

## From the President

**J**ust to set the record straight...

If you are one of the five or six members who pays attention to what passes for politics in this organization, you are probably aware that the rewriting of the By-Laws has been a long and tortuous road. It has continued over the span of many years and has drawn attention periodically, but the majority of the membership has been apathetic. The rewriting has been *long* overdue. AHIKS Europe has been autonomous for longer than I care to admit, the Regional Directors have been rendered irrelevant (effectively) by the advent of the internet which has also overtaken (I believe—I have no hard data) the snail mail as vehicle of choice for the membership.

Doing things within the Exec has become more by consensus than by vote of the membership; more Officers have been appointed than elected. And yet, because the By-Laws have not been rewritten, the Exec, and primarily myself as El Presidente, has been forced to work outside of the By-Laws simply because they did not anticipate the myriad of changes the Society would face as the world our Hobby embraces has undergone in the past 20 years.

I have no illusions that by the time the next 20 years have passed, the world will have changed enough that the By-Laws will need to be rewritten as much or more than they were this time. But it is always better to have the rules updated when things get dicey as all of us have learned every time we open a box and lay out a map. This has been much too long in coming, and, as President, I accept full responsibility for the delay. (The proposed new By-Laws will be printed in the December issue.) I

hope that all of you will take the time to at least skim over the verbiage. I think you will find we have done the heavy lifting well, and have crossed the t's and dotted the I's that needed it—for at least the foreseeable short-term future. We would appreciate your vote of acceptance at the appropriate time and hope that as you pore over this rewrite, you might find within yourself a small inspiration to toss your hat in the ring the next time voting comes around and give a little back to this great hobby of ours by ensuring the next generation of AHIKSers have an organization to participate in and enjoy.

*Chester E. Hendrix*  
President, AHIKS

### 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: November 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.

## Antietam Today

by Omar DeWitt

Elderhostel offers several service programs each year. The participants pay the usual fees and transportation costs, but they are involved in doing something constructive, instead of being "entertained." For those who itemize on their income taxes, the costs are tax deductible.

On Sept. 26 of this year, nine days and some years after the battle, Sue and I participated in one on the Antietam battlefield, helping to restore the Sherrick farmhouse, which had been privately owned until the 1950s. The Union 9<sup>th</sup> Corps used the farmhouse after having crossed the Burnside Bridge. It is possible that Clara Barton visited the farmhouse after the one day's fight.

Elderhostel programs have been working on restoring the property to its 1862 appearance under the guidance of the Park Service for several years; our program was about the eighth. Some of our crew worked on preparing the porch for painting. Sue and I worked with the crew building a picket fence. Previous programs had built the fence on the south side of the house; we were continuing the fence on the west side, going north.

Several men dug holes for fence posts and set the posts into the rocky ground. The posts had holes already drilled through them to accept two horizontal rails. Pickets were then nailed to the split rails and painted white. The pickets were of oak from within a radius of two miles of the house and were cut to size (width and thickness) by an establishment that duplicated the process used in the early 1800s. The nails were also authentic. The wood for the pickets was in strips, and Sue and I cut them to the proper length with one sharp end and one flat end. We had at our dis-

(Continued on page 4)

## Game News

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>) and Web-Grognards (<http://www.grognard.com>).

The material was correct at time of writing: 24th September 2006

Alan Poulter

([grognard@grognard.com](mailto:grognard@grognard.com))

### 2006 International Gamers Association (IGA) Historical Simulation Award

The nominees and winner (**bold**):  
Bonaparte at Marengo (Simmons Games)

Empire of the Sun (GMT Games)  
Fire in the Sky (MMP/The Gamers)  
Men of Iron (GMT Games)  
Silent War (Compass Games)  
The Mighty Endeavor (MMP/The Gamers)

**Twilight Struggle** (GMT Games)

[http://](http://www.internationalgamersawards.net)

[www.internationalgamersawards.net](http://www.internationalgamersawards.net)

### NEW BOARD WARGAMES

#### Avalanche Press

There are two new additions to the **Panzer Grenadier** series. **Road to Berlin** covers the end of the war on the Russian front while **Red Warriors** is a supplement covering the actions of Soviet Guards during the Operation Mars offensive, in 1942. **Bismarck** is the seventh game in the **Second World War at Sea** series and covers commerce raiding in the North Atlantic. **Strange Defeat**, which uses the **Defiant Russia** game system, covers the fall of France in 1940.

<http://www.avalanchepress.com/index.php>

#### Clash of Arms

**Epic of the Peloponnesian War** is a two-to-four player card-driven game on the struggle to control the city-states of ancient Greece. **Baltic Arena** is the sixth game in the **Command at Sea** series and covers Second World War naval engagements in the Baltic Sea.

<http://www.clashofarms.com>

## The Kommandeur

### Columbia Games

Two re-releases are new from Columbia Games. **EastFront II** and **WestFront II** are part of a planned re-release of the entire **EuroFront** series. Both use original scenarios and core rules but feature new artwork..

<http://www.comunbiagames.com>

### Critical Hit

The latest in the **Advanced Trobruk** series is **Mannerheim's Cross** on tactical combat on the Eastern Front in World War Two. **Berlin: Fall of the 3rd Reich** is a module for **Advanced Squad Leader**.

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

### Dan Verssen Games

**Cold War** is the latest expansion to **Hornet Leader II** and adds new airplanes, pilots, events, targets, and campaigns to the basic game. It is available in both PDF and Vassal formats through their website.

<http://www.dvg.com>

### Decision Games

Two small and one very big game are new! **Lightning: North Africa** covers the great battles of Erwin Rommel from 1941 to 1943 and uses a new card-based system that emphasises manoeuvre and planning. **Battle Stations, Battle Stations!** is a set of miniatures rules for major fleet actions in the Second World War. The monster game **War in the Pacific** has been re-issued in a new edition with seven full-size maps, new island tactical maps, nearly 9,000 counters and revised rules and scenarios.

<http://www.decisiongames.com>

### Fiery Dragon

**Warplan Crimson**, on a hypothetical invasion of Canada by America in the early twentieth century, is a reprint of an MDG game.

