designer Ted Raicer. Finally **Four Lost Battles** is another set of Napoleonic battles from veteran designer Kevin Zucker, but this time using cards to spice up the settings for the battles.

Winners of the 2005 Cyberboard Design Olympics

The Gamebox Designer of the Year is Michael Arrighi for his gamebox of the Command/XTR title **Inchon.** Other winners were:
Map: **First Blood** Jeff Kuhn
Counters: **Talavera** Steve Lampon
Innovation/Upgrade: **Talavera** Steve Lampon

<http://loakes.game-host.org/cbdo>

NEW WEB RESOURCES

For a comprehensive list of board (and card-based) wargames published in 2005 please see:

<http://grogard.com/info1/game05.html>

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Computer-assisted gaming by Jim Sander

In the last issue of *The K*, I asked the readership for some information and help on the use of the computer for the play of wargames. I asked and I received. Thank you to Paul Pawlak, Art Dohrman, Ken Nied, and Robert Granville. They provided me with some very valuable information that I would like to share with you.

The general consensus is that there are three main computer game-playing systems: CyberBoard, Vassal, and ADC (Aide de Camp). I am sure there are others. (If you are aware of others, please send me an e-mail.)

So far, it seems that CyberBoard is the easiest to use. The basic system is available as a free download at: <http://cyberboard.brainiac.com/download.html>

The file is a self-extracting ZIP file. If your web browser prompts you to either "Open" or "Save" the file, choose "Save" and save it onto your hard disk. You can then double-click on the file to unpack it to a folder of your choosing. There is more useful information on that website.

The individual games (called game boxes) are available from many sources on the net. Some of these are: http://www.sweetkiss.net/~sk006/wzc/Eng/dl_title_all.html#f <http://flavioezio.interfree.it/> <http://www.yodellingcrickets.org/cb/cbIndex.html>

Or you can use a search engine to find more websites. The number of available games is very large.

The game boxes are normally small *.zip files that are easy to download and unpack. I normally save the zip file and then unpack it to the same file folder. Please send me a note if you are not sure how to do this.

Once you have downloaded and unpacked both CyberBoard and a game box, you can take a look at your new gaming tools. Double click on the game box icon and the file will open up several windows, depending on the game. You may get a warning

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Tournaments!

AK Crusader Tourney:

6 turns: November 1&2, December 1&2, 1941, January 1&2, 1942
No German movement on Nov 1, 1941. Then Germans move first each turn.

Germans win if they have +4 attack-factor superiority on the board.
British Marginal win = Hold Halfaya Pass to Bardia

Tactical win = same as marginal + Tobruk to Sidi Rezegh

Strategic win = same as tactical + relieve Tobruk siege

First round (with 4 players) double elimination. A plays B, C plays D then B plays C, D plays A. Second round match-ups depend on first round results.

Dip Tourney for 5 players:

Italy and Germany have no players, the Italian and German units hold their positions and may not support any other unit; however they may be supported by units of the playing 5 nations.

The game runs from Spring 1801 to Winter 1807.

There will be 5 rounds, with each player playing each nation. After the first round of random assignment, each subsequent round the players follow the alphabetic rank of the nations—Austria/Hungary, England, France, Russia, Turkey. So if you played France in the first round you would subsequently play Russia, then Turkey, then Austria/Hungary, then France.

Scoring is the sum of supply centers controlled in the Winter 07.

Time: after initial assignments in the first round, there will be a 1-week deadline for Spring and Fall moves and a 3-day deadline for Summer and Winter adjustments. I will publish each move's results earlier if I have all moves in hand. Standing orders are acceptable, but are not considered moves in hand until the deadline passes.

If all 5 are really crazy, all 5 rounds can be played simultaneously - [:->].

Winner of the Tourney gets one free year of AHIKS membership.

This Tourney is ready to go as soon as I have five players. Write me direct.

Bob Johnson bobjinfl@earthlink.net

TOURNEY NEWS

A small four-person **AK - Crusader** tourney has gotten underway. There is still room for four more players in this tourney—PBM or PBEM. This is a short 6-turn game that recalls the British Crusader offensive late in 1941 to relieve Tobruk.

We are offering a **Diplomacy** Tourney for five players. Each player will play each of five countries in turn. The countries are the UK, France, A/H, Turkey, and Russia with the premise that the opening year is 1800 instead of 1900. Each game is limited to seven game years. Points (supply centers controlled) are accumulated from game to game.

I will run a PBM version of this tourney, however, for those who rely on the U.S. mail; there is a postage charge of \$60. I will also run a PBEM tourney.

I have been working on some rules for a 10-turn **Bulge '65** version for tourney play. I could use a play

tester or two to check out the rules and play before I offer it as a tourney game.

Martin Svensson has offered to GM a **Defiant Russia** tourney. He needs 4, 8, or 16 entrants.

Anyone interested in any of the above, or interested in GMing a tourney themselves please contact me. As much as possible, tourneys should be made available for PBM as well as PBEM.

MULTICOMMANDER NEWS

Not much to report on this. I have not heard from anyone currently running or involved with a multicommander game.

We have openings for **Diplomacy**, **Kingmaker**, **HOTW**, **GDW Midway** (3 way), and **Settlers of Catan**.

If you are interested in any of these games or in any other game please contact me:

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Musings from the VP

I just returned from Prezcon, held in pleasant Charlottesville, VA. This was my third year in attendance and hopefully not my last. The convention staff, led by Justin Thompson, has consistently worked hard to provide a positive experience and to cater to all the needs of the attendees. I saw a welcome number of AHIKS members present, which certainly added to the camaraderie. This was the first year in which Prezcon offered a significant number of board wargame tournaments. Included were: **Afrika Korps**, **Deluxe Bitter Woods**, **The Russian Campaign**, **Panzerblitz**, and **War at Sea**. I met game dealer and book author, Steven H. Newton, who recently published a biography of Field Marshall Model. Steve pointed out the SS hated him because of his tendency to use them as “the fire brigade.” Model recognized that these troops would be under his command only briefly before being taken away, so he often used them in tough situations in preference to those units who remained permanently under his control. I bought a copy of Steve’s book “Panzer Operations,” which he nicely personalized.

