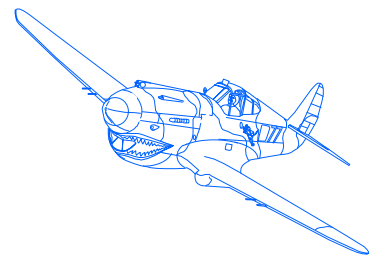


# The Kommandeur



Volume 43 Number 4

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## From the President

### WHO ARE YOU?

When you introduce yourself to somebody, you need a frame of reference. You are a member of the family, you're a graduate of a certain college, you work for so-and-so, you're into "that" kind of music, you prefer certain types of food, you belong to a certain church, you participate in a sport, you volunteer for an organization...or...you play wargames, and you're a member of AHIKS.

That should mean something. In the world of wargaming if nowhere else. Among your friends, at least. And certainly between yourselves and anybody who plays wargames. I think it's high time we start thinking of ourselves as AHIKSers as much as we define ourselves as *wargamers*. Think of the two as synonymous. If you ever introduce yourself as a wargamer, also mention that you are a member of AHIKS.

When we start to think of ourselves as only one thing, we can lose sight of

other things that are important to us. For example, just to say, "I'm an American" could be enhanced by adding "I'm from California." So, a better introduction would be, "I'm a wargamer, and I'm a member of AHIKS." This not only gives your introduction context, it gives credibility to yourself and the Society. If you are proud of being a member, then you will think more positively about representing it to people. And that's just what we need to do.

Does anybody realize that in 7 short years, AHIKS will be 50? The next President you elect will likely be around for that. I hope you are all thinking ahead some down the road. 50 continuous years in *this* hobby is quite an accomplishment. If you think it isn't, I invite you to make a list of *anything* that's been around in this hobby for 50 years. And no jokes about waistlines....

In the next week or so, I'll be contacting the WBC for statistics to declare our third **Iron Man** recipient.

Next year, that job will fall to your new President. I hope that in the next 7 years, you and he will lift AHIKS' banner high, so that our 50th year will be an occasion to celebrate. But it needs to start right now—with you. Hold your head a little higher and when you mention you belong to the oldest organization in wargaming, do so with a little fire in your eyes. This hobby is *nothing* if it isn't about history.

And brothers, when it comes to history within our hobby, you're talking AHIKS. Our alumni list reads like a Who's Who of the hobby. The games we've played include a stable of classic and timeless titles that are still played with a ferocity at the WBC and other conventions worldwide that are recognized and beloved still by stalwart wargamers the world over. If you think being a member of AHIKS is nothing to be proud of, think again. And tell a friend.

*El Presidente*

## AHIKS Adrift by Roger Eastep, Match Coordinator

For the last several years, AHIKS has been adrift. Plain and simple. While the rest of the world moved into the 21st century, AHIKS pretty much stood still. The organization has no vision for what it wants to be, or where. With few exceptions (and those mostly failures), there has been little serious effort by the officer corps to define goals for the organization. It took years to revise the bylaws, and the result was nothing to write home about. New members are few and far between. Attempts to recruit new members, directly or by initiating new services, have been feeble at best. Meanwhile, AHIKS creaks along, pretty much doing what it's been doing and how it's been doing those things for the last forty plus years, except with fewer members participating. With a disturbing exception: the reliability of the members seems to be

decreasing. As match coordinator, I'm getting more complaints about opponents who simply stop responding.

Can AHIKS be salvaged? Certainly. But it will take strong, proactive leadership to do it. And that leadership has to start at the top. We need a president who is willing to spend the time and effort necessary to move AHIKS forward, to establish frequent, regular, and meaningful communications with the officer corps, not just a howdy-do column in *The Kommandeur*. The president needs to listen to ideas from officers and members, make decisions, and get things done. To start with, we need to determine what we envision AHIKS as becoming. Do we need to do a complete metamorphosis of what we're about? Should attracting new members be our primary goal? How do we meet the challenges that the internet has pre-

sented? What can AHIKS offer that gamers can't get online with less fuss? Can we continue to support both pbm and pbem gaming?

I'm delighted to see that there is at least one candidate so far for the presidency, and Charles Marshall's credentials are excellent. But I certainly hope that more people will throw their hats into the ring, not just for president, but for all of the officer positions, including mine. We could use new ideas and new thinking in the leadership positions. Not that I want to see all of the officers replaced. To the contrary, I think most are doing a good job, especially given the lack of leadership they've worked under. But a real indication of the devotion members have to AHIKS is their willingness to step in and provide the extra service required of its officers. And if we don't have devoted members, we don't have much of an organization.

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## Best Flies by Bob Best

Well, I finally broke down and did it!

“Did what?” you ask.

Well, Friday was June 6th, the 64th anniversary of the D-Day landings in Normandy, France, during World War II. Sue and I were out running errands. We were at the post office near Buchanan Airport here in Concord when a World War II P-51 Mustang fighter plane took off and flew overhead. Normally a number of vintage airplanes visit Buchanan field about the time of the anniversary of D-Day each year. Sue and I drove over to the field after we finished at the post office. Sure enough, there was a B-17 Flying Fortress bomber and a B-25 Mitchell bomber parked on the runway apron. They were open for viewing.

I spotted a gun friend of mine just coming out of the gate where the planes were on display. We talked for a few minutes and he told me he was taking a ride on the B-17. It was named the "909" and belonged to the Collings Foundation which owns and flies it. There are only 13 flyable B-17s left in the world, and I have always wanted to fly on one. It was going up in about an hour. I hurried over to the desk and found out they had one remaining position on the plane for the next flight. I bought it and had to hurry home to get my camera. Sue and I got back in time for the safety briefing prior to the take-off.

## The Kommandeur

You really have to be careful when you are walking around inside the plane while in the air. Things are pretty cramped; all of the machine guns, turrets, and other equipment are in place and they even have bombs in the bomb bay! All of the flight control cables are exposed and you have to make sure you don't grab one by accident while in flight. You have to be careful while crossing from the back of the plane through the bomb bay and into the forward part of the plane. The narrow catwalk (about 6 inches wide) is suspended between the bomb racks and if you slip off onto the bomb bay doors below, a force of about 100 lbs will cause them to open, and you will fall out of the plane! The same will happen if you put your weight against the crew hatches; they could pop out! So, you have to be careful what you push against.

We boarded through the crew hatches. In my old age I can still grab the hatch frame and flip my feet up and into the plane like you see the crewmen doing in those old “12 O’Clock High” movies. (They had a boarding ladder for those that needed it.) One older gentleman who was about 83 years old was actually a radio operator on a B-17 in Europe during WWII. It was a very nostalgic flight for him!

They started up the engines, and we taxied down to the far end of the runway for take off. I could just imagine having hundreds of B-17s

lined up, taxiing, and taking off at 20 second intervals; some of the bomber raids into Germany had a 1,000 planes in them!

After taking off we could move around to the various crew positions (gun crew, bombardier, navigator, radio, etc) and take photos. The view was great and I took bunches of pictures. I walked and crawled around inside the plane to get to various crew positions (most spaces are very tight). I passed through the bomb bay on the catwalk while in flight; you could actually see the ground far below through gaps where the bay doors closed!