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

### GMT

**The Conquerors: Alexander the Great** is the first in a projected series of games that will focus on history's great conquerors, beginning with Alexander the Great. While not a card-driven game, per se, cards are used for events. Designer is Richard Berg. The **C3i Simple Great Battles**

**of History** (GBOH) Battle Manual contains Simple GBOH versions of every GBOH battle (some 60 in all) that has been included in the back issues of C3i magazine. A sheet of 140 counters and markers includes the additional leaders needed.

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

### Grenier Games

**Quelques Arpents de Neige** is a two-player game covering the Seven Years War in North America from 1755 on.

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

### Lost Battalion Games

**Enemy in Sight** is a reprint of Neal Schlaffer's classic Avalon Hill card game depicting combat in the age of sail.

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

### MMP

Two new games cover the campaign in North Africa during the Second World War. **Afrika** is a reprint of the original in the **Standard Combat** series from The Gamers. **Shifting Sands** is a new point-to-point movement, card-driven game from designer Michael Rinella.

<http://www.multimanpublishing.com>

### Omega Games

**Line of Battle** and **Battleship** are reprints of Simulations Canada games, on First and Second World War naval combat respectively. They have new artwork, revised rules, and new play aids.

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

### OSG

**Napoleon at the Crossroads** uses the Campaigns of Napoleon game system, which started with **Napoleon at Bay**. It covers the entire campaign which led to the Battle of Leipzig in 1813.

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

### Worthington Games

**Forged in Fire** is a block game covering the Peninsular Campaign of 1863 in the American Civil War. **Blood of Noble Men** is also a block game, which uses the game system from **Victoria Cross** to cover the Battle of the Alamo.

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

## NEW MAGAZINE WARGAMES

*Strategy & Tactics* #237 contains **No Prisoners** on the campaigns of Lawrence of Arabia, 1915-18. Players can play each side, or both, using the system originally devised in the old SPI game, **Battle For Germany**. Designer is Joe Miranda.

*Strategy & Tactics* #238 contains **Marlborough** on the War of the Spanish Succession, 1701-14. Designer is Joe Miranda.  
<http://www.decisiongames.com>

*Against the Odds* #16 contains **La vallée de la mort** on the siege of Dien Bien Phu in 1954.

*Against the Odds* Annual Edition 2006 contains **Toppling the Reich** on the fighting for the Rhine River and Westwall in 1944 and 1945. Designer is John Prados.  
<http://www.atomagazine.com/>

*Vae Victis* #69 contains two games, **Feodalites**, a card-driven game on the Middle Ages in France and **Operation Pedestal**, on supplying Malta during the Second World War. *Vae Victis* #70 contains **Tonkin 1950-54**, covering the French Indochina War.

<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>

*Alea Magazine* #31 contains **Kursk 1943** on the offensive of the 9th German Army at Kursk.  
[http://www.simtacludopress.net/ingles/Alea\\_magazine\\_ing.htm](http://www.simtacludopress.net/ingles/Alea_magazine_ing.htm)

*Command & Strategy* #5 contains **Wings over Arras** on air combat over the trenches in 1917.  
<http://www.ugg.de/cs/cs1.shtml>

*Armchair General* for November 2006 contains **Island War** on the battles for island control in the War in the Pacific. Designer is Mark H. Walker.  
<http://www.armchairgeneral.com/>

## NEW DTP WARGAMES

BSO and Canons en Carton

**The Ten Thousand** from BSO is on the Battle of Cunaxa, 401 BC, which decided the kingship of Persia. The game system is based on that in **Men of Iron**. Designer is Richard Berg. This game is available from Canons en Carton. Also new from Canons en Carton is **Epées Royales** (Royal Swords) in the **Au Fil de l'Epée** series (from both *Vae Victis* and Canons en Carton) featuring the battles of Brémule 1119, Taillebourg 1242, Mons-en-Pévèles 1304, and Cassel 1328.

[http://perso.club-internet.fr/fredbey/CeC\\_US.htm](http://perso.club-internet.fr/fredbey/CeC_US.htm)

## Firefight Games

**Slaughter & Carnage** covers the massive battle to break through the Russian defensive line at Kursk in 1943. **One Bold Move** covers the Battle for Tay Ninh 1968, during the Vietnam War.

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

## Jim Werbaneth

A long time hobby personality, Jim Werbaneth has designed his first game. **Rommel at Gazala** is a quick-playing game on this battle from the campaign in North Africa during the Second World War.

<http://members.aol.com/jwerbaneth/wargames/index.htm>

## NEW WEB RESOURCES

## Free game

**Stand at Mortain** (ATO) <http://www.atomagazine.com/freegame.html>

## Latest Official Rules

**Barons War** (Clash of Arms) <http://www.xs4all.nl/~hakst005/WWV2.1.pdf>

**Commands and Colors: Ancients** (GMT) [http://www.gmtgames.com/living\\_rules/CC/2ndEditionRules.pdf](http://www.gmtgames.com/living_rules/CC/2ndEditionRules.pdf)

**Death and Destruction**, *Command* #34 (XTR) <http://www.thewargamer.com/grogard/ddrules.pdf>

EastFront II (Columbia Games)

<http://www.columbiagames.com/resources/3405/3405EFRules.pdf>

**Epic of the Peloponnesian War** (Clash of Arms) <http://grogard.com/info1/epw2.pdf>

**Proud Monster**, *Command* #27 (XTR) <http://www.thewargamer.com/grogard/pmrules.pdf>

**Prussia's Glory** (GMT) <http://grogard.com/info1/pgseries2.pdf>

**Stand at Mortain** (ATO) [http://www.atomagazine.com/extras/mortain\\_rules\\_final.pdf](http://www.atomagazine.com/extras/mortain_rules_final.pdf)

**War in the Pacific** (SPI/DG) [http://www.decisiongames.com/WITP\\_Basic\\_RulesBK1.pdf.zip](http://www.decisiongames.com/WITP_Basic_RulesBK1.pdf.zip)

## Errata

**Warplan Dropshot** (Schutze Games) <http://grogard.com/errata1/dropshoter.doc>

**Vallee de la Mort**, *ATO* #16 (ATO) <http://grogard.com/errata1/vallee.doc>

**Wilderness War** (GMT) <http://grogard.com/errata1/ww2.txt>

## Rules Translations

**La Fleur au Fusil**, *Vae Victis* #68 (HC) <http://grogard.com/info1/fleur.doc>

**Tonkin**, *Vae Victis* #70 (HC) <http://grogard.com/info1/tonkinrules.pdf>

**Vive L'Empereur** (Gio Games) <http://grogard.com/info1/viveadrules.pdf>

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## Tournament forming

An e-mail tournament of **War at Sea** is being formed. Four members have already signed up. If you think you might be interested, contact Bob Johnson at bobjinpa@comcast.net. There is no charge. There may be a trophy or there may be only enduring fame.

