

# The *Kommandeur*

Volume 42 Number 3

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June 2007

## From the President

### 2007 Iron Man

There were a couple of eyebrows raised at Mr. Jarvinen's victory. His allusion to a "losing record" is his humble acknowledgment that he didn't place first through fifth in any of the Iron Man events. But let there be no mistake—he won on the strength of two simple facts:

- 1) he entered all eleven events
- 2) he turned in his Event Report

I have absolutely no more problem awarding someone for having administrative acumen than I would for disqualifying someone who is discovered to have been misinterpreting a rule halfway through a tournament that gained unfair advantage during the game. Playing by the rules is a significant part of our hobby, and those who follow structure have as much right to be awarded for correct play as the flash in the pan guys who happen to win the big tournament but don't have the stamina for the long haul.

Which is precisely why we award *one point* for every event *entered*. You will recall when we set this whole thing up last year that the possibility of one man winning by simply playing in *every event*—even if he never placed in any of them—was one we raised and were willing to support. It may not be as sexy as another fellow who placed 2nd in **Afrika Korps** and 1st in **PGG** (a total of 9 points—missing tying Mr. Jarvinen by 2), but it shows a willingness to put his shoulder to the wheel and grind out eleven entries for the long-haul win.

I would be quite surprised (now that the Iron Man is off and running), if we will ever get another winner based on sheer entries alone, but I can't think of a more fitting way for our first winner to have paved the

way for future contestants. Mr. Jarvinen has expressed through deed the very spirit of the Iron Man event. The ability to get down in the trenches and play a Herculean number of events.

Mr. Jarvinen, we salute you on your victory. And I personally extend my own thanks for your superb demonstration of stamina and will—your bedrock victory lights the way for every future Iron Man, the path of honor that AHIKS is proud to acknowledge.

This year we are adding **Waterloo** to the list of titles, and I suspect that in years to follow this list will be subject to change. I also expect to see the competition get a lot more serious and the number of entrants to increase dramatically as we continue to present ourselves at the WBC year after year. Our biggest problem right now is finding a Recruiter to be responsible for promoting AHIKS in general and the Society specifically at the WBC. Call me soonest!

El Prez

## Editor's Corner

Several of you may have noticed that this issue is three weeks late. Your Editor was once again traveling. We "visited" Scapa Flow on Orkney and found it devoid of ships. The U.K. obviously keeps its ships somewhere else now. The anchorage was visible from the road we were on, so I don't know if any WWII buildings are left there or not. There are several "Churchill Barriers," dirt and rock causeways that connect a few of the nearby islands and carry roads. The barriers were built by Italian POWs after the German sub snuck into the harbor and sank the Oak Royal. If you are thinking of visiting Orkney, let me tell you that it was rainy and cold during our June trip.

The next issue will be delayed a week or so in the hopes that we will have some info from the WBC. If you attend, please send me your thoughts of the event.

The AHIKS Iron Man competition will be back at WBC. The second year will be an improvement, since we were working in the dark pretty much the first year. Take a few minutes and check it out; Roger Eastep will be running it this year.

I saved a data-collecting form from "Mike," but I saved nothing else. Mike, if you will write me again, we will get something going. Sorry.

The password for the last issue, Rankin, was the codename for the plan to return to the Continent in event of sudden German collapse. The password for 42/1, Dracula, was the codename for a seaborne attack on Rangoon in May 1945.

Tom Hanover's **Pea Ridge** replay article will end in the next issue. It has been great to have it to fill in the issue. Your gaming experiences are of interest to your fellow members, although they might not seem like much to you. Why not write up one or two and send them in?

*Chris*



## 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: 26 May 2007

Alan Poulter

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### New Magazine: *Panzer Digest*

*Panzer Digest* is a new magazine containing DTP games from Minden Games. In the first issue will be **Falaise Pocket**, a two-player, division-level game covering the post D-Day campaign in France (August 1944); **Advanced Salvo! 1939-1941**, a solitaire (with two-player option) dice game on ship-on-ship naval combat during the early years of World War Two; **Penal Battalion**, a solitaire card game on landmine clearing; and **Longstreet's Disaster**, a solitaire game on Pickett's Charge at the Battle of Gettysburg. [http://www.homestead.com/minden\\_games/PanzerDigest1.html](http://www.homestead.com/minden_games/PanzerDigest1.html)

### NEW BOARD WARGAMES

#### Avalanche Press

**Panzer Grenadier: South Africa's War** is the latest supplement in the **Panzer Grenadier Series** and covers battles of South African forces in Somaliland, Ethiopia, Egypt, and Libya between 1940 and 1942. **Great War at Sea: Mediterranean**, the first game in the **Great War at Sea Series**, is being reprinted. **Fronte Russo** is a supplement containing counters, background articles, and scenarios covering these crack troops and their battles to the **Panzer Grenadier** game system. It requires ownership of **Eastern Front** to play most of the scenarios, and **Road to Berlin** to play all of them. Rob Markham's **Napoleonic Battles: Austerlitz** covers the battle using an area map and a new, simple game system. The rules are derived from **War of the States** and **Rome at War** series and build on the earlier **Napoleon in the Desert**. **Soldier Kings**, covering the first true world-wide conflict, the

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Seven Years' War, is also back in print.

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

### Critical Hit

**Stonne Heights** is the latest in the **Advanced Tobruk System** series, covering battles on the Western Front in 1940 between French and German forces. **Toktong Pass 1950** is also in the **Advanced Tobruk System** series and covers engagements between U.S. Marines and Chinese Communist troops in the Korean War. <http://www.criticalhit.com/>

### Fiery Dragon

**Counterstrike: Operation Whirlwind** covers the Budapest Uprising of 1956 and **Counterstrike: Algeria** covers the Algerian Civil War 1954 to 1962. <http://www.fierydragon.com/>

### @games online

**Action Front! Watchtower** covers the efforts of 1st Marine Division to hold the area around Henderson Field and is the first game in the proposed **Action Front! Series** of tactical World War Two games. <http://atgamesonline.com/>

### GMT

Back in print is **Samurai: Warfare in the Sengoku Jidai, 1560-1600**, the fifth game in the **Great Battles of History** series. It covers all the major battles of the Sengoku Jidai (the Age of Warring Daimyos). <http://www.gmtgames.com/>