You entered the nose section where the bombardier and navigator sat by crawling through a small tunnel from between the pilot and co-pilot's seats. The plane has a Norden bombsight (super secret for its time) that you can look through. I sat in the bombardier's seat and got some great photos.

All in all, it was a great flight. I certainly got an appreciation for what those guys who flew them had to go through each time they took off. We spent about 40 minutes in the air and then came back to Buchanan for landing. I have always wanted to fly in a B-17. They are one of my favorite WWII airplanes, and it was sure a great experience to get to fly in one!

So I had a great time Friday afternoon—but the adventure continued.

We attended a Doobie Brothers concert at the Concord Pavilion Saturday night, and we didn't get home until quite late. Early Sunday morning Sue shook me awake and said “Wake up Flyboy; your mission is waiting.” Sleepy eyed, I found out she had booked me to fly an hour long flight with the P-51C Mustang “Betty Jane” which was with the B-17 at Buchanan field that I flew in on Friday!



PHOTOS BY BOB BEST



P-51C BACK COCKPIT

“Betty Jane” is one of five flying P-51C models in existence. The P-51C is a dual-place plane which allows either seat to fly the airplane. We got there and did the pre-flight briefing with the pilot. He asked about my experience. “No license,” I said “but I have flown small planes a few times with a pilot on board and I fly a lot with computer flight sims.” He said “Great you can fly as soon as we are airborne!” We did the walk around and then got strapped in. The rear seat is really tight; after buckling into the parachute, I had both shoulders touching the interior framing of the cockpit. My head cleared the top of the canopy by about 1 inch.

He fired up the engine and we taxied to the far end of the field. We turned onto the main runway and he applied power. We came “unstuck” after a few hundred yards. As soon as we cleared the pattern, he turned the controls over to me. He gave me a base heading and an altitude and said “Have Fun!” I didn’t have any problem with the controls; they looked and handled just like the P-51 I fly in my flight sims. The only difference was that the flight sim P-51 I fly is a D model with the bubble canopy. In the C model I

had very limited forward visibility. We flew out over the Napa Valley. I did some turns and set up for a road recce along Highway 29, pretending I was looking for German vehicles to strafe in the French country side! (Kids and their fantasies, my wife said later!)

Then we headed for the coast and flew down to San Francisco. We did a 360 around the Golden Gate Bridge and I got some great photos. Then we headed back toward Concord and the Delta area. I had asked if we could do some acrobatics, and the last 10 minutes or so we did loops and rolls. He took the controls for this, but I flew all of the trip except for the aerobatics and the take off and landing.

What a Great Surprise Birthday Present from Suzie and a *really fun ride!* I never thought that I would get to actually fly a real P-51 Mustang! It was “Sierra Hotel!”

I truly recommend taking a flight in these war birds if you get the chance. There are very few left flying, and it is certainly an experience you will always remember!

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## Upcoming Events

**Sept. 19-21** Rochester, MN  
GAMER'S REUNION  
<http://www.gamersreunion.com/>

**Sept. 27** Memphis, TN  
GAMES DAY MEMPHIS  
<http://www.gamesdaymemphis.com/>

**Oct. 11-12** Oshkosh, WI  
OSHCON 2008  
<http://www.oshcon.org/>

**March 7-8, 2009** Kenosha, WI  
MIDWEST OPEN  
E-mail: AREA1@Att.net

**Aug 4-9, 2009** Lancaster, PA  
WBC 2009  
<http://www.boardgamers.org/>

## Candidate for Secretary: Bob Best

Hi, fellow AHIKSers. I understand that Bill Watkins has expressed a desire to turn over the reins of the AHIKS Secretary position to someone else, and I have accepted your editor’s request to be that person.

My name is Bob Best and here is a thumbnail sketch of my background. I have been around AHIKS for a long time. I don’t remember exactly when I joined AHIKS, but my ID number is 552 and some of my AHIKS game files that I still have date back to the early 1980s. I have been wargaming since 1961 when I bought my first AH game, **U-Boat**. (The one with the metal ships!) **Tactics II** quickly followed. I currently enjoy playing the old SPI quad games. I have several going now, including one with Omar DeWitt. I’ve been married for 39 years and have two grown daughters who, along with my wife, enjoy gaming. I have been retired for 8 years from a 31-year law enforcement career.

I wish to thank Bill for stepping up and volunteering his services to AHIKS, and I hope to be able to carry out the duties of Secretary in the same manner that Bill did.

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## The Avalon Hill General on line

[www.ahgeneral.org](http://www.ahgeneral.org) is selling excellent and quality products. I bought the **Starship Troopers** CD several months ago and it is nicely done.

Don Garlit

I have done business with them and can recommend the service. I bought the map for the 1995 revised edition of **Machiavelli**. The map arrived in a tube, well protected. They laminate the maps for lifelong protection.

In addition, I purchased the cd-rom disc so that I could print out the 1995 revised rules and read-article from *The General* about the game. Between the map and disc, I think I spent \$17.00. It was a bargain. For me to upgrade from my 1980 edition to the 1995 edition would have set me back \$80-\$100.

Martin Svensson



## Unit Counter Pool News

by Brian Laskey

By the time you are reading this another WBC has come and gone and so has another year that I was unable to attend. However, for those of you lucky enough to make it to the WBC this year, or any other gaming convention, I hope you fully enjoyed the experience. Judging from the conventions I have attended in the past, there is little better than getting away for a few days of solid gaming, talking shop, meeting fellow AHIKS members, and just simply being immersed in the hobby itself. And whether one wins or loses really doesn't matter in the end as the most important part in my humble opinion is that you got to throw the dice and have a great time. It's as simple as that. And if any of you managed to place in any of the events, or perhaps even made it to the top and took home "The Wood," my heartiest congratulations!

Now to the UCP itself as there are a few quick items to report. For deletions, the Campaign Analysis Book for AH's **PanzerBlitz** and the 9<sup>th</sup> US Fighter counter from AH's **Fortress Europa** are no longer available. For additions, we add some assorted counters from AH's **Firepower** and **War at Sea** and 3W's **Clash of Steel** (*Wargamer* #31) and from AH's **Tactics II** we add the Rules, Time-Weather Chart, Mapboard, and some additional counters. The latter donation of **Tactics II** parts thanks to member Cory Wells.

Also, I again ask that you please consider donating to the UCP. In fact, the UCP has just recently assisted two fellow members which would not have been possible if it wasn't for somebody donating those items at some point in time. Consider it a perfect opportunity for making good use of that incomplete game or spare parts that you aren't quite sure what to do with and will likely never use. Every bit helps. Thanks.

And last but not least, please note that I will not be posting the UCP lists in *The K* until either the last issue of this year or the first issue of 2009. In the meantime, you can always access the most current lists on the AHIKS website or directly from me.