## The VP's Corner

This column is being written just a few weeks after the World Boardgaming Championships where AHIKS was well represented by our Iron Man Trophy. The trophy occupied a prominent position at the registration desk and generated significant inquiries. A special thanks should go out to our Match Coordinator, Roger Eastep, who was instrumental in placing the trophy along with posting AHIKS fliers and distributing AHIKS handouts.

I would like to take the time to share my 2006 WBC experience within this issue's column in the hope of stimulating some of you to consider participating in the future.

I made the 8-hour drive down to Lancaster County, passing through five states, consisting of some of the more beautiful scenery I have seen within the U.S. For the most part, I was able to avoid the major freeways. Fellow AHIKS member, Eric Seadale, was unable to accompany me this year, but claims he will return in 2007. The site of the convention, The Lancaster Host, has the prime advantage of large gaming rooms. This is a definite plus over some of our previous venues, which the WBC slowly outgrew over time.

I am noting more and more gamers are making this a family event, bringing wives and children. Lancaster County is the third most visited tourist attraction in the nation, so there is plenty to do. The convention, itself, is continuing to cater to families with its continuation of juniors' events and family boardgaming. Much to my pleasure, the dealers' room has expanded. I read that over twenty dealers were present this year. I bought second edition copies of GMT's **For the People** and **Saratoga** and pre-ordered Avalanche Press' new **Bismarck** game. A company called "Bell and Blade" brought in a large selection of DVD and VHS movies, as well as t-shirts, to sell. I was fascinated by their showing of Russian war films that I was unaware even existed. For those unwilling to give up their parking spots, there are plenty of eating establishments within walking distance. I discovered a little

gem of a spot called, "The Red Star Buffet," about one quarter mile east of the hotel. Their fare consists of both Asian and American cuisine. If one can break from the intensity of game play and arrive before 1530, the cost is very reasonable.

My tournament play found me in the finals of the **Deluxe Bitter Woods** Tournament and although I did not qualify to advance in **Anzio**, I felt comfortable with my 4-0 record in this event. As I continue to attend WBC, I find myself playing in fewer tournaments and, instead, socializing and playing open, non-competitive games. Fellow AHIKS member Bob Ryan and I played a most enjoyable campaign game of **Deluxe Bitter Woods**. Once again, a heartfelt thanks goes out to our Match Coordinator, Roger Eastep, for GMing this year and giving yours truly a well deserved break from the typical administrative work that goes along with this job. I will put my GM hat back on next year.

Before I close, I think it timely to address a bit of AHIKS business I brought up in a past editorial and that is to set aside some treasury funds for the purpose of returning our President to the WBC for the primary purpose of promoting the organization. He did just such a fabulous job in 2005 that I think it appropriate to give this some serious consideration. In my opinion, Chester was one of the more dynamic personalities at the convention. He did a marvelous job of promoting AHIKS via personal dialogue and meetings. Can anyone think of a better way to recruit new members? Since my previous proposal was put down on paper, I have received only one dissenting view point. May I assume that means the remainder of the membership is in agreement? In an effort to lay to rest the concerns of that one dissenting voice, I will personally match the expense of the President's airline fair by offering him free lodging for the length of my stay at the WBC. Let's give this generous offer some serious consideration and get the President back on-board for an upcoming WBC.

Randy Heller

*(Continued from page 1)*

posal an unauthentic table saw that we used only briefly because it was too flimsy for the heavy wood we were working with. The wood was oak and it was wet; it was also very roughly cut. We switched to a circular hand saw, which worked quite well. We could get two pickets out of each strip with about two feet of wood left over.

The first day ended about 2:30, and we visited Burnside Bridge and the Dunker church.

After dinner we heard a talk from Dennis Frye entitled "30 Days." His thesis was that the 30 days, ending with the Emancipation Proclamation were the most pivotal 30 days in U.S. history as far as formulating our nation were concerned. After the disaster at Bull Run II and Lee marching to Fredericksburg, the nation was in a very bad way. Lincoln reinstated McClellan to lead the army with the tasks to: 1. Protect Washington and Baltimore, and 2. Drive Lee back to the South. McClellan did this but could have done much more.

Back at the Sherrick farmhouse the next morning, Sue and I cut pickets for an hour then went up to the fence line and painted pickets until lunch. After lunch we went to the J. Poffenberger farm, which is just north of North Woods. There we applied whitewash to one of the out-buildings. The whitewash was made from a traditional formula: water, lime, salt, molasses, and alum. We applied it with traditional wide, flat brushes with coarse bristles. It was not easy to apply the whitewash to the very uneven rocky face. To get it into all the crevasses and holes, we had to slap the wet brush against the rocks. Of course as much whitewash splashed back as went into the target holes.

The farm had been privately owned until six years before. The farmhouse had been enlarged since Civil War time, and our guide said that the Park Service might remove the addition to restore it. The floors in the original portion of the house sloped very noticeably.

Wednesday Sue and I spent the morning cutting pickets. The wood

*(Continued on page 11)*

## A Grognard's Impression of the WBC

by Albert Bowie

Even if you don't gamble—even if you don't believe in gambling—you ought to go through a casino once if you have the opportunity, just to see it in action. Likewise for a boardgaming convention. And if you have an interest in boardgames, you definitely should go.

It is awesome to see so many people playing so many games. I was amazed at the variety and quantity of games that exist. Judging by these, our hobby is indeed alive and well.