### Lock 'n Load Publishing

**Island War Deluxe** is a tactical game covering the battles in the South and Central Pacific in World War Two. Designers are Mark Walker, Mark and Bill Wilder. The game can be downloaded and printed or played online. **Swift and Bold**, which covers British paratrooper battles, is an expansion to **Band of Heroes** in the **Lock and Load** series. <http://www.locknloadgame.com/>

### MMP

New is **Advanced Squad Leader Starter Kit #3 – Tanks**. It features scenarios involving armoured fighting vehicles and builds on the rules in

the previous two Starter Kits. It is however a complete game in itself. <http://www.multimanpublishing.com>

### OSG

New is **1813: The Year That Doomed The Empire**, which is a companion game to **Napoleon at the Crossroads**. <http://www.napoleongames.com/>

### Pratzen Editions

New is **Le Grand Empire** which covers the entire Napoleonic wars from 1800 to 1815 at a strategic level. This game features two maps. [http://www.pratzen.com/index\\_en.php](http://www.pratzen.com/index_en.php)

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #241 contains the Joseph Miranda design, **Twilight of the Ottomans: World War I in the Middle East**.

*Strategy & Tactics* #242 contains **They Died With Their Boots On 2: Pershing and Mad Anthony**, covering two campaigns of the U.S. Army from the late 18th and early 20th centuries.

*Strategy & Tactics* #243 contains **Sea Lords: The Vietnam War in the Mekong Delta**. This is a Joseph Miranda design and features a map using a square grid. <http://www.decisiongames.com>

*Vae Victis* #74 contains **Ultimus Romanorum**, a strategic game on the final years of the Roman Empire. <http://www.vaevictis.com/> Note that *Vae Victis* magazine and games are in French but rules translations are made available via: <http://grognard.com/vaevict.html>

*Command & Strategy* #6 contains **Operation Walküre**, a card game on the 1944 plot to assassinate Adolf Hitler. <http://www.ugg.de/cs/cs1.shtml>

### NEW DTP WARGAMES

#### BSO and Canons en Carton

**Blackshirt, The Italian Invasion of Egypt, 1940**, is a BSO game covering Italy's invasion of Egypt prior to Rommel's arrival and uses the **Bitter Victory** game system.

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

### Cool Stuff Unlimited

Limited quantities of two old games in new printings are available. **Doro Nawa** is a 1979 Paper Wars classic design by the late Jim Bumpas covering the Japanese assault on the Malayan Peninsula which resulted in the capture of Singapore in 1942, while **Verdun: The Game of Attrition** by designer John Hill, covers the iconic World War One battle. Email: [coolstuff@advantas.net](mailto:coolstuff@advantas.net).

### Firefight Games

Five games are new! **Wicked Narrows: Rome's Disaster at Kalkreis, Sept. 9, 2 AD**, covers the massacre of three Roman legions at the hands of four German tribes under Arminius. **The Koltov Corridor: Disaster at Brody (East Front), July 1944**, and **Operation Fischfang: Smashing the Allies at Anzio, Feb. 1944** cover closing battles in World War Two. **Storm Over Taierzhuang: Samurai Stalingrad 1938** covers battles between Japanese and Chinese Nationalist Forces. Finally, **Cossack Revenge: Denikin's Abyss, March 1920** covers the evacuation at the port of Novorossisk during the Russian Civil War. <http://firefight-games.com/>

## NEW WEB RESOURCES

### Free games

**Battle of Honey Springs (LPD)**  
<http://www.lpdgames.com/gameshbcaw.html>

### Official Rules

**1066, S&T#240 (DG)** [http://www.decisiongames.com/1066\\_eRules\\_S\\_T\\_240.zip](http://www.decisiongames.com/1066_eRules_S_T_240.zip)

**1807: the Eagle turns East (Clash of Arms)** <http://grognard.com/info1/1807eaglesdoc>

**Clash for a Continent (Worthington)**

<http://members.cox.net/worthington-games/ClashDirections.pdf>

**Doro Nawa (Jim Bumpas/Cool Stuff)**  
<http://grognard.com/info1/doronawaru.doc>

**EuroFront II (Columbia Games)**  
<http://www.columbiagames.com/resources/3407/3407rules.pdf>

**For Honor and Glory (Worthington)**  
[http://members.cox.net/worthingtongames/For\\_Honor\\_and\\_Glory\\_Naval\\_Rules.pdf](http://members.cox.net/worthingtongames/For_Honor_and_Glory_Naval_Rules.pdf)  
[http://members.cox.net/worthingtongames/For\\_Honor\\_and\\_Glory\\_Land\\_Rules.pdf](http://members.cox.net/worthingtongames/For_Honor_and_Glory_Land_Rules.pdf)

**Forged in Fire (Worthington)** [http://members.cox.net/worthingtongames/Forged\\_Rules\\_Finals.pdf](http://members.cox.net/worthingtongames/Forged_Rules_Finals.pdf)

**Hamel 1918 (Schutze Games)** <http://grognard.com/info1/hamel.doc>

**Lightning War: North Africa (DG)**  
[http://www.decisiongames.com/LNA\\_eRules.doc](http://www.decisiongames.com/LNA_eRules.doc)

**Shifting Sands (MMP)** <http://talk.consimworld.com/WebX?233@551.m336cQ8TQa2.352@.ee6fed6!enclosure=.1dd25b36>

**Wacht am Rhein (SPI/DG)** <http://www.thewargamer.com/grognard/war2rul.pdf>

### Errata

**Aleutians Campaign (Schutze)**  
<http://grognard.com/errata1/aleucamp.doc>

**Cockpit of Europe (Red Sash)** <http://grognard.com/errata1/cockpit.txt>  
**Fox's Gambit: Gazala (Schutze Games)** <http://grognard.com/errata1/foxgam.doc>

**Shifting Sands (MMP)** <http://talk.consimworld.com/WebX?233@551.m336cQ8TQa2.352@.ee6fed6!enclosure=.1dd18341>

**Triumph of Chaos (Clash of Arms)**  
<http://grognard.com/errata1/toc15.pdf>

### Rules Translations

**Korsun 1944, Vae Victis #72 (HC)**  
<http://www.thewargamer.com/grognard/korsun44.pdf>

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## Pea Ridge Post-Battle Report

by Tom Hanover

We continue the Confederate Turn 15 (4:00pm) from last issue.