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## Fun Vs. Realism by Charles Marshall

Randy Heller's "VP Corner" in Issue 43/2 of *The Kommandeur* really got me thinking. The Fun vs. Realism issue is a wargame design conundrum that's as old as they come, and it will probably outlive us all. Nobody seems to grow tired of the topic and justifiably so. While I don't think there's a solid, clear-cut answer to the question, I do think that the most crucial element of the puzzle concerns the spectrum of experience in the wargaming community. If, while trying to solve this problem, we consider the vast differences in the experience levels of wargamers out there, we can at least put the question into perspective if not answer it outright. I, like everyone else out there, can only speak from personal experience. My personal experience currently involves throwing my hat into the ring for AHIKS president as well as playing many games through AHIKS. That has nothing to do with this article, but it's a part of who I am, and while that viewpoint may seem limiting, it's really the nucleus of the idea of this article. I think it's from this same viewpoint that Randy finds himself so frustrated at some of the very obvious design flaws he exposed in his article. They're obvious to him but then again, he's a wargame designer. My point in this article is to consider the question from the designer's point of view while giving a bit more thought to the bigger picture that we, the consumers, see.

When I first saw a wargame in my local store I was very interested. I'd never seen anything like it before. But I didn't find myself saying, "Man I can't wait to buy this so I can conduct a fully historical military, economic, and socio-political recreation of a World War II-era situation with 13 other friends of mine and a judge... and his 64K computer!!" I was twelve, so I said, "Man, I wanna play this cool lookin' game!" My buddies were the same way. It was all "I'm going to be the Germans, you be the Americans," shortly followed by "No way! I'm going to be the Germans, You be the Americans!" (Strange how mid-western American kids wanted so badly to play the Krauts?)

The point is, we just wanted to play the game. Historical accuracy or inaccuracy wasn't a deterrent as spoken of in Randy's article. The point of this example is just to show the farthest end

of the Playability side of the Playability/Realism teeter-totter. So what happened? We played some of those historically inaccurate AH Classics and we had a blast. The simplicity of the game allowed us to relive history. That spurred me on, so I bought SPI's **Great War in the East** and, for me and my friends, it was an abysmal failure. (Don't get the wrong idea. The subject matter had nothing to do with it. In fact, ever since I can remember I've been infatuated with *The Great War*, far more than WWII. My Dad was a pilot, and I got hooked on WWI aircraft. After that, I couldn't get enough of anything WWI. Man, I was a weird little kid. Oh well.) It was a failure simply because it was too complex for us. It was too realistic, and we hadn't graduated up to that level yet. The real problem was that the complexity of the SPI game didn't equate the sense of enjoyment we'd experienced with the simpler AH games. Had we been more on the level of that SPI title we might have actually enjoyed it. So, in considering whether a game is worth more or less because of its historical accuracy, I would ask that you look at the game's target market. That may seem like a crazy idea but, sorry, you can't tell me that all wargames are designed for any and all wargamers. Ask Prados (**Third Reich**) or Edwards (**War at Sea**). My point is not to berate SPI's incredible reputation for very accurate games. It's just to point out that some consumers don't need or even want all that accuracy. But to get back to Randy's article, I understand that a game that purports itself as an accurate simulation shouldn't have glaring historical inaccuracies. Perhaps that sheds some light on the success of the Avalon Hill "classics." I think those games suffered more from a lack of historical detail than from an abundance of historical inaccuracies.

But back to that toy store years ago. By playing some "less than historically-accurate" games, I actually became more interested in history. Let me reiterate: by playing historically inaccurate games I became a history "freak." The "fun" element is what got me there. If **Afrika Korps** or **Richthofen's War** or **Waterloo**

had been 100% historically accurate, there would've probably been a 100% chance that my buddies and I would have found it 100% uninteresting, given that we were nearly 100% uninitiated in the art of wargaming. The simplicity of those games introduced me to history. The games were not historically accurate by any means, but they were well-designed games and, in the case of Avalon Hill, that meant that they were fun. And that fun led me to become much more interested in the subject matter. Inevitably, after reading the Historical Summary in the back of the AH Battle Manual for the thirteenth time, I hunted down a book about the subject matter and learned much more. And, at that point, as I began to understand the details of the actual battle, I began to realize how certain elements of the game I'd fallen in love with were (gasp!) flawed.

Randy might be reading this, shaking his head in disgust, as I continue to relate the issue to neophytes. I know his article was more than likely directed at experienced wargamers, but, like it or not, as the years go on neophytes continue to get involved in our hobby. There will always be new kids (12 to 20 years old) looking at those wargame boxes on the shelves for the first time wondering if they should even pick them up to read the backside let alone take it to the counter to plop down their \$45.00 (can you believe it, guys?) for a new boxed wargame.

In a past life I was a racecar mechanic, and if this article were a racecar, I'd say it has lost all mechanical grip. So let me try to get back on track with this one phrase: *an accurate game should not necessarily be a complex one.*

What do you guys think?

Seriously. Is that statement fact, partially true, an idea plagued with unanswerable conundrums, a beautiful ideal, or downright stupid?

I don't think it's downright stupid. But I also believe that it's a beautiful ideal. Beautiful, but possibly unobtainable nonetheless. Here's what I think. I agree with Len Lakofka. He wrote a nice article back in 1971 for *The General* in which he said, "A good game, one you will play and enjoy, must simplify concepts and present them in such a way that *inaccuracy* of the individual rules is likely, but the *overall* game is accurate." His point is valid, at least in

my mind. If at the end of the game you feel you've more or less recreated the historical situation depicted by the game regardless of an occasional historical hiccup, then the game basically works. And if it doesn't, then the necessity of a house rule here or there shouldn't condemn the game to failure status. I can list a few examples right here: Step 17 in **Midway**; get rid of it. It's historically ridiculous and the game is just as good—if not better—without it. Another one: All aircraft of a common type must drop their tanks at the same time in **Luftwaffe**; preposterous (even Lou Zocchi thought so and mentioned it in the Optional rules). And finally: **Tobruk**'s method of handling infantry casualties: a gamey rule that results in HQ and Italian LMG units leaping in front of their brethren to take the bullet at every chance. Not right. So if a rule here or there is getting in the way of your enjoyment of a game and, if you've done enough historical background research on the subject to know that you're right and the game's wrong, then change it.

We have, as game players, players of **Sorry** and **Parcheesi** and **Trouble**, games to which there is no connection to the real world and therefore no real way to dispute their mechanisms as being correct or not, become accustomed to the idea that the rules of a game are the final word, and there is no room for adjustment. But to quote the intro to probably one of the most famous wargames of all time, **Panzerblitz**: "The rules of play provide a framework for this recreation. The rules are basically common sense backed up by historical research and game theory... Above all, remember: you control the game and the rules are simply a logical framework for your use."

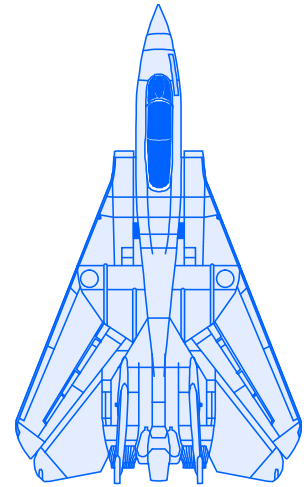
I love that. All wargames should have that in their intros. I'd be interested to know how many variants have been written for **The Game of Life**. Probably not as many as those for **Stalingrad**. Avalon Hill did themselves much credit by publishing the countless variants to so many of their games over the years. In doing so they supported what I'm saying here: Make the game as realistic as you want it.