I’m sure some of you are curious to know how well your beloved VP did in the tournament rankings. I’m proud to report that I made it into both the finals of the **Afrika Korps** and **Deluxe Bitter Woods** tournaments. However, good play on the part of my opponents and weak dice in my camp spelled an end to my pursuit for 2006 Prezcon wood.

That brings me to a more serious topic—AHIKS business. I am going to play a card that I have been holding close to the vest since taking over

as VP. I think now is the time to play it because our illustrious Unit Counter Pool (UCP) officer asked in the last issue of *The K* for UCP ideas. The UCP was a service yours truly started way back when and has, in my opinion, not been fully realized. I say it because I strongly doubt there is an AHIKS member who knows what is contained therein. I know for a fact it is ripe with “juicy” contents. Those contents include unit counter sheets from many out-of-print games, replacement counters which generally cannot be obtained anywhere else. The UCP is a service that is offered only to AHIKS members. Because it is, I believe it easily could be used as a recruiting tool. I know if I had a valuable game that was incomplete, save for a few missing counters, I would gladly join AHIKS to enhance the value of that collectible. So where do we start with the UCP as a recruiting tool? The first thing we need to do is make the membership aware of what is available. For that reason, I challenge our UCP officer to take the time to categorize and update the contents. Send this to our editor for publication in *The K* and posting on our website. This will need to be updated on a somewhat regular basis. In that fashion, the next time I (we) see someone post a need for missing counters on Consimworld or Boardgamegeek, a quick reference to the latest inventory could be used to notify the gamer in need, a potential new AHIKS member. What a great plan—an unrecognized recruiting tool that will cost us nothing to implement! So let’s get started right away. I personally look forward to seeing a listing of our UCP contents in an upcoming issue of *The K*.

Randy

AHIKSOL News

from Paul Pawlak

AHIKS On Line was started by Robert Johnson in November 2005 on Yahoo. It replaced an earlier AHIKS group that became unusable. 59 AHIKS members have signed up and over 360 messages have been posted to date. It’s a great way to exchange gaming info or express your opinion with other members. You can talk about your favorite game title. You can discuss e-mail playing systems like ADC2, Cyberboard, and Vassal, or maybe you found a new one you feel is worth a mention. Anything you would like to get off your chest, just keep it clean. Or just listen in to hear what others are saying. You can have the messages downloaded to your computer automatically or visit the website to read them—your choice.

Recently a request was put in for play testers, and we have a mini e-mail tourney under way using the **Afrika Korps** 6-turn Crusader scenario.

To sign up, contact Bob:
bobjinfl@earthlink.net

Some recent messages from
AHIKSOL:

Posted March 28

I just put together a new Cyberboard gamebox for Avalon Hill’s **Afrika Korps**. I’m glad to share it with any AHIKS’er. Just e-mail me your request stating you own a hard copy of the game **Afrika Korps**. Included in the files is the Crusader scenario...

Posted March 8

Someone brought his old copy of **Battle for Germany** to our local club last weekend, and we played a three-player game. I was the Germans, and was just able to eke out a win...after the last turn I think there were only 2 or 3 German units left on the board, but the Allies were kept out of Berlin.

For the Germans the game is basically delay, delay, delay, holding the Allies to one hex a turn while trying to avoid running out of units. The three-player version I’m sure is different than the two-player game since

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12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

0757 Paul Qualtieri, Ladson, SC (back after an extended leave)
1570 Mark Figge, Kingston, Ontario
1571 Jim Dapkus, Westfield, WI

Match Coordinating Survey Results

From Roger Eastep

More than 50 members took the time to complete the Match Coordinating survey in the December 2005 issue of *The K*. I'm not sure whether this impressive response rate was due to the survey form being printed on the back of the membership renewal form or that there was a random drawing door prize offered, but it was gratifying indeed to get feedback from so many members. The responses came from cross sections of the membership, from decades-long members to relative newbies, from members who frequently play matches to those who haven't played for years, and from members who play only by mail to those who play only via e-mail. I think the diversity and number of responses likely represents fairly well the membership as a whole.

Before I go through the responses, I'd like to congratulate Tom Walsh, who was picked at random via an Irony.com die roll as the winner of the free game drawing. He chose **Storm Over Arnhem** from the games offered.

Survey Questions and Responses

1. Are the match request lists updated often enough in *The K* and on our website?

Of those responding, **90% said yes, 10% said no.**

Pretty much the responses I would have expected. *The K* generally has the latest update available at the time it goes to press. The website gets updated about once a month, pretty much the rate at which I get new match requests that I can't immediately assign. Curiously, one response indicated that *The K* gets updated frequently enough, but not the website.

2. Is there any more info you would like on the match request lists?

26% said yes, 74% no.

Some very useful suggestions came from those responding yes. Several responders would like to see more information on the person requesting the match, such as his

AREA rating or some other indication of his experience with the game. Some would also like to know his expected response time. One person suggested that there be a code for "Prefer slow opponent." One person asked that matches that are arranged but never otherwise get entered on the list be included. Finally, a couple of members suggested that contact information be included for each of the members requesting a match.

I think I can implement most of these suggestions. There have been some limitations on what can go in *The K* because of space, but I'll talk to Omar about that to see what can be done. With regard to including information on matches that have been set up, I may be able to do that as a separate feature in *The K*. Contact information I'm not sure about. That's something I'll have to run through the Executive Committee.

3. When was the last time you requested a match from the MC?

43% said within the last year, 75% in the last five years, and 25% more than five years ago.

Several of those who haven't requested a match in years or even decades indicated that they had gotten into life situations that made it difficult to play games, but they still enjoy belonging to AHKS and hope to get back into gaming in the future.

4. Would you like to receive an acknowledgment when you send in a match request to the MC?

53% yes, 47% no.

I will start sending out acknowledgments.

5. Can you usually find a game on the match request list that you're interested in playing?

78% yes, 22% no.