**McCulloch** McIntosh's brigade, caught in the open ground NW of Curtis' HQ, is again subjected to a merciless raking fire by Union infantry and artillery, losing 300 men. Two regiments are routed away, but the majority stubbornly holds its ground. McIntosh would later write, *"My instinct was to press hard for Pratt's Store, even though the brigade was wrecked. It seemed a shame to ease off almost within view of our objective..."*

North of Leetown, Hebert pushes 3 La forward to try and seize a Union battery posted along Leetown Road but, lacking direct leadership (Hebert remains a short distance behind the regiment), 3 La refuses to advance any further.

*\* If McCulloch hopes to present a credible threat to Leetown, he must begin using Hebert's brigade much more aggressively. Otherwise Curtis will be content to screen the rebels with those forces already at hand, thereby enabling him to funnel all further reinforcements to the defense of Pratt's Store.*

Pike's brigade succeeds in routing away a small contingent of mounted Union cavalry in Mayfield's cornfield, ending a minor annoyance to the rebels' right flank.

### Union Turn 15 (4:00 pm)

**Curtis** tightens his line around Pratt's Store by withdrawing another 100 yds. Fire on both sides is largely ineffectual, though Klauss' battery continues chipping away at McIntosh.

Curtis orders Sigel with Coler's brigade of 1,400 men diverted from Leetown to Pratt's Store. This will boost Curtis' strength to 2,800 men. He is facing 6,200 rebels (though 1,000 of them have been sent off to retake Elkhorn Tavern).

North of Leetown in Oberson's cornfield, Greusel leads 800 men in a bayonet charge against 3 La of Hebert's brigade, capturing 100 men and routing the rest all the way back to the edge of Foster's farm.

(Continued on page 4)



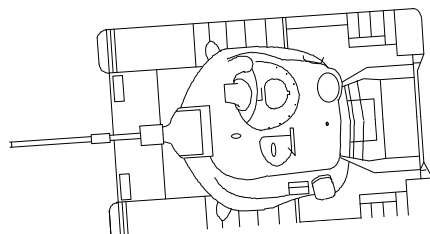
## The VP's Corner

I would personally like to dovetail onto the President's message from last issue and congratulate Mr. J.R. Jarvinen for having won the AHIKS Iron Man Tournament at the World Boardgaming Championships last summer. Mr. Jarvinen persevered and showed considerable administrative skill in jumping through the many hoops to qualify for this special award—my hat's off to him. On the same subject, I note that Chester is calling for a volunteer to come forward and manage the Iron Man Tournament this summer. Reflecting back on what transpired during the WBC, I think some confusion existed as to what the Iron Man Tournament represented and what AHIKS means to the gaming community. In effect, we need a recruiting/orientation booth as much, if not more so, as a table displaying the Iron Man Trophy. I venture to say that the majority of convention participants know little about AHIKS or have never heard of our organization. Rather than task the individual manning the Iron Man Trophy table to assume more responsibilities, how about a larger table that would also serve to display AHIKS to the community and attempt to recruit new members? As a strong advocate of walking the talk, I am willing to give up a day of my convention time to man the AHIKS recruiting booth, providing another couple of volunteers would come forward from the membership and offer to do the same.

Continuing my discussion from the last issue of *The K*, I once again came across a brief discussion about AHIKS on ConsimWorld that aroused some concern. Basically, this is how the conversation went: An individual inquired about AHIKS. A former member responded by stating, "Avoid AHIKS at all costs. I had a guy cheat on me in the late '70s and AHIKS never made it right, even though I sent them all the documents. Like CSW, it's a club with a multi-tiered rights system. You're better off just finding guys here on CSW that enjoy the games you want to play. Or, better yet, sticking to those who only play for blood at WBC." Someone stepped forward in an attempt to

defend our organization and the same fellow replied, "True, but that's what happens when someone CHEATS in the first Squad Leader scenario, one is asked to provide documentation (I did), then nothing is done about it. A bad taste is a bad taste." Whew! That's some heavy duty finger pointing in my book. There's a saying in customer service that goes, "once you shaft a customer, at least ten other prospective customers will find out." In this particular case, I suspect perhaps over a hundred gamers read this exchange and are now likely to have a negative perception of our organization. The '70s is indeed a long time ago, yet this individual harbors negative feelings about AHIKS some 30 years later. I encourage any AHIKS member that comes across anyone with this or a similar feeling to run some interference and squelch the misperception. We have a methodology in place to fairly address any injustice that may occur during game play. There is a chain of hierarchy, perhaps a bit unarticulated, but a chain never the less. If a member doesn't like the results of his inquiry, he is always welcome to take it further up that chain for consideration. I have to laugh about the accusation of a "multi-tiered rights system." If such a situation ever existed, it is long since history. In fact, I find myself, the VP, catching a lot more criticism than I ever did as a simple member. Constructive criticism can be healthy and serve to give pause and perhaps generate improvement. However, current comments in a public forum based on decades old perceptions cry out to be addressed. If AHIKS members come across such a scenario, please bring it to the attention of one of your AHIKS Officers so that we might constructively intervene and set the record straight.

Randy Heller



(Continued from page 3)

**Confederate Turn 16** (4:30 pm)

**Van Dorn** Again admonishes McIntosh not to press an attack on Pratt's Store. But, while himself holding most of Price's brigade in abeyance, Van Dorn sends 2 MSG and a regiment from Little's brigade forward to try and outflank a Union battery blocking Clemen's Lane. The hapless Confederates run straight into eight other Union guns posted nearby which pour such a hail of grape and canister at them that one rebel officer remarked, "*Even a starving hare stood little chance of finding shelter from that hellish storm...*" The rebels needlessly lose 300 men before routing away.

Slack's brigade and 5 MSG, accompanied by two batteries, continue laboring through the woods to retake Elkhorn Tavern before nightfall.

**McCulloch** Hebert's brigade again receives rough handling from Union forces in Oberson's cornfield. The rebels lose 100 men, a gun wrecked, and three regiments routed. This leaves six of McCulloch's ten available regiments routed and only through strenuous efforts are he and Hebert able to rally half of them.

Over near Pratt's Store, McIntosh withdraws most of his right flank back towards Cox's cornfield but leaves the 600 men of 9 Tex C ahead and somewhat isolated from the rest of the brigade, holding a patch of light woods just 500 yds from Curtis' HQ.

**Union Turn 16** (4:30 pm)

**Curtis** Sigel's column of 1,400 men reaches Pratt's Store but its presence is almost rendered superfluous when McIntosh's worn-out brigade crumbles under heavy Union fire. Five of its six available regiments are routed away, leaving the brigade badly scattered and effectively ending any threat to Curtis' left.