I've rambled on enough here. But I really liked Randy's article and no-

body responded to it in last month's issue so I felt obliged to give my 2 cents times 12. "Wargame" is a two-syllable word and I'm afraid sometimes we're forgetting about the second syllable. At least perhaps I can continue Randy's inquisition with my own bone thrown to the AHIKS masses. It has carved onto it this question: What would you, AHIKS member, consider the most historically accurate *and* playable game that you've ever played?

Think about it and write up an article for *The K!*

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## From the Editor

With elections coming up in December, we have two candidates for positions. Bob Best has agreed to run for Secretary, and Charles Marshall, of course, is running for President. It is not too late to enter yourself into the voting for *any* office.

Although Alan Poulter had other obligations, we still had too much material for this issue. That is a much more desired state than not having enough. The rest of the material should show up in the October issue.

*Argument*, the password this month, was the codename for the air attack on German aircraft industry 20-25 February 1944.

The deadline for the next issue is September 30. If you enjoy any of the convention reports you read in *The Kommandeur* and if you attend any conventions, you can be sure that your reports will be as well received by our membership. Take a few minutes and write down a paragraph or two.

## Another Great WBC! by Roger Eastep

Since Avaloncon (aka DonCon, aka the World Boardgaming Championships) began back in 1991, I think I've only missed three or four of them, and those only because work or health made it impossible for me to attend. Gaming-wise, it's the highlight of my year. This year was no exception.

I arrived at the Lancaster Host Resort about noon on Monday with my Jeep literally full of games. I had brought 105 games to sell in the auction store, and another 15 or so to possibly play. Last year, I sold 99 of the 100 games I brought, this year, almost as good: 95 of the 105. I sell the games there for two reasons. One, to thin the herd. I have far more games at home than I have room for. Two, to make enough money to pay for the trip. I netted enough from the game sales to pay for the hotel for the entire week, plus expenses, and a tidy sum left over. Makes the convention that much sweeter for me.

This year, I wanted to get involved in more Euro games. Yes, I've gone over to the "darkside." I found last year that I really enjoyed the multiplayer games I played, especially liking the fact that if I attended the demos, I did not have to bother reading the rules for the games.

My first Euro game this year was **Container**, a game of, well, containers. In the game, you have to buy machines to build goods. You determine the prices for the goods; other players buy them, put them in their warehouses, and offer them to sale to other players, again at prices you set. The other players dock their container ships at your wharfs and buy your goods, then take them to their home island where they will eventually earn victory points. It is actually a much more interesting game than I've made it sound.

I next played **Kingsburg**, a really attractive (component-wise) game where you use the influence of various members of the Kings court and the Royal Family to obtain gold, wood, stones, and soldiers to build things that will enable you "to expand your province and defend your lands." The game plays very quickly and was probably the Euro I enjoyed most during the convention.

Another game I played was **Hamburgum**, which involved donating money to build cathedrals and buying buildings. The game uses a fairly common Euro game device, a roundel, which determines what you can do on a particular turn. The game was more complicated than the other Euro games I played, but interesting, and something I'd want to try again.

I played in the semi-wargame **Memoir '44** tournament, winning in the mulligan round in a fairly close contest. In each round, players play the same opponent twice, switching sides in the scenario, and the winner of the round is the player who wins both games, or has the most victory points if the players split. In the second round, I played a fellow who has been to every Avaloncon/WBC, and who was pretty good at **Memoir '44**. We split our games, but he won on victory points.

The only real wargame I played was **Combat Commander: Europe**, which I refer to as "Card-driven Squad Leader Lite." My opponent in the mulligan round had horrendous luck, but I helped him out by getting greedy and making a risky melee attack that I didn't have to make. I lost the attack, and things went downhill from there. In the first round, I played a guy who had never played the game before, so it was more of an instructional session than a game. The next round, I played a guy who was involved in the game's development. He ushered me out of the tournament in record time.

I watched a couple of other demos, but didn't get a chance to participate in any other tournaments. I also missed getting to any of the seminars, which unfortunately always seemed to conflict with my tournament times. It was somewhat disappointing because there were a couple that I did want to attend, including one on probability in gaming and another on ethics.

The game vendors opened for business on Friday (although Decision Games as usual opened a day or so before the others). The companies were pretty much the same as last year, and included GMT, L2, Z-Man,

Lost Battalion, Worthington Games, MMP, Flying Buffalo, Columbia, and Clash of Arms. I was strong this year, and ended up buying only four games, three of which were from Z-Man games at "drastically reduced" prices. I also bought **Hold the Line**, a new game from Worthington on the Revolutionary War. Even though the game doesn't use wooden blocks as most of their other games do, it still has very appealing components.

Besides the games, I bought some scarab and raven dice. I sort of collect unique dice, and now have a rather large jar that's just about full of them.

One of the best things, for me, about the WBC is that a lot of the guys attend year after year, so it's really like going to a reunion of gaming buddies every August. And every year, I make a few more friends. So, a lot of my time is spent schmoozing about gaming and catching up with what the guys have been doing. And of course, there were several AHIKS members present, including our VP Randy Heller, our editor Omar DeWitt, our webmaster, Tom Thornsen, and our secretary Bill Watkins (who unfortunately I didn't meet). We didn't have an official AHIKS get together, but hopefully we can set something up for next year.

Overall, I had a great time, and I am already looking forward to next year's convention!

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### PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.

**Deadline for next issue: September 30, 2008.**

### 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 \$3 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.



## Midwest Open 2008 Victory In The Pacific

by Glenn E. I. Petroski

Kenosha Junction, WI Mar. 1-2, 2008

Ted Drozd goes 6-0 As Allies!

Andy Gardner second

Nick Markevich third

Ted takes Halsey (naturally)

Patrick Richardson claims Nagumo

Barry Shutt awarded Phillips

Ted Drozd makes history! 44 tournaments, 18 years. Only the second time that a player has gone undefeated as allies! That fact alone says how tough it is. Ted's score sheet reemphasizes the point. Two games finished turn seven before they were decided. Three more went to the last die roll! Five of his opponents took the next five positions in the tournament. Ted played the best of the best. Every game was hard-fought and hard won. Sweatin' bullets!

With a perfect allied record Ted takes both the Championship CV plaque and the Halsey award.

Andy Gardner's score sheet is just as impressive. One game thru turn seven, three into turn eight. His only loss was to Ted in round three. He certainly earned the second place BB plaque.

Nick Markevich, Pat Richardson, and Alan Tomaszewski ended with identical 4-2 records. Most of the losses were to Ted, Andy, or each other!

Nick was awarded the third place CA plaque on the basis of his position on the roster, which theoretically matches him against stronger opponents all thru the tournament. At Midwest Open this comes to splitting hairs, but it is the tiebreaker.

Pat Richardson laid claim to the Nagumo, with four UN victories.

Leaving Alan Tomaszewski with honorable mention by less than a single die roll!

It is a tough competition, and thru the years all of us have sharpened our skills to a fine edge. It is hard to stay "King of the Hill." Thus the challenge.

