

The Kommandeur



Volume 44 Number 5

A Publication of AHIKS

October 2009

FROM THE PRESIDENT CHARLES MARSHALL

Bits and Pieces

Hello members! I hope everyone survived the summer without too many sunburns, pulled muscles, or poison ivy rashes. Other than a broken toe, I fared okay. (And no, it wasn't a result of wargaming!) I have only some odds and ends for this issue's article, but here are some of the great things happening right now within our Society:

Progress Report for AHIKS online utilities

AHIKS Die-Roller:

This month, Brian Jenkins (#1579), provided us with a test of the die-roller, Version 1. It will roll up to twenty dice per roll of virtually any number of sides. If needed, it will modify the rolls as well as sum the results. The roll results are displayed in the order rolled. There is an overall comment box for the entire page as well as individual comment boxes for each roll. In this way the user can label his rolls however he desires ("Attack on Bastogne," "German Supply Roll," "Feb. '42 weather roll," etc.). Brian's currently working on implementation of the auto email function, storing the results in a database for verification, and increasing end-user functionality. We'll keep you posted on further developments!

AHIKS File Encryptor:

Robert Granville (#792) is working on an application that will encode and decode any kind of file. This will be a great PBEM tool for players who need to secretly pick cards (1776 or Caesar's Legion's tactical cards), employ hidden movement (Midway), or simultaneous movement (airstrike factors in War at Sea). It works on any file type: plain text, images, even an entire Cyberboard, Vassal, or ADC2 move. One player uses the program to encrypt his file which he then sends to his opponent. His opponent will be unable to read the file until he's received the password. Applying the password will

decode the file and make it readable. Eventually we're aiming to put the application within a dynamic webpage on the AHIKS website. Stay tuned!

AHIKS Forum

If you haven't had a chance yet, take a look at our AHIKS forum! We have new members signing up daily and there's some interesting, entertaining, and informative discussion going on within several topics. Some of them include: Opponents Wanted, Wargame Design, Online Gaming, and many others. To get to the forum click on the "AHIKS Forum" link found on the AHIKS homepage (www.ahiks.com). While the forum is for AHIKS members, anyone can read the posts. However, you have to be a current AHIKS member to post or reply. We don't want just anybody out there in cyberspace getting onto our forum and posting profanity or pornography, so in order to post or reply you must get registered first. It's easy to sign up: just click on "Register." There you'll be asked to create a user name and password and to provide an email address. If you use the same email address that we currently have on file for you, you'll be registered almost immediately. If you use one we don't recognize, you'll receive an email asking to confirm your name and AHIKS member ID first to get registered. After that you'll be ready to go. Stop by and chat a while!

Ironman 09

This year's winner of the AHIKS Ironman Tournament is John Popiden of Los Angeles, California. John's total of 10 points put him just in front of Richard Beyma with 9. A three-way tie for third place went to John Clarke, Mike Kaye, and Andy Gardner with 7 each. Congratulations John!

AHIKS Members show Society Pride!



Robert Schneggenburger ponders his options



Backstage with Wargaming Rocker, Cory Wells



Yours truly loading his semi-automatic burger tong

If you'd like to see yourself in one of these T-shirts, send me an email at chasmarsh@sbcglobal.net. Some shirts are still available, and, if needed, I can always make more. Current prices are: \$3.32 per shirt for sizes S-XL and \$5.97 per shirt for sizes 2XL-3XL. Shipping runs approximately \$5 per shirt but will vary with destination and/or Priority/Overnight shipping options. I can give you an exact price via email when I know how many shirts you need and where they need to be shipped.

Happy Wargaming!

GAME NEWS

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>), Web-Grognards (<http://www.grognard.com>) and Boardgamegeek (<http://www.boardgamegeek.com>). Material correct at time of writing: 28 Sept 2009.

Alan Poulter

grognard@grognard.com

NEWS

Vae Victis International

Vae Victis International, an English language reprint of the best games in *Vae Victis*, is not going to happen, but some VV games might be re-issued:

“Histoire & Collections and UGG have agreed not to publish *Vae Victis International*.

“The reason for this is that during the year of cooperation, both companies learned that they have different philosophies. Histoire & Collections prefers a magazine series to publish at least 4 times a year. UGG concludes most magazine games need more development which takes more time.

“Instead UGG will publish a one issue publication of *Command & Strategy #7* in license of Histoire & Collections. *Command & Strategy #7* will cover the contents that was [sic] originally planned for *Vae Victis International #1*. Depending on the customer reaction on *Command & Strategy #7*, there may be future issues of *Command & Strategy* with material from *Vae Victis*.