Curtis dispatches Col. Bussey and Jenkins' Cav on a circuitous ride to Elkhorn Tavern to find and rally 3 Iowa Cav.

North of Leetown, Hebert's Confederates finally begin finding the range and inflict 200 casualties on Greusel's brigade, but the Union line holds steady.

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## UCP News

Hi all,

I'm glad to say the UCP front has at least a few items of interest to report this time around. First off, thanks to a very generous donation of rules and a few counters from Chris Geggus, Secretary AHIKS Europe, and the rest of our AHIKS colleagues "across the pond," the UCP now consists of two separate lists. The first list is for counters only (AHIKS Unit Counter Pool) and the second list is for any non-counter parts such as rules, maps, charts, etc. (AHIKS UCP Parts List). In addition to being printed in this issue of *The K*, both lists are always available directly from me or can be viewed on the AHIKS website.

Secondly, there are a couple of counter additions to the UCP: **Dresden** (Simulation Games) and **GI Anvil of Victory** (AH: German & SS Infantry & small arms). There were no deletions.

Again, I'd like to extend a big word of thanks to Chris and the rest of AHIKS Europe for their donation, and I hope everyone has a great summer.

Happy Gaming, [Brian](#)

## AHIKS UNIT COUNTER POOL

## AVALON HILL-VICTORY

Across Five Aprils  
Afrika Korps  
Air Assault on Crete  
Bitter Woods (1<sup>st</sup> ed. No utility)  
Bulge '81  
Bulge '91  
Bull Run  
Civil War  
Desert Storm Expansion  
Flat Top (no markers)  
Fortress Europa  
France 1940  
GI Anvil (German & SS Inf & Small arms)  
Hells Highway (German)  
Panzer Blitz  
Panzerkrieg (Soviet)  
Panzer Leader  
Russian Campaign  
Squad Leader  
Stalingrad  
Submarine  
Tactics II  
Third Reich  
Tobruk  
Turning Point Stalingrad

## General Counter Insert 25-2:

Bulge '81  
Empires in Arms  
1776  
Tac Air

## General Counter Insert 26-3

Flight Leader  
Firepower  
Merchant of Venus

## General Counter Insert 28-5

Midway/Guadalcanal Expansion

## Gamers Repl/Variant Counters 1992 &amp; 1994

1992  
Barren Victory  
Bloody 110  
Bloody Roads South  
Force E's War  
Guderian's Blitzkrieg  
Omaha  
Stalingrad Pocket

1994  
Enemy at the Gates  
GD '40  
Guderian's Blitzkrieg  
M'Kau

SPI  
Battles for the Ardennes (some Allied)  
Fall of Rome  
Fighting Sail  
Kharkov  
Panzergruppe Guderian  
Raid  
Tito  
To The Green Fields Beyond  
Operation Typhoon (Soviet)

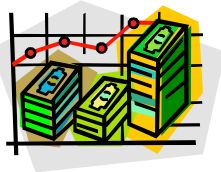
MISC  
Alesia (GMT)  
Ardennes (Gamers)  
Blank Counters (various)  
Blitzkrieg '41 (XTR)  
Barbarossa (TSR)  
Case White (GDW: Polish-Soviet)  
Colonies in Revolt (TSR)  
Desert Rats (Simulation Games)  
Dresden (Simulation Games & 3W)  
Lawrence Of Arabia (3W)  
Moscow '41 (TSR)  
1944 (3W: German)  
Objective Schmidt (Gamers)  
Operation Crusader (FGA)  
Proud Monster (XTR)  
Race for Tunis (3W)  
Sturm Nach Osten (3W)  
Victory In The West (GMT- German)

## AHIKS UCP PARTS LIST

Anzio (AH Rules 2<sup>nd</sup> ed)  
Afrika Korps (AH Battle manual)  
Armada (SPI Rules and errata)  
Battle of Moscow (SPI Rules)  
Birth of a Nation (3W Rules)  
Bitter Woods (AH Map, OOBs 1<sup>st</sup> ed)  
Blenheim (3W Map, Rules)  
Bloody Buna (3W Rules)  
Blue Max (3W Rules)  
Breitenfeld (SPI Map and rules)  
Bull Run (AH Map, charts, rules)  
CA (SPI Rules)  
Cassino (SPI Rules)  
Condor (3W Rules)  
Crescendo of Doom (AH Rules)  
Cross of Iron (AH rules 2<sup>nd</sup> ed)  
Decision at Kasserine (3W Rules)  
Desert Rats (Simulation Games Cover sheet fair)  
Destruction of Army Group Center (SPI Rules)  
Dien Bien Phu (SDC Rules)  
Divine Right (TSR Rules)  
East is Red (SPI Rules)  
Fall of Rome (SPI Rules)  
Fighting Sail (SPI Rules)  
Fortress Europa (AH Rules, charts 1<sup>st</sup> ed)  
Forward to Richmond (3W Rules & 2<sup>nd</sup> ed supplement)  
G.I. Anvil of Victory (AH Rules)  
Great War in the East (SPI Rules - standard & Tannenberg)  
Kharkov (SPI Map, rules)  
Lawrence of Arabia (3W Rules)  
Lost Battles (SPI Rules)  
Marston Moor (3W Rules)  
Never Call Retreat (3W Rules)  
Panzer Blitz (AH Map boards, rules, analysis)  
Panzergruppe Guderian (SPI Map, rules)  
Panzer Leader (AH Map boards)  
Scrimmage (SPI Rules)  
1776 (AH Map boards)  
Squad Leader (AH Rules 3<sup>rd</sup> ed, charts)  
Sturm Nach Osten (3W Rules)  
Tank (SPI Rules)  
Triplanetary (GDW Map)  
Victory in the West (GMT Map B)  
War and Peace (AH Rules, charts)  
Westwall (SPI Rules standard & Bastogne)  
Wooden Ships & Iron men (AH Rules)

★★

## Treasury Notes



### Summertime!

Once again another *K* deadline is rapidly approaching as I write this. Sadly, I was not struck by the proverbial bolt of lightning this time, and so I find myself short of inspirational words of wit and wisdom. Nor can I offer much in the way of insight into good military history reads, as I have wandered from last year's history of the great leaders of the Roman Empire into more general history and culture, from classic Greek and Roman Mythology, to the struggle between mono- and polytheism. Not wanting to generate anything that could be remotely construed as instigating some sort of debate on religion, let me just say how fascinating it is to come to understand the depth of the link between faith and the military history of the West. In many ways, the modern world still stands today in the shadow of the Roman Empire and in ways you may not have thought about before. If you appreciate a better understanding of why things are the way they are (or, how we got here from there), then you might enjoy *God Against the Gods: The History of the War Between Monotheism and Polytheism*, by Jonathan Kirsch, Viking Compass, 2004. There is plenty of military history in the work for those of you who just can't live without it, but a lot more to think about as well. The old adage, "the more things change, the more things stay the same" becomes truly apparent after reading this book.