This one is a bit of a surprise, considering how long requests tend to stay on the lists. Since we have several different options now for how to play the games (e-mail, postal mail, ADC2, Vassal, Cyberboard, etc.) as well as often more than one version, some by different companies, it's

almost a wonder that I'm able to match opponents as often as I do. Anyway, despite the fact that nearly 80% is pretty good, I'd like to improve on that.

6. Are you satisfied with the time it takes to match you with an opponent?

91% yes, 9% no.

Even more of a surprise. To me it suggests that when members request matches, their expectations with regard to how soon they will get a match probably aren't too high. It may sound like I'm tending to look at the survey results from an overly critical perspective, and actually that's true. I'd rather look for opportunities to improve match coordinating than erroneously assume the survey results are saying that things are working as well as they could.

7. If the MC has to contact you regarding questions on your match request, do you prefer to be contacted by a) phone, b) e-mail, c) regular mail, or d) in person.

18% by phone, 90% by e-mail, 18% by regular mail, and 2% in person.

The percentages total more than 100% because several members selected more than one option. This question was just to make sure that the method I preferred, e-mail, was acceptable to most of the members. I prefer e-mail not because it's cheaper or because I'd rather not chat with you guys, but because it's a lot more efficient for me. Plus, I'd hate to interrupt you if you were right in the middle of a game :-).

I was very disappointed that only one member chose d), and actually sort of indirectly (he said any of the four methods was fine with him). I had hoped to have the opportunity to travel all over the country (and Australia and Canada) on the AHKS tab when I had questions about match requests. Dang.

8. Do you usually get everything you need for the match from the MC?

100% yes.

Good.

9. Please indicate the % of the matches **set up by the MC** that you play via a) postal mail, b) e-mail.

40% of the members play exclusively postal mail, 19% play most of their games by postal mail, 10% play exclusively by e-mail, 14% play most of their games by e-mail, and the remaining 17% are 50-50.

I asked only about the matches I set up because I assumed that the vast majority of games played by members that they've arranged themselves are played via e-mail since they aren't getting the ICRKs, combat sheets, and OOBs from the MC. So, no surprise that nearly 60 percent of the members are playing by postal mail most often. A lot of the members playing by e-mail use online die roll servers, but there are some that still prefer the ICRKs regardless of the way they transmit the moves.

10. Please indicate the % of matches *set up by the MC* for which you use a) an online dice server, b) an ICRK, c) something else.

17% use online dice servers exclusively or most of the time, 73% use ICRKs exclusively or most of the time, 5% split evenly between online servers and ICRKs/ something else, and the remaining 5% use something else most of the time.

Nothing unexpected here. The "something else" apparently was honor rolls ("rollee ownee" as one member put it).

11. Please indicate the % of matches you play with other AHIKS members that are a) set up by the AHIKS MC or b) set up on your own.

41% of members play matches with other members set up exclusively by the MC, another 22% play matches that are set up by the MC the majority of the time, 7% play matches exclusively set up on their own, another 15% play matches set up on their own most of the time, and the remaining 15% are split evenly.

I would encourage members to go through the MC even if you don't need ICRKs or any of the other forms. I'll send you a match assignment form that you can send in to the Ratings officer when the match is completed. Even if you don't want your match rated (either in the AHIKS rating system or AREA), you

should send him the match results because it's useful for us to know what games are being played by members.

12. Is the new Match Assignment/ ICRK (issued in the last couple of years) that you get from the MC a) inadequate, b) adequate, c) very good with regard to readability and functionality, or d) so cool with the graphic that you show it to your friends to impress them.

6% said the form is inadequate, 17% said it was adequate, 74% said it was very good, and 3% said it was really cool.

I do a lot of reports and slides in my job, and one thing that I enjoy most about that is trying to make stuff more reader-friendly, i.e., reports and presentations that are easy to understand at a glance. The previous ICRKs generated by Les were certainly functional, but I didn't find them to be particularly easy to read or use. I tried to improve on that. I started using colors, which I think adds a lot to the form, but had to stop when my color printer ran out of ink. My new printer, a laser printer, is black and white only (and a heck of a lot cheaper to use).

Although 6% (2 members) said the new form was "inadequate," it appears from their response that they meant that they didn't find ICRKs to be particularly useful to them in general (i.e., they apparently use online services or some other method of die rolling) rather than that the form wasn't very good. As stated previously, though, I'm still thinking of ways to improve it, and suggestions are always welcome. And bless the member who said it was really cool. He's certainly the envy of all his friends.

A few members requested to see a sample of the new ICRK. There was one published in the K a couple of years ago, but I'll see if we can get the most recent version in there again. I'll talk to Omar about that.

13. Do you a) exchange ICRKs with your opponent only after both games of the match are completed or b) cut out the columns on the ICRK and send them during the match as soon as all the numbers in the column have been used?

77% said they exchange the complete ICRK after the match is completed, 23% cut out the columns and send them during the match.

My guess was correct on this one. I assume that many if not most of those who said they send the cut out columns during the match are still using (or at least thinking about) the old ICRKs and instructions for using them. Cutting out the columns on the ICRKs I've issued is more difficult because of the format. If anyone is still really attached to the old method, just let me know when requesting a match; I'll make ICRKs for you that will work better using that method.

Several members indicated that they didn't bother to exchange ICRKs at the end of a match. Some said whether they do that depends on the opponent.

14. When using the ICRK, do you always choose numbers sequentially in a column without skipping any?
53% yes, 47% no.

This is OK if you do it only for that turn, and then move to a different column the next turn. If you go down each column in sequence, starting at the top, and don't go to another column until you've completed the first one, you're giving your opponent additional intelligence. When my opponents have done that, I suggest to them they don't, and why. If you don't exchange the ICRKs until after the entire match is completed, there's no reason not to skip around on it when using die rolls.

15. Do you have any questions on the use of the ICRKs? Yes or no?
2% yes, 98% no.

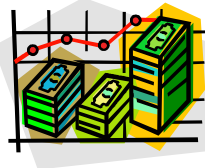
Hmmm. Maybe that instruction sheet I started including with the ICRKs wasn't necessary. Well, it's on the back of the ICRK Page 2 (next question), so I'll continue to send it out anyway.

