

## From the President

**G**etting In On The Ground Floor (and just maybe getting a free game!)

Have you ever given any thought to getting into the wargame design business? How about getting a copy of a hot new game coming out next year? Think you'd like to get your name on the credits for that new design, but not quite sure how to do it?

If you've answered yes to any of these questions (or even maybe), then you need to know that while the numbers in our hobby seem to be leveling off, that doesn't mean the creative juices have slowed down at all. The advent of dtp (desk-top publishing) has put the ability to get a game published in the hands of virtually anybody with a computer. Remember our Silver Anniversary Issue of *The K*? We published **First Blood: The Guadalcanal Campaign**, which later appeared in a heavily altered format in *S&T* #178. Through the kind permission of Dr. Cummins, the original AHIKS version is currently available for download to the entire world for free on web Grognards:

[www.grognard.com/fb/index.html](http://www.grognard.com/fb/index.html)

When you check it out, you'll note that there are upgraded graphics by Jeff Kuhn (who, by the way, earned a couple of awards for his work!). This is just one indicator how far things have come in 15 years. The point is: on the design side, our hobby has never been stronger or more diverse or had so many opportunities for the average gamer. There are literally dozens of titles in various phases of completion on nearly every subject you can think of. If your talents don't tend towards the creative, I'm guessing your talents *do* tend towards *playing* the games we love. And herein lies your opportunity.

The hardest part of game design is finding playtesters who will actually

*play* the design in order to weed out the errata. Not only is this a great opportunity for you to get "inside" the hobby, it is also a great opportunity for you to have a hand in reducing the amount of errata and 2nd-edition rulebooks that get printed. For example, Bruno Sinigaglio is just getting started heading up a team that already includes Randy Heller to produce a **Wacht Am Rhein** scale game on the Battle of the Bulge using Randy's excellent **Bitter Woods** game system to produce a playable monster game. Now would be a great time to introduce yourself to Randy and Bruno and commit to some serious playtesting. Those who put in serious work and feedback are usually rewarded with a free (or reduced cost) edition of the game when it is finally printed. In the case of Bruno and Randy's project (which I'm trying to convince them to title **Bitter Glory**), that could be a windfall to you of \$100 or more. I myself am still taking on new recruits for my sci-fi title **On The Bounce!** which is already promised to L2 Design Group.

Other opportunities abound. Ask around. Get involved. Check out Consimworld. You'll be surprised what's coming down the pike that people are needing help with. Would it be cool for you to show your family the rulebook for a new game that has *your name* listed on the credits? Trust me, you'll be surprised at the respect your hobby suddenly gets when your name gets in print.

And if you just can't seem to get the folks at home excited about pushing cardboard, when was the last time you took the time to play a game that the rest of the family enjoys? Want to surprise them with something simple, new, and exciting? E-mail me directly and I'll send you the rules and a scoresheet to my newest mainstream game, **Comboe!**, which is basically a **Yahtzee**-style game with a few cool

twists that'll get the blood pumping. All you need are four 6-sided dice and a pencil. If you don't have those floating around the house, you probably shouldn't be reading this...

The idea is this: support our hobby by getting involved. But don't neglect your family by never playing games simple enough for them to just relax with (and that are age-appropriate for the kids). The whole reason I believe our hobby is the best around is because the play emphasizes *human interaction*—not people sitting on couches playing with themselves. Video games that is. Get involved. Enjoy the company of others. Get published and have fun. Life is good! Get out there and enjoy! And don't forget: little hands that throw dice today grow up to push cardboard tomorrow...

Your Buddy, [Chester](#)

## Editor's Corner

The password for the web last time, "Puma," was the codename for a projected invasion of the Canary Islands in 1942. The current password, "Epsom," was the codename for an operation in 1944. Do you know what it was? Answer on pg. 11.

Currently I am reading "**Battle, A History of Combat and Culture**" by John A. Lynn. His thesis is that culture determines to a great extent how an army fights. His most telling example is that of the Arab armies that fought the Israelis. Arabs were reluctant to send bad news to HQs, which then worked in the dark, and they relied too much on orders from above, so they reacted very slowly to a changing battlefield. Lynn believes it was the Arabs' inability to defeat Israel on the battlefield that led to the current style of conflict: terrorism.

## Consimworld Expo 2006

### From Tom Oleson

Monstercon was a microcosm of what this hobby means to me: another regular visit with old friends like Omar (touting the club, thanks!), Richard Berg, Mark Simonitch, and others too numerous to mention; re-newing contact with old friends unseen for decades, like Pete Menconi and Rian van Meeteren, from Holland; keen but friendly **EuroFront** competition with the splendid updated new map/counters with opponents familiar and new, all great guys; wandering the hall marveling at the inventiveness of this hobby.

The hotel again was nice, plenty of free food. The con was very smoothly run, with seminars and game-shopping opportunities. I lost narrowly as Germans in **EastFront**, despite surrounding Moscow. One **EuroFront** started in 1939, ended about half way through when Soviets were obviously winning. The second game started in 1943, Germans won that time.

I could not work up the courage to ask some of the players gamely wielding tweezers to manipulate literally thousands of counters in games on the same topic as the super-playable **EuroFront**, why they preferred their games to ours! I realize the inherent nature of the block system denies you that Slovak motorcycle brigade (3 counters).

See you there next year?

P.S.

I have noticed two amusing hobby phenomena.

1. Most designers of ETO games then want to pair them up with a Pacific game.

2. The first game on a subject gets the concise title, "Stalingrad," "Waterloo," etc. The following games on these favorite topics quickly exhaust easily-recognized titles. Something like "Son of Stalingrad" is more suitable for cinema, so what is left are generic titles like "Blood & Steel," suitable for most eras.

★★

### From Omar DeWitt

I arrived late Friday afternoon and looked around the gaming room. There was no one at the registration desk, so I just wandered around. The Expo was in one large room, but there were four or so open-gaming tables in the hall. Former AHKS officers **Tom Oleson** and **Pete Menconi** were involved in block games of **EastFront** and **EuropeFront** and had been since Tuesday.

On Saturday I formally registered for the day. There is really very little that one can do in one day as far as monster games are concerned. There were a few games going of manageable size but most of them took up two tables and involved five or six gamers. Former AHKS' editor and probably the most well-known current game designer, Richard Berg, was playtesting a new game **Onward, Christian Soldiers**, which covers the first crusade. It has evolved from his SPI game **The Crusades** (I believe that was the title). **The Crusades** was an excellent two-player game; **Onward, Christian Soldiers** can accommodate seven players, and seven of us sat down to play. With the help of some friends, my Sicilian Normans took Antioch, but then the moderator went off to a 3 PM lunch, and I decided to call it a war.