### War at Sea PBEM tournament news

Not much to report as Round 2 games remain in progress. Hopefully I will have some results for you next time.

### Third Reich battle report

When we left off, the Allies were about to start their Spring 1940 turn. The Axis spent enough BRPs to allow the Allies to take the initiative and take a double turn over Spring and Summer, if they wanted it.

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*Allied Spring, 1940.* The Allies take an offensive in the Mediterranean but appear to leave France to its fate with an attrition in the West. The French can do little because most of the army starts out of supply. What British units can move disengage, and British fleets move to French ports in anticipation of redeployment elsewhere. The offensive in the Med is surprisingly targeted at the Italian forces along the Franco-Italian border. The WDF outside Tripoli links up with the French infantry in the bridgehead in the Libyan narrows. Although the attrition in the West produces good results, the French make no effort to re-establish supply. The Axis now suspect something is afoot. This is confirmed by the Allied builds and redeployments, as several British armor are moved to ports in the Med. Mussolini spots a weakness in the home defenses but it is too late to do anything about it.

*Allied Summer, 1940.* Indeed, the Allies take the initiative, despite intense Axis diplomatic efforts to talk them out of it. Unpersuaded, the Allies essentially abandon France but make a landing at Salerno with three British armor corps. The Regia Marina decides that discretion is the better part of valor and does not interfere with the invasion. The path to Rome is open, and a British corps takes the city unopposed. Naples is also taken in a low-odds attack. However, to make this work, the British have left only a screen of small units along the front in Egypt.

*Axis Summer 1940.* Both France and Italy are on the brink of collapse. France must go, however, and so Paris is taken in the offensive, and panzers move beyond so as to make recapture impossible. In the Med, there is little choice but to take an offensive and make an attempt to recapture Rome. Because only a 1-3 infantry in Italy proper can walk directly to Rome, other forces have to be transported to nearby ports to join in the attack. Only the French navy is available to intercept, but two separate attempts have to be made because the fleet is dispersed between Marseilles and Tunis. The odds are in the Axis favor, but not by much. In the end, however, the Allies have to make one die roll too many, and the

Marseilles fleet fails to find the Italians, and the remaining French fleets are defeated in the 2-1 battle. A panzerkorps and German infantry are able to make landfall at Livorno and join in the attack against Rome, supported by the Luftwaffe. Rome is retaken at 2-1. To make matters worse for the Allies, instead of being sent to Italy, the Afrika Korps joins in the attack against the screen in Egypt. The Afrika Korps then rolls into Alexandria.

*Axis Fall 1940.* Spending judiciously, the Axis is able to take back the initiative and get a double turn of its own. Given the force distribution, however, the Axis takes attrition options on both fronts. Contact is avoided in France to keep from destroying potential Vichy units, but maximized in the Med against the British, as there are only a few British land units in the theater, and a good die roll will destroy them all. The French are spared any losses, but all of the British units in the Med are lost. With panzers now in Jerusalem and Egypt all but secure, the Allied attempt to knock Italy out of the war has backfired. Large German formations deploy along the Yugoslav border, and a few units start heading east.

*Allied Fall 1940.* With no ground forces in the Mediterranean and Paris invulnerable to recapture, there is little the Allies can do this turn. France falls. A better reason for the Allied initiative shift becomes apparent when the Allies play their variant counter, and all French units outside of France proper become Free French, as do all of the French colonies and the French navy. Unfortunately for the Axis, this includes both French air wings. But the Allies have to satisfy themselves with garrisoning Beirut, Tripoli, and Malta, supported by the now Free French air. The Soviets actually move a few units, as there are now enough Axis units, including the paratrooper, for a potential attack to be made in the Winter.

*Axis Winter 1940.* Germany declares war on Yugoslavia. The more interesting situation is in Lebanon-Syria however, as the Axis have to figure out a way to get rid of the Beirut garrison. Although superior on the



ground, the Allied air in the area outnumbered the available Italian air by 2-1, and a straight-up attack, even if a 1-1 could be made, could cost the Axis massive casualties and most likely end its ambitions in the Middle East. Therefore, the Axis once again calls on the Regia Marina to bring in more troops in a more devious plan. The Axis tries to bring in panzers from southern Italy and Germany, plus some Italian infantry in Egypt that can't quite make it to Beirut overland. The Italians also make an invasion against Cyprus. Once again, there are too many good die rolls needed by the British to defeat all of the transport attempts, and one panzer and the Italian infantry make it through. However, there is no direct 1-1 attack against Beirut. That potential attack was a bluff. The naval missions forced the Allies to commit all but one air factor to Beirut defensively, while Italian armor to the south of the city actually attacks an empty hex. The two panzers now available exploit off the unopposed attack, and Beirut is attacked in exploitation at 2-1. The city falls to the Axis, and the French and British air based there is dispersed to the Syrian countryside and with nowhere else to go. Belgrade falls, and Italian armor makes it to the outskirts of Tripoli. Both Tripoli and Malta are hit with air raids. Suez City is taken, Egypt is conquered, and the British lose 25 BRPs. To add insult to injury, the Vichy French join the Axis as minor allies at the end of the turn.

We'll end here as the Allies prepare for their last hurrah for 1940. With only 20 BRPs remaining and the prospect of losing most of those to the U-Boats, will the British nevertheless make an attempt to rescue the now apparently stranded Allied air units in Syria? Or, will they conserve those BRPs for what could be a difficult year, considering that the back door into the Soviet Union now apparently lies open? Stay tuned!

### Treasurer's Report

#### Starting Checking Account

**Balance 3-31-07 :** \$ 4,911.92  
**Income:**  
 Dues and contributions \$ 244.93

#### Expenses:

K Printing \$ 119.00  
 Transfer to Perpetual Fund \$ 0.00

**Checking Account Balance as of 6-15-07: \$ 5,037.85**

**Perpetual Fund Balance, 3-31-07:**  
 \$ 2,299.85

**Interest Income:** \$ 0.00 (reported)

**Perpetual Fund Balance 6-15-07**  
**\$ 2,299.85**

**Operating funds in CD, 3-31-07:**  
 \$ 3,136.59

**Interest Income:** \$ 0.00 (reported)

**Operating funds in CD, 6-15-07:**  
**\$ 3,136.59**

**Total balance in CD, 6-15-07:**  
**\$ 5,436.44**

**Total Treasury, 6-15-07: \$ 10,474.29**

Interest income will not be reported again until next year, and so no interest is shown, even though it is accumulating.