16. Do you find the ICRK Page 2 (table for recording the results of rolls that you chose on your opponent's ICRK) useful?
82% yes, 18% no.

Good. I'll keep sending it.

(Continued on page 9)

Treasury Notes



PBM and PBEM:

Try it, you'll like it!

Call me old school if you will, but despite the advent of e-mail, my preferred way to play games these days is still the old-fashioned way, courtesy of the United States Postal Service. But, unlike some of our members, I am not exclusive. I have a few PBEM games going on right now, including one with our esteemed editor, and the **Third Reich** game described below. The rest of my games are by regular post.

Both methods of play have their advantages and disadvantages, as I have discussed in these pages before. I like to use e-mail to support my regular-mail games. What perplexes me, however, is the apparent exclusivity that some of us impose upon ourselves. At least three of my opponents, for example, either don't use computers at all or don't use e-mail to play their games. For those of you who will play your games only by e-mail, to include those of you who further limit yourselves to programs like *Cyberboard*, *Vassal*, or *ADC2*, that's really too bad, because all three of these gentlemen are fine players.

My confusion runs both ways, however. Just as I don't quite understand why some would give up a pool of qualified players who won't or cannot play by e-mail, I don't quite get the reluctance of those who play *only* by regular mail to take the plunge into the 20th century and try using a computer to enhance your play. A basic computer these days runs only a few hundred dollars, complete with an internet connection. You can get still get some e-mail servers for free, I believe. I still use Juno, which runs me \$9.95 a year. E-mail makes error corrections so much easier and faster. And, e-mail also allows you to play games that are otherwise unsuited for play by regular mail without major modifications, such as **Victory in the Pacific**, or even classic games like **1776**, with their multiple rounds of combat. And, let's face it, computers and e-mail are here to stay, and there are fewer and

fewer of us who play by regular mail at all. These tournaments that AHIKS has already started are not likely to be frequently offered by regular mail, because of both the cost to the GM and the time necessary to complete them.

My point is this: there are too few of us for any of us to be so picky. If you skim the match requests and see something you would like to play, request a match, even if it isn't your preferred way to play. For those of you have yet to do so, it is probably time for you to take the plunge and buy a computer. It will open up a whole new universe for you (albeit occasionally a frustrating one). And, for those of you who reported in the recent member survey that you haven't played *any* games for the past ten years or so, put down the TV remote and *play some games!* I would bet that your life really doesn't depend upon what happens on "Lost," "The Sopranos," or "Deal or No Deal" (or even the outcome of the NCAA tournament, although I'm sure that sounds like blasphemy to some of you!). So, let's play!

Third Reich Battle Report

The epic conflict continues. As you may recall, Fall 1940 began with an Italian Declaration of War on the Soviet Union (me), and an attrition on the Eastern Front by the Axis. Faced with the looming possibility of a forced double move, followed by an Axis double move in Winter 1940 - Spring 1941, the Allies have to find a way to avoid the flip, or there is a good chance that both Britain and the USSR will be toast at the end of Spring.

Allied Fall, 1940. There are many frantic communications between the Allies about what to do. Although Stalin insists that his forces could weather an Axis Winter attrition (Soviet First Winter) followed by a Spring offensive, the British complain that they cannot defend both the Mediterranean and the Home Islands against two consecutive Axis offensives. The Soviets, therefore, have to look for a way to dump BRPs so that the Allied total will be no more than the current Axis total. Reluctantly, the Soviets declare war on both

Finland and Rumania, activating both as Minor Allies and giving an immediate 25 BRPs to Germany. The Soviets take an offensive as well, swearing that the Germans will at least lose Finland as a result of the early Declaration of War, and because still more Soviet BRPs need to be burned as casualties in order to avoid the flip. Air raids are run on Luftwaffe forces in Poland, and the Soviets drive to the gates of Helsinki. A large battle is fought in Poland, ending with the elimination of several Soviet infantry armies and a German infantry and panzer corps. The Soviet forces along the Rumanian border are added to the British attrition in the Mediterranean, although the effort results in minimal Axis losses. Nevertheless, at the end of the turn, the Allies just manage to match the current Axis total, and so the initiative remains with the Axis. There will be no double turn for either side. The Red Army has a solid line to meet any attrition, and the British breathe a sigh of relief.

Winter, 1940. The Axis are forced to take an attrition option in the East, as the Soviets invoke the First Winter rule. However, the Italians take an offensive in the Mediterranean, and the Germans take an offensive in the West. An attempt to invade England appears imminent. The Kriegsmarine tries to move a fleet from Calais back to Kiel, where the lent Italian invasion force awaits. This fleet fragment is met by the Royal Navy and elements of the RAF in the channel. Rather than wait for the battle to conclude, however, the second fleet in Kiel counterintercepts the Royal Navy. So, it is not an interception attempt—it's an effort to bring the Royal Navy to battle! The Germans win the ensuing naval battles, although not without some loss. Twelve Kriegsmarine factors limp into Kiel, spent for the turn, and so there will be no Sealion. The Germans do clear the last British forces out of France, however. Meanwhile, the Regia Nautica also sorties, attempting to transport three armor units into the Vichy Colony of Lebanon-Syria, through Beirut. Success means that there will be Italians in Suez City by the end of the turn, and the British may very well lose Egypt.

The attempt is met by everything the British can scrounge in the Mediterranean. With some luck, even the force from Gibraltar finds the Italian fleet, and the Italians are turned back. Egypt is safe, for now. The Axis make only minor gains in the East with their attrition.

The British are pretty much spent, and so do nothing but make a couple of attrition attacks in both the Mediterranean and the West, adjusting their defenses to cover everything with a now depleted Royal Navy. The Soviets, however, aren't quite finished for the year, and take Helsinki in an offensive, without loss. The Finns surrender. Although the Soviets lure some Luftwaffe out for defensive support, no other significant attacks are launched as the Red Army deploys for the coming Axis Spring offensive. The Soviets end the turn at full strength, save a single air factor. A thin line faces the Axis along the Soviet border, with a secondary main line of defense further back, mostly out of Axis air and paratrooper range. The stage is set for four successive Axis offensives in the East in 1941.