“From now on UGG can no longer take *Vae Victis International* subscriptions. UGG will also not offer a *Command & Strategy* yearly subscription with 4 issues per year. Instead customers can take a ‘*Command Strategy* endless subscription’ that will be charged when we go to the printer for each issue. Also UGG will take individual preorders on specific *Command & Strategy* issues.

“None of these future *Command & Strategy* issues will publish in a regular cycle but at the time when we have them ready. We will take the time to work things out so you will get our best from what was offered for publication. This means you, the readership, can offer your review, preview, AAR, historical background stuff for publication

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which will be kicked into shape in good cooperation with you until both parties are satisfied. To see if, and when, a specific new issue is to be published we count:

“Pre-orders for that issue + old *Command & Strategy* subscriptions + old *Vae Victis International* subscriptions + new endless *Command & Strategy* subscriptions.

“All this depends on the fact for *Command & Strategy #7* to be an economic success. If not, UGG will no longer continue to publish magazines. It’s up to you!

“What happens to your *Vae Victis International* subscriptions?

“All of you get *Command & Strategy #7*. Thereafter you have the following options:

“1) Keep your subscription for *Command & Strategy #8*, *#9*, and *#10*. That way you increase the chance to see more *Vae Victis* issues in the English language. This way you get a bargain, because you will get them at the best rates, better than with an endless subscription.

“2) Get a refund for the rest of your subscription. The latter will be preferably done with games of your choice. Anyway UGG is not XTR, we won't keep your money and give you nothing!

“*Command Strategy #7* is now scheduled to publish in September 2009.

“Best Regards, Udo”

NEW BOARD WARGAMES

Avalanche Press

1940, The Fall of France is the latest game in the **Panzer Grenadier** series, featuring fifty scenarios on eight map boards from the first campaign of World War Two. **Panzer Grenadier: West Wall** is the latest game supplement in the **Panzer Grenadier** game series with 10 new scenarios on the battles around Aachen in late 1944. It needs boards and units from **Battle of the Bulge**, **Elsenborn Ridge**, and **Road to Berlin** and units from **Cassino '44**, **Beyond Normandy**, and **Afrika Korps**. <http://www.avalanchepress.com/index.php>

Columbia Games

Richard III: War of the Roses is a two-player, block game that recre-

ates the Wars of the Roses between the royal houses of Lancaster and York for the throne of England.

<http://www.columbiagames.com>

DDH Games

Destination: Normandy is an introductory, corps level game covering the battle for Normandy from June to August, 1944 during World War Two. <http://ddhgames.com/>

Decision Games

D-Day at Omaha is a new solitaire game from designer John H. Butterfield (who designed the solitaire games **RAF** and **Ambush**) in which the player controls the US 1st and 29th Divisions landing on the beach at Normandy. It can also be played by two players, each taking a division. **Advanced Pacific Theater of Operations** is a new game covering the entire Pacific War in great detail. In conjunction with the already released **Advanced European Theater of Operations** it can cover the entire war. Also new is **Africa Orientale Italiana**, an expansion for **Advanced European Theater of Operations**, which covers the entire East African theatre during World War Two. <http://www.decisiongames.com>

Fifth Column

This new company is offering **Where There Is Discord**, designed by Dan Hodges and Mark Mahaffey, a solitaire game on the Falklands campaign. <http://www.fifthcolumngames.com/>

GMT

A sequel to the well-received game **Downtown**, **Elusive Victory** covers the air battles over the Sinai desert and Egypt in the 1967 and 1973 Arab-Israeli Wars. **1805: Sea of Glory** is a strategic naval game set during the Napoleonic Wars which uses blocks for fog of war. Another new naval game is **PQ-17** covering air-naval operations in the Barents and Norwegian Seas during World War Two. <http://www.gmtgames.com/>

Hasbro

Axis & Allies first appeared 25 years ago. To mark this anniversary, updated editions of the original classic, **Axis & Allies: 1942 Edition** and **Axis & Allies Pacific: 1940 Edition**, have been released. <http://www.hasbro.com>

Lock 'n Load Publishing

Lock 'n Load: Noville—Bastogne's Outpost is a new game covering the battle for Noville in 1944 while **Lock 'n Load: Battle Pack Bravo** contains new scenarios for this new game and for the earlier **Lock 'n Load: Band of Heroes**.
<http://www.locknloadgame.com/>

MMP

Designed by Adam Starkweather, **A Victory Denied** uses the game system from **A Victory Lost** to cover the German drive on Moscow in 1941. Also new is **Bravery in the Sand**, a game covering Operation Crusader during World War Two.
<http://www.multimanpublishing.com>

Victory Point Games

Bulge 20 Expansion Kit expands Joe Miranda's earlier game, **Bulge 20**, on the Battle of the Bulge in World War Two. Also designed by Joe Miranda is **Empires in America**, a new **States of Siege** series solitaire game on the French and Indian War.