Until next time, [Brian Stretcher](#)

*(Continued from page 4)*

#### Confederate Turn 17 (5:00 pm)

**Van Dorn** Receives a message from McCulloch (*the first since the battle began!*) informing him that Hebert and Pike have made no headway against Leetown. McCulloch outlines a plan to slide Hebert's brigade east, into Morgan's Woods, in an attempt to outflank the Union right tomorrow morning.

Slack's brigade continues slog-ging through the woods towards Elkhorn Tavern, making sudden contact with the routed 3 Iowa Cav. The rebels pour a quick fusillade at the disorganized foe but their fire is ineffectual.

*\* Slack's men have only another half hour of daylight to reoccupy Elkhorn Tavern, barely enough time. But much also depends on whether 3 Iowa Cav rallies. If it remains routed, Slack's lead regiment under Bevier can easily swing past it unmolested and take the tavern. If the enemy does rally however, Bevier's regiment will be subject to withdrawal fire as they try to slip by (5 MSG, a large 600-man regiment, is within easy supporting distance but remains out of command).*

*All this matters little in game terms because, even if the rebels recapture Elkhorn Tavern, the Union already has sufficient Victory Points to win the battle. The wrecking of McIntosh's brigade and the heavy casualties it suffered early on plus the successful Union defense of Leetown and Pratt's Store have done the rebels in.*

Van Dorn orders Little's replacement to break contact with the enemy near Pratt's Store, resulting in Gates' regiment taking casualties and routing back towards Ruddick's Field.

**McCulloch** McIntosh finally pulls the remainder of his brigade back behind the formidable Confederate gun line (24 pieces in all) assembled in Cox's cornfield. He manages to rally just two of five routed units.

McCulloch makes no further efforts to turn the Federal right near Leetown and chooses to keep Hebert's brigade well back in the woods to rest and rally.

#### Union Turn 17 (5:00 pm)

**Curtis** Coler's 1,400 men file into the lines around Pratt's Store, bringing Curtis' strength there to 3,900 men and 20 guns.

Col. Bussey leads Jenkins' Cav in a ride completely around Van Dorn's men in an attempt to link up with 3 Iowa Cav at Elkhorn Tavern. But upon reaching the Wood Lot, they run into the 600 infantry from 5 MSG who quickly pour several devastating volleys into them, killing or wounding nearly all and scattering the few survivors.

Braving this rebel fire, Bussey gallops straight across The Wood Lot and reaches 3 Iowa Cav; however even his presence is not enough to rally the broken and dispirited troopers of that regiment.

#### Confederate Turn 18 (5:30 pm)

**McCulloch** Moves the rest of Hebert's infantry up to the tree line bordering Oberson's cornfield and withdraws Provence's battery (the caissons being empty). The Union observes all this activity but holds its fire.

An aide from Van Dorn reaches Col. Hebert with a message, asking him to give a brief summary of his position and requesting the same of Gen. McCulloch if within the vicinity.

*(Continued on page 11)*

## I Was a Wargamer Once and Young

by Andy Johnson

AHIKS has evolved since its inception; the gaming industry that provides us our entertainment continues to go through evolution, devolution, and the ongoing crisis of player interest and content selection, and I've gotten a hell of a lot older.

Given that I am somewhat older than dirt, I can remember when **Tactics II** was the ultimate in gaming. I got my copy in 1958 or 59 and was hooked from then to now. The advent of the hex based map brought us an evolution in complexity and game design thinking. This led to a period starting in the '60s that brought us many of the now "classic" Avalon Hill and SPI games, along with visits to new lands where some of us got to meet and enjoy new people and their cultures while trying to kill them before they killed us.

Those classic games had an enthusiastic following, and you usually could find an opponent in any gathering of 16-30 year olds without much difficulty. This period also brought us the argument about realism versus playability. SPI carried the realism label while Avalon Hill was the playability king. Both companies led the creation of a cardboard market that has lasted for nearly fifty years.

In retrospect, the industry during '60s and '70s was moving along several parallel paths. The first "monster" games appeared (**DNO/UNT** and **Wacht Am Rhein** come to mind), miniatures equivalent games began an ascent (**Panzer Blitz** was often referred to as Panzer Bush due to the lack of opportunity fire rules), and operational games (**Anzio** as an example) were growing in popularity. The first video games (remember **Pong**) were also appearing and the home computer soon after.

The late '70s saw Avalon Hill bring out **Squad Leader** (I still have my first copy in the purple box). This may be the game whose success actually sped Avalon Hill's demise. While it is only my opinion, **Squad Leader** sucked away so many resources (creative talent, money, time) from Avalon Hill that they lost focus on their market place. Ultimately **Squad Leader** and all its iterations reached a level of complexity that significantly narrowed its

interest group while Avalon Hill's new releases were not replacing that market share.

We were also seeing the rise of role playing games (RPGs) and a significant portion of the player group drifted off into D&D, et al. I started spending time painting figures for my kids and helping them interpret rules which were just as poorly written as those in our war games. I still remember a "bag of devouring" as being a particularly useful asset for your character. My 40-year-old son still has his old D&D books, and we laugh about some of the games we "studied" in those days.

The aging of the player group that had fed the rise of gaming was also impacting interest and sales. Suddenly we were no longer college kids, but people with jobs, families, and responsibilities that didn't allow us the Saturdays and evenings to concentrate on entertainment. After joining AHIKS in the late '70s I moved to all PBM (now PBEM) in the early '80s and haven't played a face-to-face game in 25 years. Likewise the cost and complexity of games began an upward spiral, **The Longest Day** (often referred to as The Longest Game) as a case in point came out as Avalon Hill's most expensive release up to that point, squeezing our available choices from buying 3-4 games to buying 1-2. Political correctness also began to creep in: game counters couldn't reflect SS symbols. Being a war gamer was labeled being a closet Nazi, and the hassle sometimes seemed to outweigh the entertainment value.