Midwest Open 2009 will be on March 7 and 8. Write AREA1@Att.net  
AREA web site: <http://wolff.to/area/WargameAcademy>:

<http://www.wargameacademy.org>  
Play by E-mail competition:

[John@gameholics.com](mailto:John@gameholics.com)

★★

## The VP's Corner by Randy Heller

When I was a young Navy Medical Service Corps Officer way back when, my mentor had a habit of starting his slide show presentations with a picture of Cheryl Tiegs in a bikini to gain the attention of the audience. I confess it worked very well. Today, I would do the same, but instead choose a picture of my favorite comedienne, Sandra Bernhard. So, fellow members of AHIKS, please pause for a moment and envision this entertainer in all her glory, perhaps from that famous scene in Martin Scorsese's movie, "The King of Comedy." Ah yes, perfect...now that I have your attention:

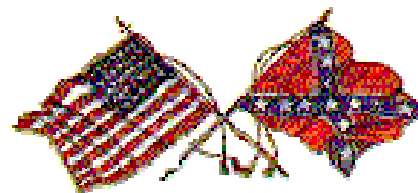
I hope beyond that pot of gold, somewhere over the rainbow, that there are other AHIKS Officers who are concerned about the future of our organization. We continue to struggle to find ways to bring ourselves to the attention of the gaming community, both industry and the gamer base. Our illustrious leader has done a fine job of pounding the drums and creating significant smoke signals with the creation of the AHIKS **Iron Man** Award. He "walked the talk" by traveling to The World Boardgaming Championships (WBC) for the primary purpose of creating AHIKS visibility. I personally witnessed our President moving from gaming table to gaming table to testify to anyone willing to listen. I attended his AHIKS seminar and ate at his AHIKS dinner table. That being said, The **Iron Man** Award provides us with visibility only within the WBC community. AHIKS needs to look beyond this face-to-face event and identify other, economical means of recognition.

So, brain storm #28 is brewing, and I am gambling it becomes more than just "thinking out loud." Let us look beyond the WBC for wider recognition of AHIKS. The Boardgame Players Association (BPA) sponsors annual PBM/e-mail tournaments for the more popular board wargames. Avalon Hill's **The Russian Campaign** comes to mind. Are we, AHIKS, not the premier PBM/e-mail association? Should we not be involved? Let us acknowledge the winners of some of the BPA events of our choosing. For example, AHIKS could create a perpetual award for the annual BPA **The Russian Campaign** Tournament. Each year's winner would be engraved in chronologic order on the award. A large plaque would be the most practical (and economical) award. It could be displayed at both ORIGINS and WBC and would serve well to advertise at an AHIKS recruiting booth.

I am an advocate of designating a custodian for the perpetual award rather than allowing the current champ to retain it in his possession. I say this because it would ensure its continuity should we keep it close at hand. I recall seeing a perpetual trophy at an ORIGINS convention back in the late eighties. It was very impressive, standing about three feet tall. At this time, I do not know its whereabouts or who was the last champ to own it.

So, I toss this suggestion out to the membership for consideration as well as dropping it into the lap of the AHIKS Officer Corps for action. The cost would be minimal and the reward in relatively free publicity well worth the effort.

★★

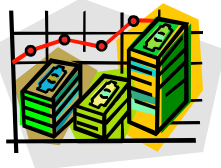


**Game News** by Alan Poulter  
will return next issue.

The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
User name = "AHIKS"  
Password = "Argument" (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 Argument.)

If you still have trouble accessing the web version, contact Tom Thornsen at the address on page 12.

## Treasury Notes



### Moving into the late 20<sup>th</sup> Century: Better late than never?

I have recently moved into the late-nineties and started a game of **Paths of Glory** using the Cyberboard program to play by e-mail. Ed O'Connor, one of the finalists in our recently completed **War at Sea** tournament, posted a message on our Yahoo group ahiksol looking for a player, and I took him up on his offer.

I had been hesitant to get into **PoG**, as it seems to be known, or to tackle either of the PBEM programs (Vassal being the other) primarily out of fear of the learning curve for both. **PoG** is one of those card-driven wargames that are still popular these days. Although the map looks very nice, there are no hexes, and the rulebook appears a little thick for someone who sometimes has to scrounge for time simply to get an **Anzio** move done in four weeks or so. But, we are just about to finish our first turn (August, 1914), and so far I have not been disappointed, with either the game or the program. I should further note that these card-driven games also are played using a card-record system called ACTS. This is simply a website that keeps track of the cards drawn and played, plus providing messages and die rolls, for your individual, specific game. I don't know yet how to set up my own game, but using the website is very straightforward.

Anyway, although I'm not going to provide a full review of the game or program here, suffice it to say that these card-driven games are at least worth a try if you have never tried one. Each card can be used either as an event, operations (movement and attack), replacement, or to allow strategic redeployment when played. You get six opportunities to play your cards in one turn. Problem is, the big event cards are also the most valuable for operations and replacements, and some events require the card to be removed from your deck permanently. So, even though you might be able to move only a handful of pieces with a single card play, the choices presented can be almost overwhelming, especially for a

## The Kommandeur

newbie. Do I move and attack, or take replacements? Do I play my card to get reinforcements, or do I take the opportunity to activate half the Western Front? Very difficult, especially when you don't know what you're doing. Fortunately, one's basic wargaming skills will probably prevent most disasters, e.g. don't leave gaping holes in your line, protect your supply lines, etc. I can see, however, how a player experienced in the play of the game, and who knows the player decks well, could have a significant advantage over even a very skilled wargamer with limited experience with the game itself. As for the rules, at first piecing them all together is a little difficult, because reading about the card play, etc., is quite different from understanding how it all works together. About a week ago, however, I had what one might call an epiphany, and the total picture came into focus for me. I can now at least see past the one action phase we're working on and understand how one can begin to put together a complete war strategy. I have no doubt that Ed is planning something that will just totally bury me on the second turn of the game. I guess we'll see...

The Cyberboard program is a different beast. It doesn't come with instructions, or at least not much of any, so if your opponent doesn't help you and you are not intuitive with these things (i.e. you are not under the age of 18), it may be a bit of a struggle at first, just like any computer program. In a nutshell, the program contains images of both the game map and pieces. These are virtual representations of the actual game components, not the little pixilated, abstract representations I imagined they would be. You may "pick up" your pieces and move them around the map, flip them over to their backside, stack them, and so on, just as if you were playing the cyberboard version. The game records each action you take on the map, so your opponent can see everything you do when you e-mail the recorded file to him, instead of just sending the move after the whole thing is done. It gets pretty easy to do this after a few times. I'm not quite sure how it works, but it does. About the only

thing I don't like is having to scroll around the map to see the unit positions, because the large map is too small to see much of anything. This is a problem with almost all computer games with maps, so it's not the big deal it used to be for me, but I still like the big picture at a glance. However, the program probably does a lot more than what I can make it do, much like my word processing and spreadsheet programs. And, of course, I have no idea how to go about creating a "game box," which is the virtual representation of a game map and components. Many of these are available online for different games, for free. I can certainly see the advantage to keeping your game on your hard drive, although I do miss the touch and feel of the actual game.

So, it's never too late to learn some new things. If you've been thinking about trying either Cyberboard or **PoG** but have not, give them a try. I don't think you'll be sorry.