We will leave the war here, and pick it up with Axis offensives in both the East and the Mediterranean to start 1941....

Treasurer's Report

Here are the numbers since last time:

Checking Account Balance (1-24-06): \$ 7,589.63

Income:

Dues and contributions \$385.39

Expenses:

K Printing \$155.64

Transfer to Perpetual Fund CD \$3581.39

Checking Account Balance (3-26-06): \$4,237.99

Perpetual Fund Starting Balance: \$1,257.77

Interest Income: \$7.83

Contributions transferred from checking: \$3,581.39

Additional contributions: \$84.00

Perpetual Fund Balance 3-26-06 \$1,930.99

Total Balance in Perpetual Fund CD, 3-26-06: \$ 4,930.99

Our Perpetual Fund CD matured on March 24, 2006. As of this writing, all funds contributed to the Perpetual Fund have been deposited into that account. In addition, in order to earn some additional passive income on our balance, \$3000.00 was transferred to the Perpetual Fund CD from the Checking Account. This should net us about four times the interest earned during 2005, estimated at about \$221 at a 4.5% annual yield, while leaving ample funds in the checking account. The CD maturity term was reduced to one year from fifteen months to keep the maturity date each year at the end of March. March is a good time to make both deposits and withdrawals from the account for the rest of the year, given the timing of dues collection.

Until next time, *Brian Stretcher*

What is the box below? See the Editor's Corner for an explanation.



AHIKS now has a folder in the Consimworld Forum, Clubs and Organization:

<http://talk.consimworld.com/WebX?50@9.h3habJryQDX.14@.1dd10768>

In this is one instance where the AHIKS name proves useful—we're at the top of the list! I've got a query in to John Kranz on how to make our logo show in the header. Right now, I could only get it in there as a link. For the introduction, I copied the intro on our web page. Let me know if any changes are needed.

The most important thing, of course, is for AHIKS members to start posting messages so that we can attract new people.

Roger Eastep

(Continued from page 7)

17. How would you like the ICRK numbers generated?

a) Have the total number of each number equal, i.e., in a 300 set of d6 numbers, there would always be 50 1s, 50 2s, 50 3s, etc.

b) Have the numbers of 1s, 2s, etc equal on both ICRKs but not necessarily 50 of each.

c) Have the ICRK numbers generated totally randomly, even if that means that you or your opponent may have a slight advantage with regard to die rolls.

5% a, 5% b, 90% c.

Since c) is the way my ICRK program works, I was happy with this response. However, I will be talking to Dan Gallagher, the member who created the ICRK program in FoxPro, to see if it would be possible to program the other two options so members could have a choice when they request a match.

18. Do you find the sums for each column of any use? Yes or no.

33% yes, 67% no.

I was really surprised that a third of you found the sums useful. I had deleted them a few months ago assuming that no one thought they were helpful. I will probably put them back in.

19. When a match is completed, do you know to send the results to the Ratings Officer, not the MC?

69% yes, 31% no.

I put this question in there mainly to remind you of where they should go.

One member asked if this was true for non-rated matches. It's encouraged. I'll let Andy Johnson speak more to that.

That's it for the survey. I'd like to thank everyone that took the time to complete it, and for your comments. Again, any and all suggestions for improving the MC services are very welcome. You can send your questions and comments directly to me at ahiks291@verizon.net, or post them in the AHIKS folder on Consimworld at <http://talk.consimworld.com/WebX?14@9.HaiJbGmZRer.2@.ee6b358>.

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 the above 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
Agincourt (GDW)	(0200)	Bowie M
Anzio (AH)	(1269)	Schneider E
Anzio (AH)	(0111)	Oleson
Attack Sub (AH)	(1382)	Massey E
Austerlitz (2nd Ed)	(0036)	Yarwood
Barbarossa to Berlin (GMT)	(1086)	Mitchell E
Battle of Bulge '65 (AH)	(1269)	Schneider E
Battle of Bulge '81 (AH)	(1051)	Heiser M
Battle of Bulge '91 Smithsonian	(1566)	Gregory M/E
Battle for Germany (SPI)	(0826)	Ten Eyck
Bitter Woods (AH/MMP/L2)	(0073)	Johnson E
Bitter Woods	(0036)	Yarwood
Blitzkrieg '75 (AH)	(1269)	Schneider E
Blitzkrieg (AH)	(1000)	McPherson
Blue & Gray II (SPI)	(0036)	Yarwood
Borodino	(0036)	Yarwood
Breakout Normandy (AH)	(1413)	Longest
Breitenfeld (SPI)	(0200)	Bowie M
Bull Run (AH)	(1252)	Brooker M
Bull Run (AH)	(1051)	Heiser M
Caesar's Legions	(1269)	Schneider E
Civilization (AH)	(1185)	Ringhoffer M
Defiant Russia (AP)	(0470)	Thornsen M
Diplomacy (AH)	(1210)	Fasio M
Diplomacy (AH)	(1252)	Brooker M
EastFront (Columbia)	(0044)	DeWitt E
Flattop (AH)	(1430)	Warnick E
Flattop (AH)	(1550)	Duffield
Fortress Europa (AH)	(1051)	Heiser M
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
Guadalcanal (AH)	(1051)	Heiser M

Invasion Sicily (GMT)	(0225)	Segarra E
Kasserine (GMT)	(0225)	Segarra E
Luftwaffe (AH)	(1269)	Schneider E
Monty's Gamble (MMP)	(1382)	Massey E
Musket & Pike (SPI)	(0200)	Bowie M
Napoleon at War	(0036)	Yarwood M
On to Richmond (AH)	(1075)	Morley E
PanzerBlitz (AH)	(0711)	Leonard E
PanzerBlitz (AH)	(0826)	Ten Eyck
PanzerBlitz (AH)	(1269)	Schneider E
Panzer Leader (AH)	(1382)	Massey E
Panzer Leader (AH)	(0711)	Leonard E
Panzergruppe Guderian (SPI)	(0275)	Scanlon M/E
Paths of Glory (GMT)	(0470)	Thornsen ACTS
Pre-Stags (SPI)	(0817)	Riley E
Raphia (GDW)	(0200)	Bowie M
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
Rocroi (SPI)	(0200)	Bowie M
Russian Campaign (L2)	(1566)	Leonard E
Russian Campaign (L2)	(1566)	Gregory
Russian Campaign (AH or L2)	(1243)	O'Connor
Russian Campaign (AH)	(1252)	Brooker
Russian Front (AH)	(1086)	Mitchel E
Russian Front (AH)	(0036)	Yarwood M
Stalingrad Pocket II (Gamers)	(1553)	Evenson E
Submarine (AH)	(1468)	Thomas M
Submarine (AH)	(0012)	Jolly E
War and Peace (AH)	(1554)	Trosky
Waterloo (AH)	(1382)	Massey E

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

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: May 31, 2006**

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. Additional information about current rates is available from the Treasurer 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.