The attendance at the Expo was around 210. The accommodations were very nice. The chairs were upholstered and had spring-backs and wheels. There were plenty of large tables. From 12:30 until 5:00 a food kiosk was open for the attendees. We went in and took whatever we wanted. It was stocked with gamer food: chips, pretzels, sodas, coffee, cookies, brownies, ice cream, nuts, and, strangely enough, a pasta dish. There was no limit on the food, and several gamers gained a pound while I was watching them.

The hotel was very well appointed and was only a block from a main street in Tempe.

If you have a humungous game that needs playing, you should consider Tempe next year and free up a week.

★★

### From Pete Menconi

For those not conversant with **EuroFront**, it's a block game that's a compilation of four areas of play (East, West, Mediterranean, and North) on a 65" x 46" map. Roughly a maximum of 250 blocks in play. Monthly turns with one supply and two move/battle segments to each turn. A year is 12 such months, with the year divided into Summer and Winter time frames, and each movement phase (24 per year) subject to individual weather conditions (East and West halves can have different weather; Med is always dry; North has choices of: Snow, Snow, Snow, Snow, More Snow\*). Each hex is about 1.5" across, enough to place four of the blocks in it. Wide-nosed tweezers are advisable for more crowded areas; palsy victims need not apply.

Game playability analysis: it involves Europe and hunks of Asia and starts in 1939, going to 1945, something in the neighborhood of 120 movement phases. Bring chocolate, lots of chocolate. However, scenarios are well crafted for shorter obligations. Four players did the '43 to the end in about 12 hours of play. Ok, maybe 15 hours (it was late, I was hallucinating). It really helps to have four players, two for each front. With six players, you can run 24/7 in relays as the extra two take naps. Let's call it about 160 man hours to do a '39 to the end if no one screws the pooch early on. It goes faster if you have Craig (author) there to help. He rents out at a paltry \$35 per hour plus food (and eats like a bird). Bottom line: it was fun to play.

Game second edition is just now entering sales, and you have to buy three boxes: East, West, and Euro to Do It All; but East and West are valid games in themselves, with Euro tying the two together and providing action in the Med and North. **EF2** is available now for \$99, and you can pre-order **WF2** and **EuF2** for about \$80 each, due out over the next couple of months. Don't buy an old edition

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\*concept courtesy of Omar DeWitt, in his famous game, **Hamburger Helper**, the story of the Donner Party.

planning to upgrade. Labels for blocks have to be applied by the consumer, but blocks are about 1" square so it's easier to work with than the usual cardboard counter (or, shudder, those paper counters you had to glue to cardboard).

If you're not familiar with block counter games, the large wooden squares (1x1x1/2) are easy to handle and easy to see. The opponent just sees the blank back, fog of war. The label shows type (armor, infantry, mountain, etc.) which in turn defines how it moves and shoots. Strength is determined by which side is rotated up, which allows up to four steps. It works rather nicely.

These x-Front designs all share a really nicely conceived limited-resource control scheme: all movement derives from an HQ unit, and these units (scarce, of course) vary in control range and power and capacity. You can build them up one step each month, but then need to use them for the two monthly ("fortnight") movement turns. To really "run the board," you need three HQ units next to each other which allows two "builds" each month, and two expenditures (one each fortnight) to run the troops. Of course, you only have 4-5 HQ for an entire front, so you tend to run strong for a month then take a month or two to rebuild. This really drives home the basic shortage of resources.

Combat is rather neat, but you have to keep the rules straight. The resolution of a battle resolves air strikes first (these are abstracted as a function of the HQ unit, which can assign only one such strike per battle turn). The defender rolls a quantity of D6 dice equal to its strength rating (1, 2, 3, 4), and hits the attacker on a 6 (all units) or a 5 & 6 (mech infantry). An attacking unit rolls the same quantity of D6 dice as its strength (1, 2, 3, 4), scoring hits on 6 (all units), 5 & 6 (armor), or 4, 5, & 6 (SS armor). If the defender achieves a hit, the attacker takes the loss (one step) immediately, which lowers the number of dice the attacker can roll. Attacking hits can be attenuated by terrain. If the defender has a river or mountain defense, 50% of the attacking hits count. There are special cases

where 33% of the attacking hits count (forts, special units, etc.). It makes attacking into the Alps a real fun party. Once you're into it, it goes smoothly and makes a lot of sense in terms of driving the direction of an attack or defense.

What I did with my vacation day: We played the '43 scenario, which has North Africa cleared of Axis, Italy still in the war, no second front, and the east front stretched out along the Kursk axis. The western Allies at that stage have neither the units nor HQ to make a major landing, so they/I first took Corsica (rule book in one hand, dice in the other), hoping to cause enough Italian losses for them to surrender, which they eventually did. I then laboriously shifted over to invade Yugoslavia (the soft underbelly, remember?) with the help of Tito (the Axis didn't garrison Yugoslavia well enough). However, that gambit stalled because I didn't put in enough HQ power, and eventually the Axis ground out and down the forces there, which all pretty much died in place.

Allied replacement rates being what they were, the dead rose from the pile within a couple of months. During this time, the Russians got in trouble. Supply effects in this game are excellently portrayed but can be tricky if you are just a little careless. If a player can isolate a hunk of his opponent's units, supply attrition (everyone takes a bite of the sandwich, one point each, sit and rotate) occurs at the end of the aggressor's turn. It hurts fast. Russians got pinched off, lost way too many units, and started staggering back. Axis kept punching and by mid '44 were roughly at Stalingrad, forming a big bulge into Russia much like they actually did (just a couple of years later than historical). Looked bad for a bit, but then the Axis player left a hex with only one unit. It happened to be fairly weak. Russian player fired up blitz movement, poked the hole, and trapped the spearhead (which had a bunch of admirably strong units). Within 3 movement phases, almost all the trapped units had died. (Nice rule: units cut off from supply die one step each turn; since they are generally also isolated from HQ units, any

attacks to break out result in only half casualties to the defender, making breakouts really tough.)