The Arduous Beginning, covering the advance of Army Group Centre in 1941, is the first new game in 15 years from the renowned game designer Frank Chadwick and uses the game system from his classic **Battle for Moscow**.
<http://www.victorypointgames.com/>

Worthington Games

Caesar's Gallic War is an area movement block game that uses cards to cover Caesar's battles against the Gauls from 58 to 51BC.
<http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #258 contains the game, **The Santiago Campaign, 1898**, designed Ron Bell.

World at War #8 contains **Arriba Espana!** which covers the Spanish Civil War.
<http://www.decisiongames.com>

Vae Victis #88 contains the game **Les Nettoyeurs** (in English the "The Trench Cleaners") covering tactical trench warfare in World War One.
<http://www.vaevictis.com/>

Note that *Vae Victis* magazine and games are in French but rules translations are made available via:
<http://grogard.com/vaevict.html>

Alea Magazine #33 features the game, **Kursk 1943 (II): The Southern Pincer**, on the offensive by von Manstein's Army Group South.
http://www.simtacludopress.net/ingles/Alea_magazine_ing.htm

NEW DTP WARGAMES**Firefight Games**

Rommel's Quest for Jesus!: The Battle for Tel el Eisa, 1942, covers the five day battle between Rommel's forces and the Australian force which had just seized the key Hill of Jesus.
<http://firefight-games.com/>

Wargamedownloads.com

New from TCS Games is **Bohemian Rhapsody**, the third game in the **Thirty Years War** game series, covering the battles of Wimpfen and Hochst.
<http://wargamedownloads.com>

NEW WEB RESOURCES**Free games**

Battle at Bull Run (Whitedog Games)
<http://whitedoggames.com/Bull%20Run%20%28PnP%29%20Upgraded.html>

Dien Bien Phu: Trenches in the Tropics (Pierre Bartouilh de Taillac)
<http://www.boardgamegeek.com/file/download/4d1o48j1u4/TrenchesInTheTropics.pdf%20>

Hannibal against Rome (Whitedog Games) <http://www.whitedoggames.com/HAR.html>

To the Last Man (Tim Taylor)
http://landships.free.fr/TTLM_index.html

Official Rules

1805: Sea of Glory (GMT)
http://www.boardgamegeek.com/file/download/4fpqeewop9/1805_Final_Rules.pdf

Clash of Monarchs (GMT)

<http://www.boardgamegeek.com/file/download/4bledlv82i/Clash-of-Monarchs-Livingrules-Rulebook-August-2009.pdf>

Pax Baltica (Three Crowns) <http://grogard.com/info1/pabules1.1.pdf>

Triumph of Chaos (Clash of Arms)#
http://www.boardgamegeek.com/file/download/4e5ima5v5s/TOC_Rulebook_May_1_2007_v1.5.pdf

Errata

Elusive Victory: The Air War over the Suez Canal, 1967-1973 (GMT)
http://www.boardgamegeek.com/file/download/4htgws14mc/EV_ERRATA_FILE_4_Sep_09.pdf

Halls of Montezuma (GMT)

<http://talk.consimworld.com/WebX?233@122.DVTSaahRclu.210@.ee6f97a!enclosure=.1dd42af1>
<http://talk.consimworld.com/WebX?233@122.DVTSaahRclu.210@.ee6f97a!enclosure=.1dd42aee>

A Most Dangerous Time: Japan in Chaos, 1570-1584 (MMP)
<http://grogard.com/errata1/mostdang.txt>

Napoleon's Triumph (Simmons)
http://www.boardgamegeek.com/file/download/4fnp9ab1i5/NFAQ_v1.7.pdf

RAF: The Battle of Britain 1940 (DG)
<http://www.boardgamegeek.com/file/download/4efpvh2a53/RAFAddenda0809.doc>

War at Sea (AH/L2)
<http://talk.consimworld.com/WebX?14@122.aWkzaKW7fMI.490@.1dd2a0e9/249>

Rules Translations

Les Nettoyeurs, VV#88 (HC)
http://www.boardgamegeek.com/file/download/4jptoeteho/vv_Trenches_rules_3.doc

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Unit Counter Pool News from Brian Laskey