Editor's Corner

In the last issue I started embedding live hyperlinks in the web version of *The Kommandeur*. Aside from **Tom Thornsen** explaining why some of the links did not work, I got no feedback from the membership. The hyperlinks are back in this issue, but, if I do not hear from at least ten (10) members that this addition is useful, the hyperlinks will not be included in future issues. I don't mind expending extra effort if it will be useful to the membership, but I do hate wasting my time.

Bob Johnson correctly IDed the bridge in the web version of 41/1: Burnside's Bridge at Antietam.

Thanks to **Tom Walsh** and **John Trosky** for offering copies of *The General* issue I was looking for.

The latest issue of *The Despatch*, AHIKS-UK's newsletter, is available at our website.

Thanks to **Jim Sander** for initiating what I hope will be a series of articles on computer-assisted game play.

It is good to have **Alan Poulter** back with his popular column.

This is one of those rare, delightful times for an editor, when there is

more material on hand than there is room to print it. You have much to look forward to in future issues, including another game variation from **Al Bowie**, and a replay from **Tom Hanover**.

If you are reading the paper version, make sure you access the web version of this issue. There are more pages with upcoming events and articles from **Kev Reid** and **Tom Thornsen** that would not fit on 12 pages.

Currently I am reading James Hornfischer's "The Last Stand of the Tin Can Sailors." It is an excellent book on the naval engagement off Leyte during the invasion. A strong Japanese fleet was attempting to bombard the invasion beaches, and all that stood between it and the beaches was a small force of destroyers and "jeep" carriers. I give the book a strong recommendation.

Until I am rebuked, I am going to use some military word-play puzzles for filler instead of clip art. Each puzzle will describe a military word or phrase. The first one is at the right. Another is on page 9.

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

User name="AHIKS"
Password="Rifle" (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 Rifle.)

If you are not successful with the above address, try:
www.angelfire.com/ny4/gmtom/ahiks.htm

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

To use the hyperlinks, when your cursor turns from a hand to a pointing hand, left click. Depending on your server, there will be a longer or shorter delay to make the connection.

1. What military word or phrase does the following describe?

TROOP TROOP

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(Continued from page 4)

message about using an old game box file. Simply click OK.

In general, each game box includes maps, counters, information counters, etc. Clicking on each will display them in different windows. Do not worry about ruining anything; the game box can always be reinstalled. Explore. Move some counters on the board. Load a scenario if available. (**Cry Havoc!**, for instance.)

You have now gotten as far along as I have. Like any bright, shiny object, I was distracted from actually trying out the system by searching for my favorite games. However, Mr. Granville and I have agreed to try out the system in a mini-game. I will pass along what we learn in a subsequent K.

In the meantime, please send me any questions, comments, or suggestions (must be something that is physically possible for me to do). I will be glad to hear from you.

Jim Sander
jimbogbp@comcast.net

(Continued from page 5)

the German player has flexibility where his replacements appear.

Posted March 9
 Yes, with quality play, I think the Germans *should* come out on top most of the time in a three-player match of **Battle for Germany**, as they should most of the time PBM two-player, but only barely. If I recall, if the Germans can end their last turn on each front with at least one unit in front of Berlin, the city cannot fall. Impetuous German play is not likely to succeed, though, even with good luck. Even with care, with a run of luck for one of the Allies, and that power may just get in, because there is little margin for error...

...Posted March 24
 News - ...Cyberboard version 4.0 will have a real-time on-line play feature...

★★

(Continued from page 3)

FREE GAMES

Dubious Games Khan of Khans

(expansion for **Chevauchee**)
<http://games.groups.yahoo.com/group/Dubious-designs/>

La Guerra Civil Espanola

(JuanCarlos Cebrian/Nicolas Eskubi)
<http://personal.telefonica.terra.es/web2/txominweb/GCE-Demo.zip>

Montebello expansion for Marengo

(The Gamers/MMP)
<http://www.gamersarchive.net/theGamers/archive/nbs/NBSMarengo/Montebello.zip>

Vector V5 (Nigel Hodge)

<http://grognard.com/board.html#v1258>

OFFICIAL RULES

1776 (AH)

http://www.boardgamegeek.com/file/6177/1776_Rules_3.5_megs.pdf

Afrika Korps (AH)

http://www.boardgamegeek.com/file/6550/Afrika_Korps_3d_ed.pdf

Britannia (FFG)

<http://www.fantasyflightgames.com/PDF/britanniarules.pdf>

Kursk 1943, Alea #31

<http://grognard.com/info1/kurskalea.doc>

Lest Darkness Fall, S&T #234

<http://grognard.com/info1/lest.doc>

Twilight Struggle (GMT)

<http://grognard.com/info1/twilight.pdf>

ERRATA

7 Ages (ADG)

http://www.boardgamegeek.com/file/12459/7Ages_FAQ_draft_Mar2005.doc

Bittereinder, *Against the Odds* #13

http://www.atomagazine.com/errata/errata_bittereinder.pdf

Britannia (FFG)

<http://www.fantasyflightgames.com/PDF/britanniafaq.pdf>

A Dark & Bloody Ground, *Against the Odds* #7

http://www.atomagazine.com/errata/errata_dbg.pdf

Triumph of Chaos (Clash of Arms)

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

Twilight Struggle (GMT)

<http://www.boardgamegeek.com/thread/91834>
<http://grognard.com/errata1/twilight.doc>