West Allies meanwhile invaded northern Italy, and Sicily (evacuated), then the toe of the boot. Axis evacuated Italy, but not soon enough to prevent 3 units (weak) from isolation and evaporation. Finally, late '44 the Allies invaded near Brest, but it was slow going. By near-end of the time line (April '45), evaluation of the board showed a marginal Axis victory and little chance of the Allies improving the results, so the baggie campaign commenced as the pieces marched off to storage.

Sum: good game, fun game. You have to like the subject, and some knowledge of history helps frame an understanding of what's happening. Admirable rules combination to give a blend of simple and complex. I really like games that demand planning around shortages of resources, and this accomplishes that very nicely. Take a bow, Craig.

★★

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

User name="AHIKS"

Password="Epsom" (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 Epsom.)

If you are not successful with the above address, try:

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

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

## Game News

from Alan Poulter will return next issue when Alan is back from vacation. In the meantime, visit his excellent web site at

<http://www.grognard.com> or write him at [grognard@grognard.com](mailto:grognard@grognard.com).

## The VP's Corner

As I write this column, I find myself in the middle of preparing for the World Boardgaming Championships, which are only a few weeks away. The new location in Lancaster County, PA, is a welcome change from the Baltimore suburbs, and I look forward to the pleasant drive from New Hampshire to the convention site. It will be interesting to view the AHIKS Iron Man trophy on display for the first time. It will be my pleasure to report back on its reception here in the pages of *The Kommandeur*. I have decided to take a different approach to competitive play this year. I will participate in some tournaments I have not entered in the past. Not a big revelation, but I think it's time to try something new for a change. Former AHIKS member, Steve Likevitch, was kind enough to fly out recently to spend an intense weekend of game play in my loft, where he taught me the finer points of **Anzio**. We played numerous games of the 15-turn scenario and one of the 6-turn scenario. When the dust settled, my record was won 2, lost 5. I now feel competent enough to make a good showing of myself, and I look forward to squaring off against the likes of other participating AHIKS members, such as Tom Oleson and Bob Ryan. Wish me luck, as I will certainly need some.

I read the Consimworld reports on this year's ORIGINS convention with interest. I last attended an ORIGINS convention back in 1999. For the most part, it was an enjoyable experience, particularly with regard to rekindling old friendships with fellow gamers I had not seen in many years. However, I witnessed the perennial problems with the staff, who seemed to know little about the locations of events and seemed to delight in exercising their positions of authority. I really dislike a convention where one must pay a fee to get in the door and then must pay individual fees on top of that to attend specific events. Perhaps that's just my paradigm, because not enough voices of protest have been raised to put an end to this apparent ORIGINS tradition. I sat in on the awards presentations back in '99

and was struck by the apparent lack of methodology in choosing the nominees. The winner of the best Historical WWII Boardgame turned out to be a game based on a hypothetical engagement between two protagonists, a historical scenario which never, in fact, transpired. When the designer was told of his accomplishment, the immediate response was that of surprise and laughter, with the exclamation that the battle never took place. One of this year's nominees for best Historical WWII Boardgame was one I played a couple of months ago with a fellow AHIKS member. I sadly found it to be one of the worst games I have encountered in the past decade; it had poorly written rules and contrived game play.

Perhaps the ongoing status of these annual ORIGINS awards could be an opportunity for AHIKS to step in and offer some accolade(s) of more substance? When the ORIGINS awards are announced, there is no substantiation as to why a particular game was nominated. If AHIKS were to establish such awards, I suggest the individual provide a short essay as to why he thinks the title is deserving of recognition. I think this would provide more credibility to the nomination, and certainly to the award winner. Who knows? Perhaps someday the annual AHIKS Award(s) for best games would surpass those of ORIGINS in credibility.

I look forward to seeing as many AHIKS members as possible at this year's WBC. Cheers and good dice to all.

Randy Heller

1. Can you identify this military word or phrase?

A  
R  
M  
T H R O U G H  
R

## Blocks or Counters?

From Nick Palmer to Tom Oleson

I've been getting to know **EuroFront**, as a friend is a fan. It's a good game, but I still prefer the subtleties of counter-based games. **EuroFront** is a little too "gamey" for my taste. HQs feeling tired? *Nothing* moves for hundreds of miles. Mud? The entire continent is awash with it simultaneously, and the war halts. Is armor harder to kill than infantry? Nah, if your volksgrenadier rolls a 6 it kills everything with equal ease. Fighter aircraft? Not invented. Submarines? Don't exist. And that maddening rule that you must spend or save 100% of your production...why??

But it's good fun all the same, just harder to suspend disbelief.

From Tom Oleson to Nick Palmer

It is always a pleasure to hear from one of the giants of the hobby, one of those without whom it would not be what it is today.

Do you recall the "heuristic" **Afrika Korps** game done by the late great Redmond S. in which you could count the gasoline jerrycans but nobody could play it?

In my frequent strolls between our **EuroFront** table and the men's room/snack bar section of Consimworld Expo, there was a group of guys huddled over an ETO map with thousands of counters arrayed along a front line which day after day hardly seemed to move! It is redundant to remind *you* of the debate between playability and realism. I often go to Canada for long weekends during which just designer Craig Besinque and I play and replay **EuroFront** resetting the game in a few minutes, without a great deal of fatigue. *Much* realism is ignored, as you mention, but blocks *do* have some advantages, such as fog of war. I like the logistical aspect. It does *not* seem realistic to me to be able to move everybody all the time.

I enjoy easy set up, easy restart, many opportunities to do this or that, logistical planning. Surely we agree no game is immune to criticism, and for those who prefer the traditional counter games, I can only say "Enjoy!" ★★



## WBC Report: That Was Fun! by Bill Watkins

I wasn't sure who was trying harder to kill me—the American paratroopers in **ASL SK** or that nice waitress at Stoltzfus Farms. The paratroopers cleaned my clock, but Stoltzfus Farms made it all very, very enjoyable!

Don Greenwood told me attendance at WBC was about the same as last year. My gut reaction was there were more and younger this year. Maybe I'm wrong, but it certainly seemed that way.

Check-in was easy, as usual. Roger had all the AHIKS Iron Man stuff laid out. I'm getting to look more like that trophy.

The dealers' room was a big improvement on last year's. I made a nice deal with Avalanche Press. That totaled \$120 for \$180 worth of games, including \$5 off the already reduced **Gualdalcanal**. No, that's what the box says, in big letters!