I've been "out of the loop" for a long time, evidently. Fortunately, my first day's opponent was not, and, in the course of beating me in a game of **8th Army: Operation Crusader**, he filled me in on some of the developments in the gaming world. His words were confirmed by observations I made while wandering around in the various rooms during the convention. Among them, there are a lot of multiplayer games now. Many of these are only partly, and some not at all, of a military nature. There's even a game about setting up a postal system! New ideas from Europe, chiefly Germany, pervade the game designs. Gone are the days when a typical game board was a map with a hexagonal grid. While those still exist, especially for tactical-type games, strategy-level games will often have the map divided into irregular areas or will use a point-line system for movement. The latter means that there are points on the map where units may be placed, connected by lines to other points; units move from point to point along the lines, instead of counting hexes. By simplifying movement, it makes the games easier and faster to play. There are even games with no maps at all. Many games use cards in some way. I saw a demo of a game which had no map, and cards instead of counters; and it is a tactical battle game!

Some of the old classics are still being played. I saw several games of **Waterloo**, **Afrika Korps**, **Gettysburg '88**, **Panzer Gruppe Guderian**, **PanzerBlitz**, and **Anzio**. Many years ago I read a survey of the most popular periods for wargames.

They were, in descending order: World War II, modern/contemporary wars, the American Civil War, the Napoleonic Wars, with everything else lumped together in last place. These same preferences for 2-player games seem to hold true for today, with this exception: the modern/contemporary group were not much in evidence. Not surprising, I suppose, with the Cold War being over and the bloodshed in the Middle East being not war but random killing.

I arrived in Lancaster, PA, Tuesday afternoon and walked over to the Lancaster Host hotel that evening. I wandered through 3 or 4 large rooms where games were being set up or played, and thought I had seen them all; later I learned that there were twice as many, or more, rooms in use. It does not cost anything to just look, so it wasn't until the following morning that I paid the entry fee so that I could also play. One can pay a fee of \$30 per day, but it's more economical, if one intends to play for more than a day or two, to pay the weekly fee, which decreases as the week passes (if I had paid on Tuesday, it would've cost \$80; I paid on Wednesday, so it only cost \$70, which was good for the duration of the convention). There was also a \$2 fee for a badge and badge holder.

After paying my fee Wednesday morning, I found a vacant spot in a room available for "open gaming" (some rooms were reserved for tournaments), set up **8th Army; Operation Crusader**, reread the rules, and, as I began setting up the pieces, a fellow walked by who expressed interest; we played for the rest of the day. A similar thing happened the next day, except the game was **Tamburlaine the Great** (this time I won!). On Friday I decided to try some of the games that were being played at the convention, and so played a couple of games in a **Gettysburg '88** tournament.

Friday was the first day that the vendors came to the convention. They have a room where they sell all kinds of games, T-shirts, war movies, etc. In between games, I bought one

game, two T-shirts, picked up a free game, and got a second free game for subscribing to a gaming magazine. I left Lancaster on Saturday, but before leaving I watched two designers giving demos of their games. One was **Segigahara**, about the campaign that made Tokugawa the Shogun of Japan; the other was the card game I mentioned earlier, called **Sun of York**, about the War of the Roses; I bought a copy of this.

I was disappointed that I didn't meet more of my fellow AHIKSers. However, I did meet Roger Eastep and Tom Oleson. We need an AHIKS sticker that can be affixed to the badge, so that we can recognize one another.

At the beginning of the year, our president, Chester, urged us all to make an effort to attend a convention this year. I heeded his advice, and I'm glad I did. For those of us in this hobby, I think it's definitely worthwhile, at least once in life, to attend such a convention. Thanks, Chester!

★★

### A public-service announcement from Tom Oleson

Last year I went to doncon via Baltimore, and it was OK, although of course the car trip is longer. This year I went via Philadelphia. I had heard bad things, but it worked fine for me; in fact returning the car was a lot more convenient.

Due to a ticket mix-up at the last minute I had to stay over a night in the airport Marriott. The rate was \$250/night, but it didn't cost me a penny because of all the points I have saved from previous attendance at the Hunt Valley Marriott. I would imagine that many other gamers must also have those points.

And of course, as always, the con itself was great.

1. Can you identify this military word or phrase? Ans. Pg. 11

**Norm+y**

## Pea Ridge Post-Battle Report

by Tom Hanover

*Continuing from last issue with:*

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

**Curtis** Greusel again orders Welfley's battery unlimbered just 75 yds from 6 Tex C. This time it succeeds and the gunners are soon adding their fire to that of Elbert's and Hoffman's guns. The freshly rallied 36 Ill advances back into the fray as well, and 6 Tex C soon loses another 100 men.

*\* 6 Tex C has taken 500 casualties since advancing unsupported down Leetown Rd, for no discernable tactical gain. At this rate, McIntosh's brigade may be knocked out of the fight before it can reach Van Dorn.*

Over on Greusel's left, in the woods separating Oberson's Cornfield from Foster's farm, Benton's cavalry runs into two regiments of Pike's Indians. During the ensuing firefight, Confederate Brig. General Albert Pike is instantly killed and toppled from his horse, thus avenging the earlier death of Ousterhaus.

3 Iowa Cav continues passively observing McCulloch's main column from its concealed position just east of Round Top.

*\* By failing to have 3 Iowa Cav block Ford's Rd, Curtis misses an opportunity to further delay McCulloch's link-up with Van Dorn.*

Along Telegraph Rd, Curtis pulls Dodge's and Vandever's brigades back to the woods west of Ruddick's Field. He deploys twelve guns from the batteries of Jones and Hayden in a defensive arc to cover both Ruddick's Field and the open ground of Cox's cornfield to his left. This new line is situated about half way between Elkhorn Tavern and the next Confederate objective, Pratt's Store.

### Confederate Turn 10 (1:30 pm)

**Van Dorn** Continues advancing along Telegraph Road in pursuit of the retreating Federals. The brigades of Price and Slack reach the tree line bordering Ruddick's Field while half of Little's brigade executes a right hook through Cox's cornfield. This puts Little just over a half mile from

Curtis' headquarters at Pratt's Store.

**McCulloch** The head of McIntosh's column reaches G.W. Ford's house but McIntosh's men are strung out over nearly a mile of road and two regiments are still embroiled in the fight along Leetown Road a mile and a half away!

With Hebert's brigade no longer under observation by Federal cavalry, McCulloch orders it to advance on Leetown by occupying the woods separating Foster's farm from Oberson's cornfield.