### Membership Update

Here is the latest information on the membership. Recall that we eliminated dues for this year, requiring those of you who wish to continue to receive the printed *K* by mail to pay only enough to cover costs of printing and mailing. It would seem that our efforts have met with some success, although the full financial impact will have to wait until the end of the year. We are actually financially a little ahead of where we were at this time last year, so it does not appear that the absence of dues will deplete our treasury.

Looking at my records, we have a total of 155 members. This includes all those who were on record as members last year, since we did not drop anyone for non-payment, plus 17 who have returned this year after being dropped in 2006 or before. So, we have seen an 11.7% growth in membership since the end of last year. Publication costs are down about 50% because 21 of you decided to make the switch to the *eK*. This has helped the bottom line quite a bit, as \$40 every printing gives us an extra \$240 cushion a year, the equivalent of about 24-30 memberships at our old dues rate. We have eliminated attrition due to forgetfulness or inattention, which remains a problem: out of 56 members listed as receiving the print *K*,



only 48 have remembered to pay this year. This was and seems to remain the way we lose most of our members. I am sure some of those 8 members will suddenly realize, about the middle of 2009, that it has been a while since they last saw a *K*. Living in happy oblivion, no doubt.

Finally, even without dues, we have received \$205.00 in contributions this year. Most of those were from members who paid for the print *K* and sent a little extra, but we received some donations from *eK* members as well. Donations are welcome at any time, and I personally thank each of you who comes up with just a little extra.

### **Third Reich battle report**

The action resumes with the Allied Fall 1942 turn. The Axis Fall turn ended with the entire Soviet Army out of supply, both Leningrad and Moscow in German hands, and panzers driving unopposed deep into the Soviet Union.

*Allied Fall 1942.* Being mostly out of position to do anything, the Western Allies do little but shift their forces and make builds for potential use in the Winter. The Soviet armor in Poland still lives, but can't go anywhere because they are surrounded. So, the Soviets take an attrition in the East with what forces they already have in contact, and do little damage. Having little choice otherwise, the Soviets spend all of their BRPs on builds in the southeast corner of the map, east of the Caspian Sea. The Soviets gamble, however, by leaving a line of heavy infantry armies in reach of the panzer spearheads now ranging north and east of Astrakhan.

*Axis Winter 1942.* The Axis has one last chance to defeat the Soviet Union before 1943. With no more BRPs and only 53 supplied factors on the map, if the Axis can destroy a minimum of four of those factors the Soviets will be below the 50-factor threshold at the end of their turn and have to offer terms. Therefore, the panzers make the turn south along the eastern shore of the Caspian, while major assets shift to the West and Mediterranean. The panzers make contact with the Soviet infantry and make a 1-2 attack on the front line. This is essentially a 50/50 attack for the game, because any exchange will take down six factors of Soviets. A roll of "3" and the Soviets must counterattack, also at 1-2. The resulting counterattack is an exchange. Two panzerkorps are

lost, but the Soviets go down go down with the six factors of infantry at the end of the turn.

With the US and Britain facing the Axis alone, and no doubt very stiff resistance upon any return to the continent, the Western Allies concede the decisive victory to the Axis.

*Summary.* For those of you who might remember, this game essentially turned on the two times the Allies chose to take a double-turn. The first, in 1940, saw British armor in Rome, only to be kicked out, followed by a collapse of British defenses in the Middle East on the subsequent Axis double turn. This gave the Axis access to the Caucasus. Nevertheless, the initial stages of Barbarossa were stymied by poor results on 1-1 Axis attacks against Leningrad and elsewhere. But, the Soviets provided the Axis additional opportunities, and the Axis finally achieved a breakthrough in early 1942. Instead of playing a conservative defense, the Allies again opted for a double move when offered, while overlooking an important supply rule and assuming there were no U-Boats opposing Murmansk Convoys. The following Axis double move was fatal to the Soviets. The lesson? The Allies should not take a double turn unless 1) it is a near-guaranteed game ender, 2) the Allies can guarantee there will be no Axis double move in response, or 3) the Allies can effectively nullify the effect of any Axis double move. For example, the Allies were correct in choosing the double move in 1940, to guarantee the securing of the Free French air and naval forces but overreached in trying for Italy as well. Adequate defenses in Egypt could have prevented the disaster in the Middle East even with an Axis double-turn, but the defenses were stripped for the effort against Italy. The 1942 double move was based on two faulty premises: a rule misunderstanding and strategic miscalculation. The first rendered the Allied double-move less effective, and the second gave the Axis a double-move in response. This game would still be ongoing if the Soviets had opted to defend following that first Axis breakthrough instead of gambling it all in an effort that would have been damaging but not fatal to the Axis, even if it succeeded completely.

Next time I may begin providing running commentary on another 3R4 game in progress, one which I am running rather than playing. The game is still in its early stages. As such, I will be able to provide some neutral commentary for those of you who like such things.

### **Treasurer's Report**

Here are the numbers since last time:

**Starting Checking Balance (6-1-08):**  
\$ 2,372.58

**Income:**  
Dues and contributions \$31.00

**Expenses:**  
K March/April Printing \$80.51

**Checking Balance as of 8-8-08:**  
\$ 2,323.07

**Perpetual Fund Balance, 6-14-08:**  
\$ 2,639.23

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

**Contributions transferred from checking:** \$ 0.00

**Perpetual Fund Balance 8-8-08:**  
\$ 2,639.23

**Operating funds in CD, 6-14-08:**  
\$ 5,603.48

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

**Operating funds transferred from checking:** \$ 0.00

**Operating funds in CD, 8-8-08:**  
\$ 5,603.48

**Total balance in CD, 6-14-08:**  
\$ 8,242.71

**Reported plus anticipated interest to 8-8-08:** \$ 0.00

**Total anticipated balance in CD, 8-8-08:** \$ 8,242.71

**Total Treasury 8-8-08: \$ 10,565.78**

Late print memberships and lost souls continue to trickle in. Our CD matured on 6-14-08, with interest payments as reported last time. This CD was renewed for another short term. We continue to hold our ground, despite the economy and free membership.

Brian Stretcher



## 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.com](mailto:ahiks291@gmail.com). 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: I'VE DELETED ALL OF THE REQUESTS THAT WERE ENTERED 2005 AND BEFORE. IF YOU WOULD LIKE ANY OF THEM REINSTATED, LET ME KNOW AND I'LL GET THEM BACK ON THE LIST PRONTO.