Belle & Blade (800 365-2104) dominated the middle of the dealers' area. I do believe they've got every military topic on film. There was a whole rack of films in Russian. I was able to pick up the great "Cross Of Iron" and, incredibly, Mussolini's propaganda epic "Scipio Africanus." Yeah, that's the one with Hannibal's elephants charging past the telephone poles.

ATO was there, along with L2 and some smaller and newer companies. GMT had a big presence. MMP had bargains. I even ran across Scott Paler, whom I haven't seen since I did consulting for his West End twenty years ago.

Tons and tons of tournaments. Most tournaments were immediately preceded by a demo of the game. I got to watch a demo of **ASL SK** by Perry Cocke and Ken Dunn, followed by the tournament. Sadly, they paired me with Ken's son. We misread the victory conditions, and I discovered my Germans were going to have to pull off a successful Banzai to get me back in the game. Didn't make it. There were so many participants the finals didn't happen till 2 AM.

I was almost trampled by the rush to the **For The People** tournament.

There seemed to be good crowds wherever I looked. Same for the demos. I sat through half a dozen. Every one was well attended.

All in all, a heck of a good con. I even got written up in the program! Yes, that was me who asked for an experienced opponent in **ASL SK** Last year. I was really silly enough to think I'd learn.

If you go next year, don't fall for the Lancaster Host's propaganda. Their food is still pretty bad. Everybody who stayed there said they were treated pretty well; except they wouldn't let anybody check in one minute early, and when the time came, they had only one person on duty!

We stayed in a gawdawful place last year. It's since been taken over by Quality Inns, but that didn't shorten the stunningly long and exhausting walks down the halls. This year, we stayed in the Continental Inn across the street—same price as the Lancaster Host. *Except*, the Inn gave us free *real* breakfasts every morning, from omelets-to-order to some of the best bacon I've ever had.

Unfortunately, their wifi connection reached only about 10 feet from their reception desk. I had to crowd in with a bunch of other disgruntled gamers to get my e-mail. And we never did find a list of which cable channel was which.

First night, we hit Miller's, the place we didn't go to last year. \$23 for a smorgasbord dinner including excellent roast beef and all the desserts my wife could pack away. Second night, off to Plain & Fancy. That's family style, not as good as last year, but we got to sit with some interesting people, including a young French couple. On our last night, we took the plunge. \$17 per diner at Stoltzfus Farms. The waitress just kept bringing platters. Homemade sausage, ham loaf, and some of the most succulent fried chicken ever. Lovely.

As usual, we destroyed the outlet malls. On the way home, we went the northern route. That gets you a tour of Wilbur's Chocolate Factory and a

tour of Sturgis Pretzels. We made a stop along Route 80 at Harmony Beverage; we hadn't been there in 10 years. They have twenty feet of tables of penny candy as well as peanuts roasted in the shell, double cooked for total taste delight.

No, really, I do go for the gaming. The nice thing about the Lancaster location is there's plenty to do. I can take Peg and she doesn't resent the gaming! I don't have to stare at my shoes and try to convince her I had a lousy time!

I'm already signing up for next year. See you there.

★★

2. Can you identify this military word or phrase?

**man**  
&  
boy

## Tourney News

The **AK Crusader** Tourney has moved into the third round. It appears that the Germans may have a bit of an edge in this scenario; however, there have been British wins as often as German.

The **DIP** tourney has moved somewhat slower than we all wished, but we had vacations and my move from FL to PA to slow us down. After two years, the French-English alliance has a slight advantage over the three eastern powers. The question is whether the easterners can pull together and slow down the westerners. It is expected that the game will move more quickly once we get past Labor Day.

There have been no other requests for a Tourney, so it does leave some of us to wonder if there is really any significant interest in the program. I personally know that over the years that attempts have been made to find out what extra activities would interest the members—to little avail. Is it possible that the boardgaming public is a rather moribund group with little enthusiasm?

Bob Johnson

## Pea Ridge Post-Battle Report

by Tom Hanover

McCulloch orders McIntosh to redouble his efforts to open up both the Ford and Leetown roads. He also sends one of Hebert's regiments across Foster's farm to drive off a third enemy cavalry unit observing the column from afar. However, blistering fire from Union Colt Repeaters brings all three efforts to naught and the rebels remain pinned in place.

**To be continued with Union Turn 6**  
Continuing from last issue with:

### Union Turn 6 (11:30 am)

**Curtis** Greusel recalls 22 Ind and a section of Welfley's battery back over to Leetown Road to rejoin the brigade near Oberson's cornfield. Bussey's cavalry continues to stymie McCulloch's men, inflicting further casualties to McIntosh's brigade (3 *Tex C ammo depletes, the first CSA unit to do so*).

Near Elkhorn Tavern, Dodge shifts his brigade left to block Little's flanking maneuver. Vandever's 500-man brigade is nearly within supporting distance now.

Over in Clemen's Field, 3 Ill Cav drops back another hundred yards into the woods, only to come under fire from a masked Confederate battery on Huntsville Rd.

### Confederate Turn 7 (12:00 pm)

**Van Dorn** Price's brigade swarms across The Wood Lot to engage Dodge's men defending along the tree line. Behind this screen of infantry, Bledsoe's and Wade's batteries are brought up and deployed within 150 yds of the Union line, ready to provide supporting fire. In the ensuing firefight, however, the rebels make no progress as Clark's regiment is routed away and 7/9 MSG is pinned.

On Van Dorn's left, Slack's brigade crosses Huntsville Road into Clemen's Field. When Bevier's regiment makes contact with mounted Federal cavalry blocking Clemen's Lane, the Federals quickly withdraw. Landis' battery is rolled forward to try and help blast a way past them.

## The Kommandeur

**McCulloch** Goaded on by McCulloch, Brig. General McIntosh personally leads 1,400 of his men against 1 Mo Cav and finally succeeds in wiping it out. Ford Road is now free of Federal troops all the way to Telegraph Road, but it will take some time for McCulloch to get his stalled column moving again.

Near the SW base of Round Top, McIntosh's men also rout away 3 Iowa Cav blocking Leetown Rd. Unknown to McCulloch, Greusel's 1,200-man Union brigade is rapidly approaching in column up that very same road. But McCulloch has no desire to get drawn into heavy fighting on his right, at least not for the moment.