Pike's leaderless Indians manage to eliminate Fremont's cavalry regiment north of Oberson's cornfield but Yankee artillery delivers a telling blow against 6 Tex C of McIntosh's brigade, sending it stumbling back in panic down Leetown Road with only 200 of its original 800 men.

One of Van Dorn's aides reaches McCulloch along Ford Road at the base of Round Top and relays Van Dorn's instructions to send McIntosh's brigade straight south towards Curtis' headquarters.

*\* With Elkhorn Tavern overrun and Ford Road clear, McCulloch should have no trouble linking up with Van Dorn. However, McIntosh's brigade has already suffered 1,000 casualties and will arrive piecemeal and in poor shape to support him.*

### Union Turn 10 (1:30 pm)

**Curtis** Orders Carr's Division to stand fast in the woods southwest of Ruddick's Field. Dodge extends his brigade a few hundred yards to try and cover the open ground to his left. Carr has 16 artillery pieces deployed now to block Van Dorn's advance along Telegraph Road and Clemens' Lane.

Greusel's brigade continues holding the crossroads northeast of Oberson's Cornfield. He too extends his left but is unaware that Hebert's entire brigade is bearing down on him and already overlaps the Union line.

Davis' Division arrives on the battlefield. Curtis sends Pattison's brigade towards Leetown to act as a central reserve while White's brigade is diverted over to Telegraph Road to reinforce Carr's Division. A vital supply wagon also accompanies White.

*To be continued with Turn 11*

## Midwest Open 2006

### Victory In The Pacific

by: Glenn E. L. Petroski,  
Tournament Director

**John Sharp** Champion

**Ted Drozd** second and "Halsey"

**Casey Adams** third

**Jim Eliason** "Nagumo"

*Midwest Open 2006* was a full-blown free-for-all! There was no betting on any player for any position. Every round produced surprises. In the end, first, second, and third ended on the same records, as did fourth through ninth! It fell to the scoring system and tiebreakers to sort it all out. Even at that, Ed Menzel and Jim Eliason can forever argue over who actually ranked fourth verses fifth!

Even the Halsey and Nagumo awards went "less traditional" routes. The Nagumo went to Jim Eliason, rather than to one of the top three. The Halsey went no further than Illinois under Ted Drozd's arm, to the chagrin of the Iowa Class.

This makes all of the offers of "Challenge of the *Midwest Open*" safe for another year, as no "defender" held on to any award.

33 players registered. *No* new players—all battle-hardened veterans! Our gallery numbered 12, half of which were new observers. 93 games were actually played. 19 games went 7 turns and 20 games went a full 8 turns! 28 players stuck it out for all 6 rounds. Bidding reached 6½ POC.

Next Year:

MIDWEST OPEN 2007

March 3 & 4, Kenosha Junction, WI

★★

2. Can you identify this military word or phrase?

A  
R  
M  
Shell  
O  
R

**Flashman On The March**

by George MacDonald Fraser  
A Knopf Publishers (Borzoi),  
published 2005  
335 Pages \$24.00  
Reviewed by Bill Watkins

A big welcome back to an old, old friend! Somehow, I thought Fraser had died and that was it for Flashman. What a great thrill to discover a new Flashie on the library's New Fiction shelf.

For those who have never discovered Flashman, let me recommend the series most, and I do mean *most* highly. There's a lot of good history here, and Flashman is definitely not your usual hero.

Remember back in college when you were forced to read "Tom Brown's Schooldays"? And I do mean forced. Reading about doings in an 1830s English boys' school really didn't turn me on.

However, there was one character who had some potential. That was Harry Flashman. He was a bully and a coward and made life miserable for the younger lads. George MacDonald Fraser thought he was interesting enough to steal and make the central character in an historical series about military affairs in Queen Victoria's Little Wars. It is a wonderful series.

Flashie's first adventure was that terrible retreat from Kabul in 1842. Flashie survived by betraying his faithful servant. That rather neatly sets the stage for his later adventures in the Crimea, China, back in India for the Mutiny, Borneo, Madagascar, South Africa, Germany, and the US of A, where his adventures range from meeting young lawyer Lincoln to surviving the Little Bighorn.

Along the way, Flashman manages to give us great cultural detail, good military history, wonderful insight into those great characters thrown up by world history in the mid-19th century. Oh yes, this being the Victorian Age, Flashie also manages to bed every female he can reach, regardless of race, creed, or color.

The best part is that, even though he is an absolute coward and spends a good part of each book betraying his friends, he keeps coming out of situa-

**Book Reviews**

tions looking like a hero. Promotions, medals, and honors follow, with no one ever catching on to what an absolute poltroon our hero is.

This latest, the dozenth in the series, covers a campaign I knew nothing about. It begins with Flashman, on the run from the French Foreign Legion, escorting Maximillian's body home to Austria after the collapse in Mexico. To avoid being shot by the Austrian Admiral whose granddaughter he has been bedding—right before her marriage to a nobleman—Flashman accepts an assignment delivering the funds for Sir Robert Napier's 1867 campaign against the Emperor Theodore of Abyssinia. Flashman's heroic reputation gets him dragooned into accompanying the expedition and, very quickly, being sent off on a secret daredevil diplomatic mission.

I was completely unfamiliar with this Little War. Napier pulled off a brilliant campaign. Fraser reminds us of how many of these little expeditions ended in disaster. It certainly appeared this one would, but Napier won everything with minimal losses. Very impressive.

Like all Flashman books, this one contains plenty of torture, sex, cowardice, and sufficient footnotes to keep even the most nitpicking history buff happy.

I don't consider this the best of the Flashman books. If you are a Flashman fan, it's a good read. If you haven't read them, start with the original, titled simply "Flashman." You'll find it in your local library. Betcha don't stop after just one.

★★

3. Can you identify this military word or phrase?

**Wolf**

**WOLF**

**Wolf wolf**

**Wo lf**

**Wolf**

**Lost Triumph, Lee's Real Plan at Gettysburg—and Why It Failed**

by Tom Carhart  
© 2005  
Putnam 288p Maps  
Reviewed by Omar DeWitt

The thesis of Carhart's book is that Pickett's charge was not *the* plan on the third day. Pickett's charge was only one prong of a pincher attack, Stuart's cavalry being the other prong. Carhart believes it is a disservice to Lee, the premier battlefield general of the Civil War, to believe that he would expect that an unsupported attack by one fifth of his army would succeed.