Le Vol de l'Aigle (Pratzen Editions)

<http://grognard.com/errata1/flightfaq.pdf>

Rules Translations

Frederick II, *Vae Victis* #65

<http://grognard.com/info1/frederickII.doc>

La Guerre de Troie, *Vae Victis* #66

<http://grognard.com/info1/trojan.html>

Mlawa 1939 (Tcktyka i Strategia)

<http://grognard.com/info1/mlawa1939.doc>

Nordkapp, *Alea* #29

<http://grognard.com/info1/nordkapp.doc>

Stalingrad 1942-43 (Tcktyka i Strategia)

<http://grognard.com/info1/stalingrad194243.doc>

★★



Kev Reid @ CANCON

I recently attended CANCON (CANberra CONvention) here in the Australian capital, Canberra, and thought the readership might be interested in hearing about this. The competition is held every January over the Australia-day long weekend—three days of games and competition. The weather was warm for the competition with average temperatures of the mid 30's Celsius, packing many players into the building then meant checks against one's constitution to stay the course.

ASL was well represented with 10 tables going, the board games only managed 5 tables this year. In the later competition the following games were played, **Bitter Woods**, **Paths of Glory**, **Storm over Arnhem**, **Cromwell's Victory**, **Memoir 44**, **Victory in the Pacific**, and **Down in Flames**.

As always, there were many miniatures games going with what looked like DBM or DBA being the most popular. The traders were well represented with numerous stalls and a second-hand mart. I noticed SPI's **War Between the States** going for \$70 Australian; it had laminated maps and was in reasonable condition. It didn't sell and to me is indicative of the market that the smaller and quicker games tended to be those moving. I picked up an issue of *Command* magazine and game but otherwise didn't find anything at the second-hand stall that I was looking for.

Before the competition, players vote from amongst a short list of favourites for those to play. The games require a scenario playable in 4 hours and a method for determining victory in the competition terms. There are 10 points available from each round, and these may be split between each player depending on the end result of the game. A draw would be 5 points each, marginal is 6 to 4 and so on. The winner of the competition is therefore the player with most points out of 50, there being 5 games played over the 3 days. The actual match-up is dependent on previous competition results, it works well in matching up players of generally equal experience, thereby ensuring the lower-ranked

players can still win. They are playing against similarly skilled opponents and thereby can still accrue the requisite points to win.

In the boardgame competition I ended up with **Paths of Glory** for the first match. I played that to 6-4 loss, learnt a couple of tricks, and was satisfied with the result. My second match of the day was in **Memoir 44**; having been taught this only in proceeding days, I had no great hope. In the end I managed a 10-0 win, quite surprising. Playing it reinforced my opinion this game was strongly dice dependent. I'm sure others have come across games they feel are like this. **Victory in the Pacific** is another I find very dice dependent. Great strategy and play is really undone in these games.

The following day I ended up playing **Memoir 44** again. This went 7-3 against me, playing against the competition organiser.

My game in the afternoon was against one of the acknowledged masters of the boardgame competition. He had played in more of the CANCON sessions than I could ever hope to. It was an 8-turn scenario of tournament **Bitter Woods**. I ended up playing the Allied side and with trepidation took to the cardboard field. Nick played well, and I felt my first two turns were good; I held him from making any real early gains. Then around 17am turn I made a mistake and had 3 infantry regiments surrounded and destroyed for failure to retreat. Disaster, I thought. It was going to be extraordinarily hard to plug the line as the turn reinforcements could not make the front line. I did my best and allowed further movement west than he had achieved in previous turns. On the 17pm turn Nick managed to get the entire 1st SS Panzer division south of Malmedy and between an infantry plus an artillery regiment and their safety. Looking at the situation Nick thought I had lost—too many losses and a very difficult job of forming a line. I said I could get 2:1 on Peiper and his cohorts in that hex; would he concede if I managed to eliminate them? A short

diversion is necessary here. Under the Australian competition rules, we assign a value to units destroyed and towns captured. Locations further west are worth more, and lost units are weighted against the Germans. Losing armour or mechanised is particularly costly. Those three units were worth 20 VP if I could take them out; it would be very hard for Nick to gain enough points to cover this. Nick agreed, I rolled the dice and generated a 2 (there was no +1 drm, as the SS units ER for being OOS is one less; this makes Peiper equal to the Americans 5). This required a retreat that could not be made and eliminated the entire 1st SS Panzer. It was a really memorable moment in all the games I have played. Nick conceded the game, and I took a 10-0 win into the final round.

Going into the last game I was in 3rd with a shot at winning, as long as number 1 had at least a draw. The draw pitted Number 1 against 2 in a game of **Storm over Arnhem**. This was Avi's (number 2) strongest game. I scored **Paths of Glory** and ended up getting the Central Powers. Until Limited War all was going well; after that the wheels fell off completely. The Allies drew both Near East armies, and I didn't get the Bulgarian armies until the 4th turn following. Without a path to Turkey, I couldn't strategic move any reinforcements to help. The Kemal card was lost to a blistering defence roll of 1 against his much better roll. Turkey was going down! I ended up with a 10 – 0 loss as the CP went out to a completely conquered Allied Player. For those wondering, I was trying to distract with efforts in Russia and that country was going down. It would have been all over for Russia if there had been one more turn.

In the end I achieved 3rd position, and I had really enjoyed myself. It always turns out to be 3 or 4 days of beer, games, and none of the real life hassles. If ever you find yourself in Australia in late January, give some thought to our version of a game convention.

★★

From Tom Thorsen via AHIKSOL

It seems like the crop of new titles coming out every month has something new for me on a regular basis. It is difficult to keep up!

By e-mail I am playing two games of **For the People**, one in the BPA-sponsored tournament and the other an AHIKS match with Michael Mitchell. I have two games of **Empire of the Sun** going, both for fun. Since both of these games are "card driven games" (CDGs) they are both on ACTS. The moves are all posted on the on-line journal and players each keep their own game boards updated. So far only a couple of miscues where the boards were out of sync.