### Union Turn 7 (12:00 pm)

**Curtis** Greusel's brigade, backed by 12 guns, occupies a blocking position astride Leetown Rd, just north-east of Oberson's Cornfield. One of Bussey's cavalry regiments manages to rout 3 La of Hebert's brigade back across Foster's farm.

Two miles east, near Elkhorn Tavern, Vandever's brigade deploys along Telegraph Road while Dodge's men conduct a difficult, though successful, withdrawal under fire.

The Union division commander, Col. Carr, now has 2,100 men and 12 guns with which to try and slow Van Dorn's advance, though this still leaves him outnumbered over 2-1.

In Clemen's Field, 3 Ill Cav withdraws to rejoin Dodge's brigade along Telegraph Rd. In its place, Curtis directs Bowen's 300-man cavalry regiment and a battery of four 12-pounder Napoleons to prevent Slack's

brigade from advancing any further down Clemen's Lane, which runs parallel to Telegraph Rd.

### Confederate Turn 8 (12:30 pm)

**Van Dorn** Sends his two aides westward to try and make contact with McCulloch's column along Ford Rd. Van Dorn can already hear the distant booming of Union artillery, confirming that McCulloch is engaged against the enemy.

Van Dorn extends his battle line into the woods on either side of Telegraph Rd, Little's brigade to the right and Price's brigade covering the middle and left. Slack's brigade again moves forward down Clemen's Lane on the Confederate extreme left, meeting no opposition as the Federal cavalry there has withdrawn.

*An exchange of fire in The Wood Lot results in ammo depleting in two Union regiments, a significant loss of combat capability this early in the game as the first Union ammo wagon doesn't arrive until Turn 10.*

**McCulloch** Deploys Pike's Indian brigade into line and advances it across Foster's farm to screen the Federal cavalry and block any Union infantry advancing up Leetown Rd.

The rest of McCulloch's column resumes its advance along Ford Road with the head of the column just clearing the eastern end of Round Top. Curiously, McCulloch detaches a single large regiment from McIntosh's brigade and sends it down Leetown Road where it promptly runs into Greusel's entire brigade deployed across both sides of the road and backed by two sections of artillery. The Confederates make a



noisy but unsupported attack and suffer 117 casualties for no practical gain.

#### Union Turn 8 (12:30 pm)

**Curtis** Fearing that Colonel Carr's left flank could soon be turned by McCulloch's approaching column, Curtis orders him to fall back along Telegraph Road to Ruddick's Field.

*This may have been too hasty as McCulloch's men have only just reached the eastern side of Round Top and will require at least an hour and a half to march down Ford Road and effectively deploy into Cox's Cornfield. However, given that Carr's troops are outnumbered 2:1 by Van Dorn and are (unknowingly) already in danger of being outflanked on the left by Little's brigade, Curtis has probably made a wise tactical move.*

Colonel Bussey dispatches 3 Iowa Cav through Morgan's Woods and over to the eastern side of Round Top near Ford Road to keep an eye on McCulloch's column.

On Leetown Rd, Greusel attempts to deploy three guns from Welfley's battery but Confederate fire kills or wounds half the crew and the battery remains limbered. 6 Tex C inflicts 100 casualties on 36 Ill and routs it back down Leetown Rd. The Union division commander, Colonel Ousterhaus, is caught in a fusillade of bullets and instantly killed. He is the first leader casualty of the battle.

#### Confederate Turn 9 (1:00 pm)

**Van Dorn** His three brigades (Price, Little, and Slack) are now fully deployed in a nearly mile-long line running from Clemens' Lane to Cox's Cornfield. Ford Road remains free of Federal troops and Van Dorn's two aides soon meet up with Brig. General McIntosh of McCulloch's Division, just east of Round Top.

**McCulloch** McIntosh's and Hebert's brigades resume their advance eastward along Ford Rd. McIntosh's lead regiment is now 3/4 of a mile from Van Dorn's extreme right flank. The column, though, has become somewhat disjointed with Hebert's brigade still adjacent to Foster's farm, west of Round Top.

Having become embroiled with Greusel's brigade along Leetown Rd, 6 Tex C is pounded by the guns of

# Upcoming Events

**September 1-4**, Sioux City, IA  
MAGE CON SOUTH XXI  
Mage Con South, PO Box 84  
Sioux City, IA 51102-0084

**September 2-5**, San Francisco, CA  
CONQUEST SF  
Avalon Conventions  
2510F Las Posas Rd.  
Camarillo, CA 93010

**September 8-10**, Springfield, IL  
I-Con 2006  
Paul Hassebrock,  
125 S. Glenwood Ave.  
Springfield, IL 62704

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

**September 22-24**, Rolla, MO  
COGCON 14  
CogCon, P.O. Box 1939,  
Rolla, MO 65402

**Sept 29-Oct 1**, Ill. Wesleyan Univ.  
FLAT CON  
E-mail: [flatcon@flatcon.com](mailto:flatcon@flatcon.com)  
[www.flatlands.org](http://www.flatlands.org)

**October 7-8**, Oshkosh, WI  
OSHCN 2006  
Adam Loper, 535A Jefferson St.  
Oshkosh, WI 54901

**November 10-12**, High Point, NC  
MACECON  
E-mail: [jeff@justusproductions.com](mailto:jeff@justusproductions.com)  
<http://www.justusproductions.com/mace.aspx>

**March 3-4, 2007** Kenosha, WI  
MIDWEST OPEN  
Glenn E. L. Petroski  
E-mail: [GELP@Core.com](mailto:GELP@Core.com)

**July 31-Aug 5, 2007**, Lancaster, PA  
WORLD BOARDGAMING CHAMPIONSHIPS  
Don Greenwood: [doncon99@toad.net](mailto:doncon99@toad.net)  
or <http://www.boardgamers.org>

## 2005 CSR Award Winners

These 2005 Charles S. Roberts Awards were presented at the 2006 WBC.

#### Best Pre-World War II Boardgame

Bonaparte at Marengo  
(Simmons Games)

#### Best World War II Boardgame

Empire of the Sun  
(GMT Games LLC)

#### Best Modern Era Boardgame

Twilight Struggle  
(GMT Games LLC)

#### Best Magazine-Published

##### Boardgame

Chennault's First Fight  
(Against The Odds #12)

#### Best DTP-Produced Boardgame

Death in the Trenches  
(Schutze Games)

#### Best Wargame Graphics (tie)

Empire of the Sun  
(GMT Games LLC)

Fire in the Sky (MMP/The Gamers)

#### Best Professional Wargame Magazine

*Against The Odds*

#### Best Amateur Wargame Magazine

*Panzerschreck*

(Gary Graber, Minden Games)

Note: *Panzerschreck*, effective 2006 CSR Awards, will be classified as a Professional Magazine.