Had Stuart gotten by Custer, he could have arrived at "the Clump of Trees" with 4,000 men about the time that Pickett did. It is not difficult to imagine the chaos in the Union army if that had happened.

Although Gregg was nominally in command of the cavalry, he was not an aggressive leader and had scattered most of his command, anyway. The newly appointed general, Custer, was temporarily attached to Gregg's division. Had not Custer, on his own initiative, charged Stuart's columns, despite being outnumbered 2 to 1, and turned him back, Stuart could have gotten behind the Union lines at the point of Pickett's brief penetration. Gregg had no men in position to stop Stuart.

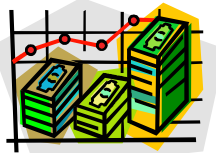
Carhart spends much time explaining why this plan was not generally known. In short, Lee never *did* share his plans with anyone unless he needed to know. There was no reason to explain his plans, which he never did, after Gettysburg, and there were probably reasons not to explain his plans.

This thesis is also put forth, although not as extensively, by Robert L. Bateman in *Armchair General* Volume 1 Number 6, January 2005.

The arguments seem compelling to me. I'm convinced.

★★

## Treasury Notes



### Band of Brothers

I am reminded of the primary benefit of belonging to AHIKS each and every time I open a move, whether it be by regular mail or e-mail: the quality of my opponents. By quality, I don't necessarily mean that you will find each of them at the top of the ratings lists, or that they live and breathe wargaming 24/7. Rather, my current lot of opponents are quite simply a great bunch of guys. So, for those of you who don't know them, I thought I would share with you just a little about each, some of the unsung heroes of our organization.

**Bill Klitzke** and I have been playing together since we were matched in a game of **The Russian Campaign** sometime in the late 80s, I think. Since then we have completed matches of **Panzerblitz**, **Battle for Germany**, the original SPI version of **World War One**, **Panzerleader**, **Korea: The Mobile War** (S&T), **Seven Days Battles**, **American Civil War** (S&T), and perhaps some others I can't recall. Currently, we're playing the DG version of **World War One**, it now being 1917 in our first game of the match. Bill has always been reliable and prompt, and good competition. He sends me a brief personal note with each move, each one very appreciated. We have had few rules disputes over the years, and those we have had we have resolved amicably. AHIKS continues to exist because of members like Bill.

**Mel Yarwood** and I started a campaign game of **Napoleon's Last Battles** sometime back in the mid-nineties. Our first game was aborted when a move got lost in the mail, and we both decided that there were also major problems with the command and control rules. So, we started over with a few modifications. Despite several more years of play, we aborted the second campaign game when we both agreed that the French have essentially no way of winning. Instead, having fought our way into the last day of the battle, Mel graciously agreed to forego the victory

## The Kommandeur

offered and play the Waterloo scenario (**La Belle Alliance**) to give the French at least a fighting chance. There aren't many who would give up a guaranteed win to make a better game.

**Al Bowie** and I began playing **Panzerblitz** probably around seven or so years ago, and are now in our third match in that game. Al likes to tinker, and our first game was a homegrown scenario. It was nicely done, and we have been playing ever since. Al once told me he liked to get moves turned around in two weeks or less, so continuity could be maintained and he could stay interested in the game. Well, he has on many occasions put up with my turnaround times of up to ten weeks, with no complaints, and certainly no diminishment in his quality of play. We are about to undertake an experiment of sorts, a PBM game of GDW's **Raphia**, using a revised order of battle that is more consistent with modern views of the battle. We hope to report on our progress on the game in these pages.

**Omar DeWitt** needs no introduction. He and I started a match in his modified **Eylau** game shortly after the article on the game appeared in **The K** a few years ago (coauthored by Mr. Bowie, above). Our match is in the process of winding down, with only a couple of turns to go. Omar has been very generous with my errors throughout the match, and has provided outstanding competition, along with his prepared game-specific OOB and combat sheets. Perhaps more importantly, he helped me get more involved in the society. There is little questions that he leads by example, and AHIKS is much better for it.

**Mark Fassio** and I lead somewhat parallel lives. We live a little more than an hour from each other but somehow cannot find a day out of our busy middle-age lives to get together for a face-to-face game (having teenage children makes scheduling anything for more than three hours quite difficult). Ah, well, someday there will be time for that game of **Caesar at Alesia**. For the time being, we have had to content ourselves with some **Blue and Grey**

games, starting with **Chattanooga**. We are now in our second game of a match of **Shiloh**. Mark is a very conscientious and reliable opponent who, despite being at least as busy as I am, gets his moves back to me quite quickly. Plus, even more fun is our back and forth banter, both by mail and e-mail. Mark is a major Pittsburgh Steelers fan, while I, being of Cincinnati roots, favor the hometown Bengals. Being the butt of many the joke for years, I now have the occasional opportunity to gloat when Cincinnati beats Pittsburgh, like just recently. Despite it all, however, Mark went above and beyond the call of duty this past summer when I found a copy of the DG edition of **Battle for Germany** waiting for me when I returned home from vacation. Mark had bought a copy for me as a gift. We had discussed playing it in the future but had different editions of the game. It doesn't get any better than that.

**Tom Walsh** has taken my hand to guide me through my first game of **Anzio**. Although I had owned the game for many years, I had never played the game except for a few solitaire run-throughs, until I saw his opponents-wanted ad in **The K** earlier this year. Clearly an experienced player, he has been patient with me as I have stumbled through my first game and has provided me with all the map clarifications and other supporting information. It is now late November, 1943, and my Allies have taken their fifth and final victory city. But, I have a feeling I am about to learn how best *not* to play this game!

**Bert Schneider** and I began a game of **Caesar's Legions** this summer by e-mail. Although we had a few snags actually getting our game started, we are now into turn four of the second scenario, as his legions attempt to pulverize and punish my Germans who have dared to enter Roman Gaul. Bert has produced nifty Excel files to allow us easier record keeping for movement. A special nod must go to **Paul Pawlak** in this game, a member from Australia who has volunteered to serve as our "depository" for our tactical card choices during combat: we send our respective choices to him by e-mail,



and he e-mails us back both choices after he receives both. So far, my Germans have been avoiding combat by fleeing before the might of Rome. The time for battle will come soon enough, I fear.