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>
Adv. Third Reich	(1430) Warnick <b>Cyber</b>
Afrika Korps (AH)	(0757) Qualtieri <b>Cyber</b>
Afrika Korps (AH)	(1252) Brooker <b>M</b>
Afrika Korps (AH)	(1051) Heiser <b>M</b>
Afrika Korps (AH)	(1363) Dilbeck <b>M</b>
Agincourt (GDW)	(0200) Bowie <b>M</b>
Anzio (AH)	(0111) Oleson
Battles for Ardennes (SPI)	(0757) Qualtieri <b>Cyber</b>
Blitzkrieg '75 (AH)	(0011) Betros <b>Any</b>
Breakout Normandy (AH)	(1413) Longest
Breitenfeld (SPI)	(0200) Bowie <b>M</b>
Bull Run (AH)	(1442) Herbst
Chickamauga (SPI)	(0044) DeWitt <b>E</b>
Civil War (VG)	(1315) Reid <b>E</b>
Cruiser Warfare (Avalanche)	(0916) Dandy <b>E</b>
Diplomacy (AH)	(1442) Herbst
Drive on Paris (Gamers)	(0275) Scanlan
Fifth Frontier War (GDW)	(1315) Reid
Frederick the Great (AH)	(0757) Qualtieri <b>Cyb</b>
Gettysburg '88 (AH)	(0711) Leonard <b>E</b>
Great War at Sea (Avalanche)	(0916) Dandy <b>E</b>
Inkerman 1854 (SPI)	(0044) DeWitt
Invasion America (SPI)	(1382) Massey <b>Cyb</b>
Jutland (AH)	(1554) Trosky
Midway: Turning Point (Aval)	(0036) Yarwood <b>M</b>
Midway (GDW)	(0275) Scanlan
NATO (VG)	(1315) Reid
NATO (VG)	(0757) Qualtieri <b>Cyber</b>
Panzer Leader (AH)	(0757) Qualtieri <b>Cyber</b>
Paths of Glory (AH)	(1243) O'Connor
Russian Campaign (AH)	(1051) Heiser <b>M</b>
Russian Campaign (L2)	(1466) Svensson

Russian Campaign (AH)	(1345) Scarborough <b>M</b>
Russian Campaign (AH)	(1551) Dohrman <b>Cyber</b>
Stalingrad (AH)	(0011) Betros <b>EM</b>
Thirty Years Quad (SPI)	(0044) DeWitt <b>E</b>
Twilight Struggle (GMT)	(1382) Massey <b>Cyberbrd</b>
A Victory Lost (MMP)	(1243) O'Connor
Vietnam	(1315) Reid <b>E</b>
Wagram (SPI)	(0044) DeWitt <b>E</b>
Waterloo (AH)	(1051) Heiser <b>M</b>

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

### Members willing to volunteer as GM

**Achtung! Spitfire**—William Lindow 0988

**Flight Leader**—Paul Qualitieri 0757

**History of World**—Jeff Miller 1303

**Midway** (GDW)—Bill Scanlan 0275



BILL WATKINS

### 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 (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.)

## WBC 2008

by Bill Watkins

I'm not sure where to start. I could start with the jug of Amish homemade root beer that sort of exploded in the kitchen this morning. Or, I could talk about my wife's phone call during the ASL SK tournament. As she ended, Peg said, "Thank you." My opponent and I looked at each other and both said, "Cashier." Later, Peg came in and begged, "Stop me, I've already spent \$500!" Damn those outlet malls.

Aside from those little problems, WBC was wonderful, definitely the best we've been to. Big Daddy Greenwood reports the highest number of pre-regs yet. I certainly saw tons of happy gamers. It was a very friendly crowd, thanks in large part to the hotel's improvements. They actually set up buffet tables with surprisingly good food.

We missed the first couple of days. Some of our north Jersey gamers came down over the weekend and played golf on Monday. There was so much action, the golfers even had their own thread on the CSW WBC forum! Dan Dolan said they had a great time. The hotel's course was wide open and nobody buried a nine iron in another gamer's skull.

Thankfully, my wallet managed to miss Tuesday's auction and auction store. My sources tell me the auction went quite well and the quality of stuff in the auction store was better than past years. Considering what my wife was about to do to the outlet stores, I probably should have indulged at the auction store. Not this time; I promised I was going to hold off till the dealers' room opened on Friday. Managed to do just that!

Oh yeah, gaming. I started Thursday morning with the ASL Starter Kit tournament. Once again, I asked for an opponent whom I could learn from. I drew Gary Phillips. I couldn't have asked for better. Gary explained everything that was going on throughout our match. It was a terrific learning experience for me. Of course, he was ripping my guts out while he was explaining.

Gary and I played a simple infantry-only scenario. I got a scratch bunch of American combat engineers trying to block a large force of German infantry. The board was much too wide for the

engineers to defend. I spread my troops out, figuring I could tiptoe from one end to the other when the Germans committed themselves. Sadly, there wasn't enough time, so my troops pretty much had to fight where they were.

I got lucky and had a flame-thrower in the right spot as the Germans advanced into some buildings. Unfortunately, I got off one shot (missed), the German charged in and engaged me in close combat, and we remained locked for about three turns. I never got off so much as another squirt.

Our die rolling was about what you'd expect. Gary commented on my incredible ability to blow morale rolls and for my infantry to miss the proverbial broad side of a barn. Gary's die rolls were, of course, perfect. Oddly enough, I was holding him off. He had to shift the axis of attack, and I was one step ahead. My super high morale major grabbed a squad with a machine gun and ran from one building to another to set up a perfect kill zone. No way the Germans could exit for victory points. Except... When my guys charged across the street, a German unit w-a-y over on the other side of the board, with barely a line of sight and not even a machine gun, fired at max range and blew my people into next Tuesday. Sigh.

At least a dozen members of our local gaming group attended. They seemed to be in every tournament and playing at every hour of the day and night. Had there been a Port-a-Potty, I don't think any of them would have left the open gaming area.

Lew Ritter and I spent Friday afternoon demo-ing John Butterfield's RAF update. This is another Butterfield winner. You know I loved his D-Day solitaire game that Decision is issuing next spring. This one is coming out at the same time. It is a *very* huge improvement over the RAF game John did for West End so long ago. This one allows you to play the German or the Brit against the system, and it includes a two-player version! It's on my must-buy list.

Great dealers' room. No Arm-chair General, but Worthington seemed to be selling their new

American Revolution **Hold the Line** as fast as they could get them out of the box. MMP had a line to the door for their **Operations #1** Special Edition. At \$40, it's a bargain! Ed Wimble of Clash Of Arms told me where to get the last copy of **1777** in captivity (forget it, I grabbed it!). Peg bought a set of playing cards that included Jim Dunnigan as King of Diamonds. GMT looked like they brought their entire warehouse and were selling out. I got a Japanese movie about the last sortie of the Yamato plus a Finnish movie about the 1939-1940 Soviet war, and I finally gave in and spent \$40 for the Waterloo movie.

Got to talk to Mark Herman for awhile. Tried to convince him to bring his wife and friends out for a real PA Dutch meal. No way he'd leave the **For the People** tournament.

The best moment came when artist Mike Mahaffey told me he had purchased a history of the East India Company from one of the dealers for only \$15. The next morning, I caught the dealer just as he decided he didn't want to drag all the books home with him. He sold me about \$400 of history books for \$20!

We did go out. We even got to drag our own Omar DeWitt out to Stoltzfus Farms for a real meal (fried chicken, homemade sausage, ham loaf, and cherry crumb pie). He didn't collapse with food poisoning, so I guess he enjoyed it. Right, Omar?

We also did Plain & Fancy and sat with a family we had dined with two years ago. Suitably weird.

Sampled jams and jellies at Kitchen Kettle, early Saturday morning at the terrific Farmer's Market and sugar-free chocolate at Groff's.