#### Best Game Review or Analysis

Empire of the Sun Strategy Concepts,  
Mark Herman (*C3i* #17)

#### Best Historical or Scenario Article

no winner declared

#### James F. Dunnigan Award

To a game designer, developer, graphic artist or game for outstanding achievement

Ananda Gupta and Jason Matthews,  
Designers, Twilight Struggle  
(GMT Games LLC)

#### Best Pre-20th Century Era Computer Wargame

Crown of Glory (Matrix Games)

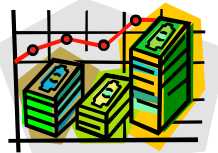
#### Best 20th Century Era Computer Wargame

no winner declared

Note: The 2005 CSR Awards did not declare an inductee for the Clausewitz Hall of Fame



## Treasury Notes



### Treasurer's Report

#### Checking Balance (5-31-06):

\$ 4086.97

#### Income:

Dues and contributions \$ 216.29

#### Expenses:

K Printing \$ 122.16

#### Checking Balance (7-31-06):

\$ 4181.11

**Perpetual Fund Balance:** \$1930.99

#### Additional contributions made:

\$ 24.99

**Perpetual Fund Balance (7-31-06):**

\$ 1954.99

**Perpetual Fund CD (7-31-06):**

\$ 4930.99

Thanks to Omar's efforts, we have some additional renewals this time, plus a couple of new members. Currently, the membership total stands at 158, 12 more than just a couple of months ago.

We have received additional contributions to the Perpetual Fund since the CD was renewed, which has to be carried over in the checking account until the CD matures again in March, 2007. So, the amount in the Fund is still not the same as the amount in the CD at this time. Similarly, although the Fund CD earns interest each month, we receive an interest statement only at the end of the year. Interest will be posted in the January *K*.

### Improving Your Game

I must confess conflicting feelings for those players who live and breathe a particular title, who know its ins and outs so well that they are known at conventions and certain gaming circles for their prowess, and their very names strike fear in the hearts of mortal souls. To an extent, I envy those players who have the time to so master their favorite games. But at the same time, I think these players are missing something from this very dynamic hobby of ours. By focusing on play of only a few titles, they can learn only the limited historical lessons offered by that particular title, and they lose the opportunity to test their understanding of military strat-

egy and tactics in novel situations. No military commander through history has ever had the opportunity to fight the same battle, campaign, or war twice under the exact same set of conditions. So, while it is of course possible to master a particular title because one masters the game system, is it also possible to generally improve your game by applying sound military principles to your play? Is it possible to play a game for the first time and still play it well?

I like to play a lot of different titles. There are very few titles I have played more than a single match. But, I win far more of those games than I lose. Although there is a lot to be said for pure perseverance, I also do it by applying certain tried-and-true military maxims, concepts that work even in the abstract military world of wargaming. These maxims, or rules, do not necessarily require an intimate knowledge of the particular game system to apply. Those of you with military experience may recognize most of these:

**Surprise.** The element of surprise should not be underrated, even though most of these games we play offer full knowledge to the players of the orders of battle, unit locations, and the objectives of our opponent. But, there is one thing your opponent should not know, and that is exactly what you are going to do next. If your play is predictable, most of the time you will lose. You should keep your opponent guessing about your next move, your overall plan, as much and for as long as possible. For example, some players like to move their units to where they want them, then leave them there for most of the game. It is far more effective to keep those units moving around. If they are moving, even if it appears that they are doing something stupid, your opponent will start wondering what you are up to. He may then become more conservative in his play, thinking he may be missing something. Perfect intelligence allows you to feint, then withdraw; withdraw, then attack. Keeping a small reserve will accomplish the same thing, even if you can up the odds of your attacks a bit by throwing everything into the battle. If all of your units are committed to the line,

you lose flexibility and the ability to respond to an emergency, even in a game as simple as **Blue and Grey**. Occasionally, it may prove worthwhile to do something that is borderline insane. Why? Because if your opponent thinks you might be willing to risk an AE at 1-1, then he will start working to prevent even 1-1 attacks, and could become overly cautious. And, keep in mind, if you play the same opponent over several games, you can teach your lessons in one game and take advantage of it in the next.

**Initiative.** If at all possible, you must dictate the action. Usually this is more difficult while on the strategic defensive, although even then it is often possible to make your opponent attack where you want him to. If you are on the offensive, and you can remain on the offensive even after achieving some or most of your objectives, there is no reason to hand the initiative over to your opponent and try to coast to a win. Once your opponent is down, go for the kill. If he is busy responding to your moves, then he can't make you respond to his.

**Concentration.** Although again not always possible when on the defensive, concentration on the attack is essential. Overwhelming force at one or two points is almost always better than diffuse pressure along an entire line. On defense, the same rule applies for those ever-important counterattacks. And, of course, he who defends everything, defends nothing.

**Intelligence.** In this context, by "intelligence" I mean knowledge of the rules and game system, not the traditional definition of "military intelligence." Even if not an expert, you need to know the rules in order to play the game effectively. If you don't know that you can separately attack individual units within a stack in that old Avalon Hill classic, then you're gonna get burned. You also need to minimize your mistakes, such as recording errors and miscalculating odds. You should expect no mercy if your 3-1 is really a 1-1 because you forgot to double the defender. For a game you might be trying for the first time, consult whatever game literature you can find, and



read up on it. Old copies of the *The General*, *Moves*, and *F&M* are good sources, as are the forums on Consimworld, and the individual game listings at Web-Grognards. For the more popular titles, there is a wealth of information, but you can usually find some useful information on even some of the more obscure titles. Just beware the advice on game play in some of the articles you read, especially older games that have remained fairly popular. That information may be out of date, and that “perfect plan” is now a recognized dud.