Finally, further kudos must go to **John Michaelski**, who moderates the **Third Reich** game you regularly read about in these pages. I have spoken of him before. He has developed a very nice and compact way to play this game by either mail or e-mail. He has also shown me great patience as I have struggled to re-acquaint myself with this game, shining a guiding light through my 20 years of haze. I would also like to recognize **Bob Shurdut**, my British ally in the game, who has had to put up with my whining almost as much as John!

Without a doubt, it is members like these who bring AHIKS to life. They are what makes AHIKS different, what makes AHIKS unique from the cold anonymity of official tournaments, AREA ratings and what have you. AHIKS has evolved into something greater than just another gray-ing wargame society. We look out for each other. We have truly become a band of brothers.

### Third Reich Battle Report

With our summer vacations and other obligations, the game has slowed a bit since the Axis combat phase in Winter, 1941.

*Axis Winter 1941 construction and redeployment.* Few surprises here, as there is little the Axis can do in Russia to adjust their spearheads in contact with the now-surrounded Soviets, from Vologda to Kharkov. Axis air remains in the south-center to protect what armor it can. Fortunately for the Soviets, the German paratroopers will not be able to jump come Spring, 1942, as they aren't in a city and there is no way to get an airbase into the hex. The Italians set up defenses in the Libyan bottleneck, with a handful of small units in Italy itself. The larger Italian infantry are out-of-supply and removed post-construction.

*Allied Winter 1941.* Despite the loss of Moscow, the Soviets breathe a small sigh of relief, as it is clear that they will survive into 1942. An offen-

sive proves to be the most effective way to get as many defenders on the board by the end of the turn as possible and offers potential Axis casualties as well. What little the Soviets can move cut off the three panzer corps in the south, rendering them unable to move come Spring. Elsewhere, the exposed panzers are attacked at low odds to hopefully generate kills while removing cheap units for reconstruction. In the end, only the attack against Moscow causes the loss of Axis tanks, but there are plenty of units for construction, and units from Siberia are brought in to stiffen the defenses. The Soviets drop their line far to the East, running just in front of the Don to Stalingrad, then on the East Bank of the Volga to Kuibyshev. This will make it a little difficult for the panzers to make significant contact with the Soviet line, and it is well out of Luftwaffe range. The Soviets are looking for a bit of a breather come Spring.

Elsewhere, there is little activity. The British are too weak and too poor to do anything except move to contact in the Libyan desert, securing Benghazi in the process. The year ends with the Allies exhausted, but still in the fight, as American entry looms.

### Treasurer's Report

Not much activity this time of year:

<b>Checking Balance (7-31-06):</b>	\$4,181.10
<b>Income:</b>	
Dues + contributions	\$20.00
<b>Expenses:</b>	
K Printing	\$135.45
<b>Checking Balance as of 9-28-06:</b>	<b>\$4,065.65</b>
<b>Perpetual Fund Balance 9-28-06</b>	<b>\$1,954.99</b>
<b>Balance in Perpetual Fund CD, 9-28-06:</b>	<b>\$4,930.99</b>

Additional contributions to the Perpetual Fund since the CD was renewed will be carried over in the checking account until the CD matures again in March, 2007. So, the amount in the Fund is not the same as the amount in the CD at this time. Although the Fund CD earns interest

each month, the interest is reported only at the end of the year. Interest will be posted in the first **K** after it is available.

Until next time, [Brian Stretcher](#)

## Upcoming Events

**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>

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

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="Demon" (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 Demon.)

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.

# 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>
D-Day '77 (AH)	(0011) Betros <b>EM</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 (AH)	(0011) Betros <b>EM</b>
Stalingrad Pocket II (Gamers)	(1553) Evenson <b>E</b>
Submarine (AH)	(1468) Thomas <b>M</b>
Thirty Years Quad (SPI)	(0044) DeWitt <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)

## 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.

1572 Christopher Graves, Denver, CO  
1573 Charles Marshall, Fairfax, CA

(Continued from page 4)

seemed to be getting heavier and heavier. After lunch, our Ranger/leader, took us across the road to the J. Otto house, which is empty but has vents so that it is always open to the atmosphere; that prevents moisture build-up and preserves the building longer—as long as it is unoccupied. We were told a story about the house during the battle concerning a slave of the Ottos, Hilary Watson, and how he helped protect the house from Confederate soldiers.

After work we went to Harper's Ferry and looked around. It was of only marginal interest to me.

The last day began with one of the Rangers giving a short description of the battle, making sure to include the two houses we had worked at. There were enough pickets; in fact Sue and I had cut six more than were needed. All together, we produced over 200 pickets. By noon the fence line was completed across the back of the property. After lunch we finished painting the fence and the porch floor. At the closing ceremony we were given a certificate, a volunteer pin, and a patch. The park staff seemed pleased with our accomplishment, and the Elderhostelers were pleased as well.

The final evening program was on Civil War equipment, primarily clothing. One of the Park Rangers was a real Civil War buff and showed us from his private collection what a typical Union soldier wore, mostly heavy wool clothing. He had hand-sewed several items from material that mimicked contemporary Civil War material. Apparently there are companies that make all sorts of equipment for re-enactors, and bolts of cloth are available. He took off his pack and showed what was inside. The government issued pants but no suspenders or belts, suspenders being the holder-upper of choice. Shoes were issued by the Army, but most were straight last—that is, there was no right or left shoe. Although lever action repeating rifles were available, and many individual soldiers did buy them, the Army was reluctant to issue them to everyone for fear the soldiers would waste ammunition! That is the same mentality that the British government exhibited in WWI when they did not issue parachutes for fear that pilots would jump out unnecessarily and waste aircraft. The Civil War army did not issue mess gear either, and soldiers had to furnish their own plates and cups. The muzzle loaders were armed with a pre-packaged

powder-and-shot unit; the end was ripped off with teeth then put in the barrel and rammed down. The only real physical that inductees had to pass was that they have two teeth that came together—so they could arm their rifle.