I am in two multi-player games. **Age of Renaissance** is also on ACTS, so no GM is needed. I am also involved in a 5-player GMed game of **7 Ages** (Australian Design Group).

I am looking for a **Paths of Glory** match, if anyone is interested. I have not played it in a couple of years and would like to shake off the rust.

Those are my current PBEM games. I have a group of about 10 people who meet every Wednesday

evening for some FTF games. **Twilight Struggle** (GMT games) is the current favorite, a great game on the Cold War that takes less than three hours once you learn the cards. I just started playing their most recent release **The Burning Blue**, which is a simulation of the London Blitz—5-minute turns, so very involved with air combat.

Since Brian asked, I may attempt to organize an AHIKS tournament around **Defiant Russia, 1941** from Avalanche Press. For \$20 plus shipping this is a great little game. It takes just about 3 hours to play all 7 turns once you get the hang of it. The mechanics are very similar to **The Russian Campaign**. Each turn is one month, and it runs from June through December of 1941. Most turns have the usual movement, combat, exploitation movement, exploitation combat sequence. One significant difference is that while phasing units must attack *all* defenders they are adjacent to after the movement phase, this restriction is lifted for combat in the exploitation movement phase. Since most German units can move in that

phase, they tend to just move adjacent to the Russians in the exploitation phase, make selective attacks against defenders where they have a huge advantage and then force the Russian to either counterattack in his turn or fall back.

The game mechanics result in the German advance being a bit slow in June and July, falling a bit behind the historical schedule, but by September they have usually made up the ground and are looking for the VP cities they need to win. The game ends with the Russian being able to conduct a winter offensive in the December turn which is usually quite effective.

Victory conditions are mostly based on control of VP cities. There are a total of 11 VPs at the end of every game based on cities controlled, the fate of Stalin and which side lost the more units. This game is very friendly to PBM, which is the type of tournament I would attempt to organize. Be prepared to burn through ICRKs in a hurry, as the combat system is based on rolling 6s to hit, and many battles will involve 10 or more die rolls for one side or the other.

I have posted a match request for this game to test it out for PBM. ★★

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 _____

Upcoming Events

April 7-9, Glen Ellyn, IL
 CODCON XI
 RPGs, CCGs, Miniatures, Video/
 Computer Gaming, Board/Table
 games. Vendors will be present.
<http://www.codcon.com/>

Apr 8-10, Stonybrook, NY
 ICON
<http://www.iconsf.org/>

Apr 8-10, Lancaster, PA
 COLD WARS
 Contact: Ferkin Doyle
 E-mail: alfhogg@bright.net
<http://www.coldwars.org/>

April 21-23, Sioux City, IA
 MAGE CON SOUTH
<http://mage-page.com/>

April 21-24, College Station, TX
 AGGIECON
 E-mail: emer-ald_tiger_eyes@yahoo.com
<http://cepheid.tamu.edu/aggiecon>

April 22-23, Plymouth, NH
 ECONOCON IX
psugaming@mail.plymouth.edu
 For more info, contact: Gaming
 Club, 19 Highland Ave. Suite A 30,
 Plymouth, NH 03264

April 28-30, Hamilton, Ontario
 THE GREAT CANADIAN BAYCON
 Game tournaments for Pirates of the
 Spanish Main, Magic: The Gathering,
 Yu-Gi-Oh!, Pokemon, and other
 popular games. Also open gaming,
 including all-night gaming rooms,
 wargaming rooms, live action role
 playing, and collectable card gaming!
<http://greatcanadianbaycon.com/>

April 28-30, Columbus, OH
 BPA BLOCK PARTY
 Contact: Bruce Reiff
 E-mail: BDReiff@aol.com
<http://www.buckeyeboardgamers.org/blockparty.htm>

Apr 28-30, Columbia, SC
 ROUNDCON
 E-mail: sean@roundcon.com

May 19-28, Lodi, CA
 WORLD IN FLAMES WEST COAST
 TOURNAMENT
 Deluxe World in Flames 1939 cam-
 paign. Same format as WIFCON for
 more info please e-mail
 Mark Ruggiero:
investor1965@sbcglobal.net

May 26-39, Los Angeles, CA
 STRATEGICON: GAMEX
 E-mail: ravageist@aol.com
<http://www.strategicon.net>

May 26-29, San Francisco, CA
 KUBLA CON
<http://www.kublacon.com/>

June 2-4, Collinsville (St. Louis
 metro area), IL
 DIE CON 6
 Historical, sci-fi and fantasy minia-
 tures; family games; collectable card
 games; dealers.
<http://www.diecon.com/CSK/default.aspx>

June 6-11, Tempe, AZ
 CONSIMWORLD EXPO 2006, FEATUR-
 ING MONSTERGAME.CON 6.0
 The official annual event sponsored
 by ConsimWorld.COM. Venue in-
 cludes monster gaming, open-gaming
 venue, special events, game demon-
 strations, breakfast seminar series,
 game auction, flea market, door
 prizes, industry personalities, and
 much more!
kranz@consimworld.com or
<http://www.consimworld.com/expo>

June 28-July 2, Columbus, OH
 ORIGINS INTERNATIONAL GAME
 EXPO
 Players of any kind of game will find
 a place at our game tables.
<http://www.originsgames.com/>

August 1-6, Lancaster, PA
 WORLD BOARDGAMING CHAMPION-
 SHIPS
 150 Boardgame tournaments, open
 gaming and auction spread over six
 days; the largest gathering of pure
 boardgaming activity anywhere in the
 U.S.. Large publisher presence Friday
 - Sunday.
 Don Greenwood: doncon99@toad.net
 or <http://www.boardgamers.org>

August 10-13, Indianapolis, Indiana
 GENCON INDY 2006
 E-mail: Jeanette.Keblish
<http://www.gencon.com/>

September 15-17, Springfield, OH
 ADVANCE THE COLORS
 E-mail: David.K.van.Hoose
<http://www.hmsgreatlakes.org>

A good source for information on all
 kinds of conventions is the Steve
 Jackson game site:
<http://sjgames.com/con/>

Back issues available on CD

Back issues of *The Kommandeur*
 edited by the current editor are avail-
 able 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.