**Luck.** Hope for the best, expect the worst. If you routinely rely on good luck to win, then how, statistically, can you hope to win more than 50% of your games? Of course, deciding when to make that big 1-1 to win the game is at the heart of the decision-making process in our battles. But, I have seen too many players willing to go to the well too often in relatively unimportant circumstances. It is important to thoroughly analyze what happens if you lose that attack; not just your retreat or losses, but what your opponent will do to take advantage of the loss in his turn. Don't be timid, by any means. It is OK to play the odds, especially when you have little choice, but you need to work to keep the odds in your favor. Just have a plan on what to do when your 3-1 results in an attacker retreat! If it would result in a game-ending disaster, then perhaps you don't want to make the attack, even with 5 in 6 chances of success, especially if a win is relatively non-decisive. There may come a time, though, when you have no choice but to try to correct a poor position with luck. What is important is to recognize when it becomes logical to be illogical and desperate. Sometimes it will pay off, and, even if it doesn't, at least you'll go out in a blaze of glory!

**Plan.** Have one, at the strategic level. It doesn't matter what game you are playing, whether it is offense or defense, or you don't know what the heck you're doing. You should have at least a general game plan before the first die is cast. Even a bad plan is better than none at all, because then if you lose, you at least know what not to do. Your plan needs to be

flexible enough to change with the circumstances, as the circumstances and your expectations will probably change shortly after the game begins. It also helps to make tactical plans a turn or two ahead. Your armored units won't make it to Stalingrad if they don't start on time.

**Terrain.** Use it. Sounds obvious and stupid, I know. But, I am surprised at times how frequently good use of terrain is overlooked. And I don't mean always keep your units on advantageous terrain. Sometimes it is indeed better to defend in front of the hill than on it, for example, because if you are pushed off the hill you may not be able to take it back.

Many if not most of you probably unconsciously apply these principles to your gaming. Sometimes, however, it helps to see the principles themselves in writing, because it will help you to more easily recognize why you or your opponent failed or succeeded. Think about these rules when you try a game for the first time (or for the first time in 20 years), apply them, and you should be able to at least give a good accounting of yourself, even against some guy who never plays anything else.

### Third Reich Battle Report

We pick up the Allied Summer, 1941 turn with Leningrad in Axis hands, and Soviet survival in question.

*Allied Summer 1941.* The Soviet flanks are in shambles, and BRPs are critical, so an attrition is selected in the east. Diplomatic efforts are taken to persuade Churchill to begin sending BRPs via Murmansk, and so the British also select attritions on both of their fronts. The Soviets elect to withdraw toward Moscow, leaving a screen of weak units from south of Leningrad to Dnepropetrovsk, with stronger units at the extreme flanks. The second line is positioned far enough back to deter the German paratroopers from making a run on Moscow. The British secure Palestine from the potential Axis threat in Lebanon-Syria. The Soviet attrition is weak, and so causes few Axis casualties. The Axis chooses to lose the Afrika Korps in the Med attrition, and so the front appears to be rela-

tively secure for the British. Although a reasonable defense is offered in Russia and the Murmansk convoy gets through, the Soviets end the turn with only 56 BRPs, losing an additional 25 for the loss of East Europe. It's looking like a long year.

*Axis Fall 1941.* Hungary joins the Axis. Little effort is made by the Italians in the Mediterranean, although the Italian armored unit in Beirut is transferred to the far reaches of Lebanon-Syria, to threaten the future Lend-Lease Route through Persia. The British suffer no casualties in the ensuing attrition. Axis attention is instead focused once again on the Soviets. The screening units are effectively wiped out. The German paratroopers, having nothing better to do, take Helsinki, and penetrations are made by panzers towards Vologda in the north, with two large Soviet armies isolated. In the south, panzers make it to Kursk and east of Kharkov, although the Rumanians are held along the southernmost end of the Dnepr. The Axis ends Fall with no fewer than 14 of 16 armored units on the Eastern Front, 32 of 37 possible air factors, and about 85% of available infantry strength. The Germans announce possible movement into the Murmansk box. With a lot of units in the dead pile, things look bleak for the Soviets.

*Allied Fall 1941.* After much deliberation, the Soviets again opt for an attrition option in the east; there are not enough BRPs to attack, rebuild, and have any left over for Winter. Comrade Stalin once again convinces Churchill to send more BRPs, this time as many as Britain can spare. Survival is an issue for the Soviets, compared to Britain starting 1942 broke. If the Germans sent 20 U-Boats to contest the convoy, however, the Soviets are probably doomed. A defense is cobbled together to force the Axis to take Moscow. This defense, with weaknesses elsewhere, effectively requires the Axis to commit all air and paratrooper assets to take the city. The defense is designed to sacrifice the city to allow enough survivors for the Soviets to stay in the game. A ring is built around the city. The front ex-

*(Continued on page 11)*

## 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](http://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](mailto: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](http://www.angelfire.com/ny4/gmtom/AHIKS.htm).

1776 (AH)	(1572) Graves <b>EM</b>
1904-5 (Avalanche)	(0916) Dandy <b>E</b>
2nd Fleet	(0826) Ten Eyck
Adv. Squad Leader (AH)	(1382) Massey <b>E</b>
Afrika Korps (AH)	(1572) Graves <b>EM</b>
Agincourt (GDW)	(0200) Bowie <b>M</b>
Anzio (AH)	(1269) Schneider <b>E</b>
Anzio (AH)	(1572) Graves <b>EM</b>
Anzio (AH)	(0111) Oleson
Attack Sub (AH)	(1382) Massey <b>E</b>
Austerlitz (2nd Ed)	(0036) Yarwood
Battle of Bulge '65 (AH)	(1269) Schneider <b>E</b>
Battle of Bulge '81 (AH)	(0011) Betros <b>EM</b>
Bitter Woods	(0036) Yarwood
Blitzkrieg '75 (AH)	(1269) Schneider <b>E</b>
Blitzkrieg (AH)	(1000) McPherson
Blitzkrieg (AH)	(1572) Graves <b>EM</b>
Blitzkrieg (AH)	(0011) Betros <b>EM</b>
Blue & Gray II (SPI)	(0036) Yarwood
Breakout Normandy (AH)	(1413) Longest
Breakout Normandy (AH)	(1345) Scarborough <b>E</b>
Breitenfeld (SPI)	(0200) Bowie <b>M</b>
Bull Run (AH)	(1252) Brooker <b>M</b>
Bull Run (AH)	(1051) Heiser <b>M</b>
Caesar's Legions	(1269) Schneider <b>E</b>
Cruiser Warfare (Avalanche)	(0916) Dandy <b>E</b>
Defiant Russia (AP)	(0470) Thornsen <b>M</b>
Diplomacy (AH)	(1210) Fasio <b>M</b>
Diplomacy (AH)	(1252) Brooker <b>M</b>
EastFront (Columbia)	(0044) DeWitt <b>E</b>
Flattop (AH)	(1430) Warnick <b>E</b>
Fortress Europa (AH)	(1051) Heiser <b>M</b>
Gettysburg '88 (AH)	(0711) Leonard <b>E</b>
Gettysburg '88 (AH)	(1527) Brooks <b>M</b>
Grant Takes Command (AH)	(1075) Morley <b>E</b>
Great War at Sea (Avalanche)	(0916) Dandy <b>E</b>