The evolution and devolution continues as some games have gone back to square- or rectangular-based maps, simplicity and complexity ebb and flow, and graphic arts have reached new levels of quality. The computer games, and gaming systems like ADCII and Cyberboard, can now provide the ability to manage the details that often made good but complex paper games unplayable, provide an Artificial Intelligence (AI) opponent that isn't a complete idiot or ass, and you can play for 15 minutes or 15 hours as your schedule permits. In

retrospect, while I miss the camaraderie of a group of six guys playing **Wacht Am Rhein** in the smoke filled attic of the ROTC armory all weekend, I enjoy seeing my grandchildren learning history through gaming.

★★

## What Is Vassel?

from AHIKSol

Vassel is a free program that started out to make it easy to play ASL via the internet/e-mail. Since then it has expanded to a lot of other games as well, with a pretty active base of designers.

Basically it gives you the maps, counters, etc. that you can move around. It lets you create die rolls etc. It's as close as you can get to FTF play that I've found, a lot easier than Cyberboard.

You have the option of making your move and e-mailing it to your opponent, he opens it, steps through the file (watching your moves, die rolls, comments etc.), or if you are both online you can just play it online.

To put it simply it takes away all the trouble with PBM—no writing down units, hex coordinates, etc. You simply move the pieces on the board like you would face to face. Very easy to use.

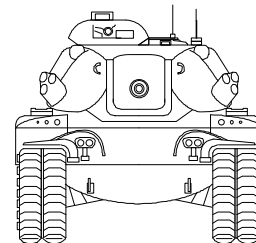
I believe the online option actually has a voice option as well, although I haven't played online for a long while and never really messed around with it.

They have, among other, **Blitzkrieg**, **Starship Troopers**, **Richthofen's War**, **Midway 64**, **PB/PL**, and **SL/ASL**. The original name of the program was VASL—virtual advanced squad leader.

They have a bunch of other games. I'd like to get one going of **Alesia**, **Alexander**, **Luftwaffe**, **VITP/WAS** (easy one to learn Vassal with), **3R**, **W&P**, and **WS&IM**, if anyone is interested.

I'd also love to GM a tournament of **HOTW** if we could create enough interest.

Regards, [Jeff Blackhorn](#) (non member)





## Book Review

Napoleon as Military Commander

by James Marshall-Cornwall

322 pages, maps, photos

© 1967

Barnes and Noble

Reviewed by Omar DeWitt

This is a well-written book on the purely military aspect of Napoleon's career. It is particularly interesting in that it covers all the major battles in such a few words. The most detailed battle, at Waterloo, takes twelve pages.

"Napoleon's insanely ambitious decision to extend his sway over all Spain and Portugal was the beginning of his downfall. Largely owing to the ineptitude of his enemies, his victories in central Europe had been too easy. He was now hypnotized by his own success and believed himself to be infallible, both in strategy and statecraft."

The author was impressed by Napoleon's ability to win battles before he entered Spain. When Napoleon left Spain to deal with the Austrians, the author points out how he started to deteriorate as a commander. Napoleon's method of battle—being in total command—did not help in Spain when he left; his generals fought each other and would not follow the directions of the appointed "king" of Spain.

Marshall-Cornwall points out the many errors Napoleon made at Waterloo—giving Ney command, issuing vague orders, sending Grouchy after the Prussians with little direction, etc.

★★

# Upcoming Events

**Jul 5-8**, Columbus, OH  
ORIGINS INTERNATIONAL GAME  
EXPO  
<http://www.originsgames.com>

**Jul 27-31**, Nashua, New Hampshire  
OGC  
<http://www.ogc-con.com/>

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

**Aug 10-12**, Bellevue, Washington  
DRAGONFLIGHT  
<http://www.dragonflight.org/>

**Aug 16-19**, Indianapolis, Indiana :  
GENCON INDY  
<http://www.gencon.com>

**Aug 24-26**, Toronto, Ontario  
CANADIAN NATIONAL GAMING EXPO  
[http://www.hobbystar.com/  
ComicConToronto2007/  
CC\\_Gaming\\_Home.asp](http://www.hobbystar.com/ComicConToronto2007/CC_Gaming_Home.asp)

**Sept. 14-16**, Springfield, OH  
Advance the Colors  
<http://www.hmgsgreatlakes.org>

**Sept. 15**, Memphis, Tennessee  
GAMES DAY MEMPHIS  
<http://thegamesnob.com/gdm>

**Sept. 21-23**, Rolla, MO  
COGCON 15  
<http://www.rollanet.org/~cogcon/>

**Sept. 22-23**, Oshkosh, Wisconsin  
OSHCON 2007  
<http://www.oshcon.org/>

**Sept. 27-30**, Columbus, Ohio  
BUCKEYE GAME FEST VIII  
<http://www.buckeyeboardgamers.org/>

**Sept. 28-30**, Arlington, TX  
G-KON 2  
<http://www.g-kon.com/>

**Oct. 20**, Bristol, WI  
NAVCON 2007  
<http://home.centurytel.net/NAVCON/>

**March 1-2, 2008** Kenosha, Wisconsin  
MIDWEST OPEN 2008  
Glenn E. L. Petroski  
[GELP@Core.com](mailto:GELP@Core.com)

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

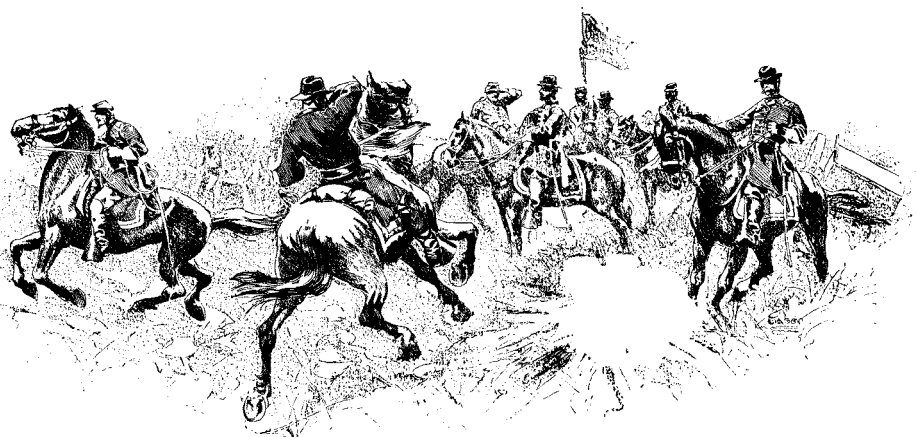
The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
User name = "AHIKS"  
Password = "Saturn" (Both are case sensitive; do not include the quote marks. If you use the Caps Lock to write AHIKS, be sure to take it off for Saturn.)