The experience was quite rewarding for me. Three of our crew were returnees, but I doubt if I would travel that far for another go. If you visit the battlefield and pass the Sherrick House, cast an appreciative eye on the white, picket fence on the west side of the house. Most of those pickets were cut by DeWitts.

★★

**Back issues available on CD**

Back issues of *The Kommandeur* edited by the current editor are available on one CD in PDF format. That includes Vol. 37 No. 2 through the current issue. These are available at cost: \$2 to US addresses, \$3 to other addresses. Send money and requests to me at the address on page 11. Make checks out to Omar DeWitt.

Answers 1. Normandy, 2. armor-piercing shell, 3. wolfpack. "Demon" was the codename for the evacuation of Crete.

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 gmtom/AHIKS.htm  
 UK: www.ahiks.co.uk

Welcome our new UCP officer, Brian Laskey

(Continued from page 3)

(The winners were announced in the last issue. Here are the nominees. Ed.)

### 2005 CSR Awards

The CSR Award winners were presented at the 2006 World Boardgaming Championships. The nominees and winners (**bold**) were:

#### BEST PRE-WORLD WAR II BOARDGAME

**Bonaparte at Marengo** (Simmons Games)  
Crusader Rex (Columbia Games)  
Flying Colors (GMT Games)  
Triumph of Chaos (Clash of Arms)  
Under the Lily Banners (GMT Games)

BEST WORLD WAR II BOARDGAME  
ASL Starter Kit #2 (MMP)  
**Empire of the Sun** (GMT Games)  
Fire in the Sky (MMP/The Gamers)  
Silent War (Compass Games)  
The Mighty Endeavor (MMP/The Gamers)

BEST MODERN ERA BOARDGAME  
Crossfire Hurricane (Firefight Games)  
Hornet Leader II (Dan Verrsen Games)  
Lightning War on Terror (Decision Games)  
**Twilight Struggle** (GMT Games)  
Warplan Dropshot: Endgames (Schutze Games)

#### BEST MAGAZINE-PUBLISHED BOARDGAME

Bittereinder (*Against The Odds* #13)  
**Chennault's First Fight** (*Against The Odds* #12)  
The Big Push (*Against The Odds* #11)  
The Old Contemptibles (*Strategy & Tactics* #228/DG)  
Vinegar Joe's War (*Strategy & Tactics* #227/DG)

BEST DTP-PRODUCED BOARDGAME  
Carolina Rebels (BSO Games)  
**Death in the Trenches** (Schutze Games)  
Deguello at Dawn (Khyber Pass Games)  
Sun of York (Relative Range)  
Turning Point (BSO Games)

BEST WARGAME GRAPHICS  
Chennault's First Fight (*Against the Odds* #12)

**Empire of the Sun** (GMT Games) (TIE)  
**Fire in the Sky** (MMP/The Gamers) (TIE)  
Four Lost Battles (OSG)  
Silent War (Compass Games)  
Triumph of Chaos (Clash of Arms)

#### BEST PROFESSIONAL WARGAME MAGAZINE

**Against The Odds**  
C3i (RBM Studio)  
Operations (MMP/The Gamers)  
Strategy & Tactics (Decision Games)  
Vae Victis

#### BEST AMATEUR WARGAME MAGAZINE

The Boardgamer (Bruce Monnin)  
Line of Departure (James Werbaneth)  
**Panzerschreck** (Gary Graber, Minden Games)

#### BEST GAME REVIEW OR GAME ANALYSIS

Bonaparte at Marengo, Matthew Kirschenbaum (Paper Wars #60)  
Empire of the Sun Strategy Concepts, Mark Herman (C3i #17)  
La Grande Guerre, Adam Starkweather (Paper Wars #58)  
My Philosophy Behind the Card Driven Game System, Mark Herman (C3i #17)  
Rise of the Roman Republic, Steven A. Carey (C3i #16)  
Sweden Fights On, Mark Kaczmarek (C3i #17)

#### BEST HISTORICAL OR SCENARIO ARTICLE

(NB Honorable mention only - no winner was declared)

Battle of Cheriton, 1644 - New Battle Module for This Accursed Civil War, Ben Hull (C3i #17)  
Khan: The Rise of the Mongol Empire, Joseph Miranda (Strategy & Tactics #229)  
Lest Darkness Fall: Rome in Crisis, AD 235-285, Ty Bomba (Strategy & Tactics #234)  
Operation Downfall & Allied Airpower, Brian Todd Carey (Strategy & Tactics #230)  
Strategy Concepts in Empire of the

Sun, Mark Herman (C3i #17)  
The Big Push, Roger C. Nord  
(Against the Odds #11)

JAMES F. DUNNIGAN AWARD  
To a Game Designer, Developer, Graphic Artist or Game for outstanding achievement

**Ananda Gupta & Jason Matthews**, Designers, Twilight Struggle (GMT Games)

Bowen Simmons, Designer, Bonaparte at Marengo (Simmons Games)  
Craig Grando, Graphic Artist, Against the Odds magazine  
Mark Herman, Designer, Empire of the Sun (GMT Games)  
Brien Miller, Designer, Silent War (Compass Games)

#### BEST PRE-20TH CENTURY ERA COMPUTER WARGAME

**Crown of Glory** (Matrix Games)  
Horse & Musket 2: Prussia's Glory (Shrapnel Games)  
Tin Soldiers: Julius Caesar (Matrix Games)  
Campaign Waterloo (HPS Simulations)

BEST 20TH CENTURY ERA COMPUTER WARGAME  
(NB Honorable Mention - no winner was declared)

Gary Grigsby's World At War (Matrix Games)  
War Plan Orange: Dreadnoughts in the Pacific 1922-1930 (Matrix Games)  
Flashpoint Germany (Matrix Games)

[http://www.alanemrich.com/CSR\\_pages/CSRawards.htm](http://www.alanemrich.com/CSR_pages/CSRawards.htm)

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# 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

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

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

#1 \_\_\_\_\_ Codes \_\_\_\_\_.

#2 \_\_\_\_\_ Codes \_\_\_\_\_.

#3 \_\_\_\_\_ Codes \_\_\_\_\_.

#4 \_\_\_\_\_ Codes \_\_\_\_\_.

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

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