Guadalcanal (AH)	(1555) Scott <b>E/M</b>
Guadalcanal (AH)	(1051) Heiser <b>M</b>
Invasion Sicily (GMT)	(0225) Segarra <b>E</b>
Kasserine (GMT)	(0225) Segarra <b>E</b>
Kasserine (GMT)	(1382) Massey <b>E</b>
Luftwaffe (AH)	(1269) Schneider <b>E</b>
Monty's Gamble (MMP)	(1382) Massey <b>E</b>
Musket & Pike (SPI)	(0200) Bowie <b>M</b>
Napoleon at War	(0036) Yarwood <b>M</b>
On to Richmond (AH)	(1075) Morley <b>E</b>
PanzerBlitz (AH)	(0826) Ten Eyck
PanzerBlitz (AH)	(1269) Schneider <b>E</b>
Panzer Leader (AH)	(1382) Massey <b>E</b>
Panzer Leader (AH)	(1551) Dohrman <b>Cyberb</b>
Panzer Leader (AH)	(0711) Leonard <b>E</b>
Panzergruppe Guderian (SPI)	(0275) Scanlon <b>M/E</b>
Paths of Glory (GMT)	(0470) Thornsen <b>ACTS</b>
Paths of Glory (GMT)	(1345) Scarborough <b>E</b>
Pre-Stags (SPI)	(0817) Riley <b>E</b>
Raphia (GDW)	(0200) Bowie <b>M</b>
Richthofen's War (AH)	(1554) Trosky
Road to Gettysburg (AH)	(1075) Morley <b>E</b>
Rocroi (SPI)	(0200) Bowie <b>M</b>
Russian Campaign (L2)	(1566) Leonard <b>E</b>
Russian Campaign (L2)	(1466) Svensson
Russian Campaign (AH or L2)	(1243) O'Connor
Russian Campaign (AH)	(1252) Brooker
Russian Campaign (AH 77)	(0011) Betros <b>EM</b>
Russian Front (AH)	(0036) Yarwood <b>M</b>
Stalingrad Pocket II (Gamers)	(1553) Evenson <b>E</b>
Submarine (AH)	(1468) Thomas <b>M</b>
Third Reich 4th ed/adv (AH)	(1572) Graves <b>EM</b>
Thirty Years Quad (SPI)	(0044) DeWitt <b>E</b>
Twilight Struggle (GMT)	(0565) Hancock <b>E</b>
Victory in the Pacific (AH)	(1382) Massey <b>E</b>
War and Peace (AH)	(1554) Trosky
War at Sea (AH)	(1382) Massey <b>E</b>
Waterloo (AH)	(1382) Massey <b>E</b>

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

### Members willing to volunteer as GM

**Achtung! Spitfire**—William Lindow 0988

**History of World**—Jeff Miller 1303

**Napoléon** (Columbia)—Omar DeWitt 0044

**Red Parachutes, Red Star/White Star**—Sid Jolly 0012

If you attended a convention this year, share your experience with the rest of the membership. Send a few paragraphs to the editor for the next issue.

Omar

(Continued from page 9)

tends from Lake Lagoda in the north, to the Crimea. Once again, the Soviets take advantage of Soviet-controlled hexes behind the rapidly advancing panzers and reduce the number of exploitation-eligible armored units to seven. This will further limit Axis opportunities, as at least two of those have to be used in the attack against the capital. Partisans are used to put the Rumanians along the Dnepr out of supply. A poor die roll by the Soviets, however, leaves the defense a bit weaker than hoped. The British manage to take Tobruk on a lucky die roll and cut off all Italian ground forces in Libya. The Italian armor threatening Persia is also neutralized, the British basing enough air and naval assets in Port Said to choke off supplies. Fortunately for the Soviets, German U-Boats turn out to be only a rumor, and all 40 BRPs arrive via Murmansk. Another 10 BRPs are lost for the loss of Finland. The turn ends with the Allies making gains in the Med, and the Soviets awaiting the worst come Winter.

*Axis Winter 1941.* In the West, there is finally some motion as the Germans start looking towards 1942 and U.S. entry, and some attention is paid to defending France. The Italians

opt to take a nuisance offensive in the Mediterranean and manage to kill a couple of British armor units. Still, Tobruk remains in British hands, and the Italians in Libya all die, in combat or by starvation. The Axis comes full-bore for Moscow in Russia. An attack north of the city creates a breakthrough, and Axis armor move to the east of the capital. To the south, a slightly risky paratroop deep behind Soviet lines (2-1, a 1 in 36 chance of permanent elimination) clears out the second line of defense and a path into the city. An attack to the south results in a second breakthrough, and Moscow comes under attack by two panzerkorps. The Soviet center is completely surrounded. The Red Air Force refuses to fly to support the city, and Moscow falls without Axis casualties. Another 15 BRPs gone, and the Germans pick up 15. Elsewhere, the Axis captures Vologda, ending future Murmansk convoys, and make small inroads in the South, capturing Stalino.

This issue's report ends immediately prior to Axis construction and redeployment. The action will pick up next time with the Allied Winter 1941 turn. Although the British have the Italians on the run in Libya, will the Soviets survive into 1942?

Until next time, [Brian Stretcher](#)

**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: September 30, 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.

Answers to word puzzles: 1. Ar-  
 not breakthrough. 2. Big Man and  
 Little Boy, the names of the first  
 two atomic bombs. "Epsom" was  
 the codename of the British offen-  
 sive west of Caen on 18 July.

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**UK:** [www.ahiks.co.uk](http://www.ahiks.co.uk)

**New: Bob Johnson has moved.**





International Wargaming Society  
41/4

If any of you who get this web version have any suggestions for the use of this space, let me know. Whatever it is, it should be of value to the web savvy primarily.  
O.D.



## 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

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

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 \_\_\_\_\_