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.

## 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.



## 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 <http://ahiks.com/>. Mail the request to me at 16456 Tomahawk Dr., Gaithersburg, MD 20878, or e-mail the equivalent information (including your e-mail address) to me at: [ahiks291@gmail.net](mailto:ahiks291@gmail.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 <http://ahiks.com/>.

1776 (AH)	(1442) Herbst
1904-5 (Avalanche)	(0916) Dandy <b>E</b>
1914 (AH)	(1554) Trosky <b>M</b>
Adv. Squad Leader (AH)	(1382) Massey <b>E</b>
Afrika Korps (AH)	(0757) Qualtierei <b>CyB</b>
Afrika Korps (AH)	(1252) Brooker <b>M</b>
Agincourt (GDW)	(0200) Bowie <b>M</b>
Air Assault on Crete (AH)	(1496) Raphael <b>E</b>
Anzio (AH)	(1269) Schneider <b>E</b>
Anzio (AH)	(0111) Oleson
Austerlitz (2nd Ed)	(0036) Yarwood
Battle of Bulge '65 (AH)	(1269) Schneider <b>E</b>
Battles for the Ardennes (SPI)	(0757) Qualtierei <b>CyB</b>
Bitter Woods	(0036) Yarwood
Blitzkrieg '75 (AH)	(0011) Betros <b>Any</b>
Blue & Gray II (SPI)	(0036) Yarwood
Breakout Normandy (AH)	(1413) Longest
Breitenfeld (SPI)	(0200) Bowie <b>M</b>
Bull Run (AH)	(1442) Herbst
Caesar's Legions	(1269) Schneider <b>E</b>
Civil War (VG)	(1315) Reid <b>E</b>
Cruiser Warfare (Avalanche)	(0916) Dandy <b>E</b>
Diplomacy (AH)	(1210) Fasio <b>M</b>
Diplomacy (AH)	(1252) Brooker <b>M</b>
Diplomacy (AH)	(1442) Herbst
EastFront (Columbia)	(0044) DeWitt <b>E</b>
Fifth Frontier War (GDW)	(1315) Reid
Flattop (AH)	(1430) Warnick <b>E</b>
Fortress Europa (AH)	(1051) Heiser <b>M</b>
Frederick the Great (AH)	(0757) Qualtierei <b>CyB</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>
Jutland (AH)	(1554) Trosky
Luftwaffe (AH)	(1269) Schneider <b>E</b>

Midway: Turning Point (Aval)	(0036) Yarwood <b>M</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>
NATO (VG)	(1315) Reid
NATO (VG)	(0757) Qualtierei <b>CyB</b>
On to Richmond (AH)	(1075) Morley <b>E</b>
Panzer Leader (AH)	(0757) Qualtierei <b>Cyber</b>
Panzer Leader (AH)	(0711) Leonard <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)	(1345) Scarborough <b>M</b>
Russian Campaign (AH)	(1496) Raphael <b>E</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>
Twilight Struggle (GMT)	(1382) Massey <b>Cyberbrd</b>
Vietnam	(1315) Reid <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)

### Standby opponents for new members only

Ron Brooker	1252	Bull Run
Paul Heiser	1051	Afrika Korps, Gettysburg 88, Waterloo
Robert Johnson	0073	Russian Campaign, Stalingrad, Stalingrad (Holcombe variant), Bulge-65, -81
Rick Roksiewicz	1108	Victory in the Pacific
Thomas Oleson	0111	Anzio

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

## Wargame Chest

I completed my wargame chest! I bought a map chest at a yard sale, on my street for only \$45. The gentleman who sold me the chest is a sculptor and wood carver. He used to work for Disney! He used this chest for his studio drawings. I added hardwood legs and a plywood top. I mounted an old Avalon Hill Diplomacy map sheet on top that I've had for about 30 years. I've looked for these kinds of cabinets, but usually they go on sale for at least \$700—\$1,000 for one this size. What a find!

Bert Schneider



(Continued from page 7)

**Van Dorn** Dispatches an aide to McCulloch, approving his plan to reposition during the night for an attack on Leetown the following morning.

In what will prove an unwitting but fateful miscalculation, Van Dorn deliberately refrains from reoccupying Elkhorn Tavern, despite the fact that Bevier's infantry from Slack's brigade and two nearby batteries (Gorham and Kelly) could easily move past the routed 3 Iowa Cav and retake the vacant ground.

*\* Up until the end of GT-17, this decision would have meant little because the Union already had sufficient VPs to win the game. But the next event changes all that...*

McCulloch's and Van Dorn's artillery near Cox's cornfield pour a converging fire upon 25 Mo of Vandever's brigade as well as Klaus's battery. 25 Mo is eliminated, thereby wrecking Vandever's brigade.

*\* This late-afternoon barrage suddenly puts 20 VPs in the rebel point column and, ironically, would have reversed what had been a foregone conclusion to the game. Would have...except for Van Dorn's decision to delay reoccupying Elkhorn Tavern. Had he done otherwise, it would have meant another 60 VPs in the Confed-*

*erates' favor, enough to keep them in the game for a second day of battle. But with all objective hexes still in Union hands and with the Confederates having suffered twice as many casualties as their Union counterparts, the game now ends decisively in a Union victory.*

*When asked after the game about the reasoning behind his decision, Van Dorn responded that he fully expected to retake Elkhorn Tavern later that evening and that, although there was only one visible Union cavalry unit facing Slack's brigade, he suspected there might be more and did not want to take the risk. As it turned out, he should have.*

### Union Turn 18 (5:30 pm)

**Curtis** With his men sensing imminent victory, Curtis tries to keep them focused and admonishes his officers that, "...in battle nothing is assured." As darkness descends, Confederate artillery in Cox's cornfield fires off a final salvo of shot and shell at Coler's and White's men near Pratt's Store. 37 Ill loses 100 men killed, 15 Mo is routed away and Welfley's battery is left pinned, but the battle's outcome remains unchanged. The Union stands victorious.

The final commentary will be presented in the next issue.

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

New e-mail address for Roger Eastep





International Wargaming Society

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RETURN ADDRESS:

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**FIRST CLASS MAIL**

**ADDRESS SERVICE REQUESTED**



## 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 \_\_\_\_\_