I won't even mention my run-in with the motorcycle types at Wawa or our side trips to the incredible Pennsylvania Railroad museum or Peg dragging me off to every male's dream: the Black & Decker outlet store (yes, I fell for a battery powered saw). And, of course, the great breakfast buffets at the Continental Inn, right across from the con hotel.

All in all, a great few days. Too few. See you there next year!

★★



## Free Books

You Pay the Postage

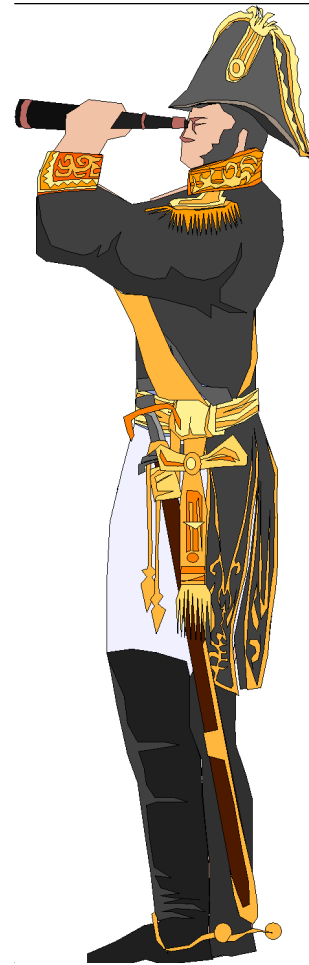
After cleaning out my book shelves of old paperbacks (4 x 6½) I have decided to give them away. You tell me what you want; I mail them to you; you send me the postage cost. First come, first served. My addresses are on page 12. Omar DeWitt

All for a Shilling a Day by Donald Featherstone  
 Amphibious Operations by Arch Whitehouse (no cover)  
 Armor Attacks—the Tank Platoon by John Antal  
 At Them with the Bayonet by Donald Featherstone  
 Baa Baa Black Sheep by Gregory Boyington  
 Battles of the Boer War by W. Baring Pemberton  
 Bridge at Remagen, The by Ken Hechler (no cover)  
 Clausewitz on War Ed. By Rapoport  
 Colditz Story, The by P.R. Reid  
 Colonel and the Falklands by Geoffrey Bennett  
 Dieppe—the Shame and the Glory by Terence Robertson  
 Duel of Eagles by Peter Townsend

## The Kommandeur

First and the Last, The by Adolf Galland  
 Foxes of the Desert, The by Paul Carell  
 Grey Wolf, Grey Sea by E.B. Gasaway  
 Mission to Tashkent by F.M. Bailey  
 Narvik by Donald Macintyre  
 Pacific War Diary 1941-5 by James Fahey  
 River and the Gauntlet, The by S.L.A. Marshall  
 Squadrons of the Sea by Arch Whitehouse (no cover)  
 Taranto by Don Newton  
 Tenth Fleet, The by Ladislav Farago (no cover)  
 United States Marine Corps in WWII Vol. 2 by S.E. Smith  
 Wing Leader by J.E. Johnson (no cover)  
 X-Craft Raid by Thomas Gallagher

★★



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## 2007 Charles S. Roberts Awards

(winners are in bold type)

### **BEST PRE-WORLD WAR II**

#### **BOARDGAME**

**1914: Twilight in the East (GMT Games LLC)**

A Fatal Attraction (Against the Odds)  
Habit of Victory, The (OSG)  
Talavera (MMP/The Gamers)  
Marne 1918: Friedensturm (Hexasim)

### **BEST WORLD WAR II BOARDGAME**

Asia Engulfed (GMT Games LLC)

**Case Blue (MMP/The Gamers)**

Combat Commander: Vol. II (GMT)  
Corps Command: Totensonntag

(Lock n' Load Publishing)

Overlord: D-Day and the Beachhead Battles (NES)

Red Star Rising (MMP/IGS)

### **BEST MODERN ERA BOARDGAME**

Biafra (ATO 2007 Annual)

Jerusalem (Cool Stuff Unlimited)

Sea Lords (Strategy & Tactics #243)

**World at War: Eisenbach Gap**

(Lock 'n Load Publishing)

### **BEST MAGAZINE BOARDGAME**

A Fatal Attraction (Against Odds #20)

Look Away! (AtO 2007 Annual)

**Not War But Murder (AtO #19)**

Sea Lords (S&T #243)

Twilight of the Ottomans (S&T #241)

### **BEST DTP-PRODUCED BOARDGAME**

Blackshirt (BSO Games)

Jerusalem (Cool Stuff Unlimited)

Prairie Aflame (Khyber Pass Games)

**Rosebud: Prelude to Little Bighorn**

(Khyber Pass Games)

### **BEST WARGAME GRAPHICS**

**1914: Twilight in the East (GMT)**

Case Blue (MMP/The Gamers)

Habit of Victory, The (OSG)

**Overlord: D-Day and the Beachhead Battles (NES)**

Prussia's Defiant Stand (Worthington)

Red Star Rising (MMP/IGS)

### **BEST PROFESSIONAL WARGAME**

#### **MAGAZINE**

**Against the Odds**

C3i (RBM Studio)

Paper Wars (Omega Games)

Strategy & Tactics (Decision Games)

Vae Victis

### **BEST AMATEUR WARGAME**

#### **MAGAZINE**

Frog of War Newsletter

**Line of Departure (James Werbaneth)**

Panzer Digest (Graber, Minden Games)

Panzerschreck (Graber, Minden Games)

Simualcrum (John Kula)

### **BEST GAME REVIEW OR GAME**

#### **ANALYSIS**

**Against the Odds #19: The Evolution of Cards and Wargames, by John Prados**

C3I #19, Combat Commander: Briefing on Scenario 10, by Chad & Kai Jensen and John Foley

C3I #19, Combat Commander: Up Close and Personal, by John Foley

C3I #19, For the People: Opening Moves, by Mark Herman

Operations #52: A Victory Lost, by Pat Hirtle and Jon Gautier

### **BEST HISTORICAL OR SCENARIO**

#### **ARTICLE**

**Against the Odds #19, Not War But Murder: The Cold Harbor Campaign - 1864, by Michael Rinella**

AtO #20, A Fatal Attraction: The Gallipoli Campaign, by Paul Rourbaugh

AtO #20, Beating the Odds at Long Tan, by Mal Wright

S&T #244, Moscow 1941: Guderian vs.

Hitler, by Joseph Miranda

S&T #245, Fall of France, 1940: Myths & Reality, by John Burt

### **JAMES F. DUNNIGAN AWARD**

*To a Game Designer, Developer,*

*Graphic Artist or Game for outstanding achievement*

Craig Grando, Graphic Artist, AtO magazine

**Dean Essig, Designer, Case Blue and OCS series (MMP/The Gamers)**

Chad Jensen, Designer, Combat Commander series (GMT Games LLC)

Bowen Simmons, Designer, Napoleon's Triumph (Simmons Games)

Rick Young, Designer, Asia Engulfed (GMT Games LLC)

*Note: The 2007 CSR Awards will not be declaring an inductee for the Clausewitz Hall of Fame.*