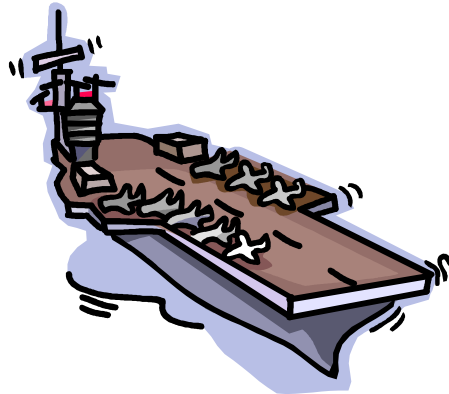
Although the UCP went through a bit of a slow period for a while, there are a couple of items to report this time around. First off, there were a few deletions since the last article, those being the map and rules to Avalon Hill's **Anzio**, the map to **Storm Over Arnhem** and the German 501 ENG unit counter from **Turning Point Stalingrad**. Unfortunately, there were no additions, although I hope you will still consider sending a parts donation of some type along. Like I've said before, one never knows when those extra counters or parts or incomplete game you have sitting around may provide that badly needed game piece for someone else. Also, I have a member in need of both several counters for the Nova edition of **Axis and Allies** and a scan of the counter sheets for SPI's **WW3**. If anyone can help out on either or both of these requests, please let me know and I'll pass it along. Secondly, I'd like to again ask anyone making a UCP re-

quest to please include your AHIKS number so that I can verify you are indeed a current member. I say this with good reason as I've already had a few instances where non-members have tried to put a request through. Thirdly, I recently suffered some major computer issues and my computer was out of service while it was being repaired. If anyone tried to contact me during this period and their email bounced back as undeliverable, I sincerely apologize for the inconvenience. And last but not least is my constant reminder that the most current UCP lists are always viewable on the AHIKS web site or available directly from me.

That said, I hope you all had a very nice summer and to those of you who managed to attend the WBC, or any other gaming convention, I trust you had a great time...

Happy Gaming.

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From the Editor

The web password this issue is Contus. Contus was a Roman cavalry lance. It was also the name of fire-sharpened pikes used by Gaulish women.

The deadline for the next issue is November 30. This issue is a little short of material, which means it is time to remind you that we would like to print something from you. Your experiences at a convention or visiting a battlefield or playing a game are all of interest to your fellow members. What you write does not have to be long; a paragraph or two would be sufficient. Give it some thought and send me something.

I'll be away for the rest of October. When I travel, the Officer Corps usually has a small problem and emails fly. I'm sure you'll get it figured out, guys.

There are two books on China that might interest some of you. Both were written by Gavin Menzies after he did an amazing amount of research. "1421, The Year China Discovered America" is well written and contains solid references. "1434, The Year a Magnificent Chinese Fleet Sailed to Italy and Ignited the Renaissance" is another amazing book, again with very solid references. If you read these books, you will learn that Columbus, Magellan, and Vespucci all sailed the first time with maps of the world in their possession. I found both books completely fascinating. Give their web site a look: <http://1421.tv/>

As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps lower the dues. A few dollars from you could help AHIKS become totally cost free. Give it some thought. Send Brian Stretcher a couple of dollars.

Brian Stretcher

5282 Deer Path, Milford, OH 45150-9418

OPEN MATCH REQUESTS from Paul Qualtieri

Game	Member	#	Play Mode
1776	Bob Herbst	1442	
1914	John Trosky	1554	M
ASL Starter Kit	Duncan Rice	1394	snail mail, email, or VASL
Advanced Third Reich	Paul Warnick	1430	Cyberboard
Afrika Korps	George Betros	11	E/M, Cyberboard
Afrika Korps	Paul Heiser	1051	M
Afrika Korps	Greg Dilbeck	1363	M
Afrika Korps	Sid Driver	1567	ADC2
American Revolution	Omar DeWitt	44	
Anzio	Tom Oleson	111	revised map/r6th edition rules
Anzio	Melvin Yarwood	36	A, NM, O
Anzio	Tim Brittain	1582	NM, OT,
Battles for the Ardennes	Tom TenEyck	826	M
Battle of the Bulge '65	Michael Paul	1578	M
Battle of the Bulge '65 or '81	Tim Brittain	1582	NM, OT,
Bitter Woods	Melvin Yarwood	36	A, NM
Blue & Gray I	Melvin Yarwood	36	A, NM, O
Blue & Gray II	Melvin Yarwood	36	A, NM, O
Breakout Normandy	Clyde Longest	1413	
Bulge 81 2nd Ed	George Betros	11	E/M, Cyberboard or ADC2
Diplomacy	Bob Herbst	1442	
D-Day 77	Sid Driver	1567	ADC2
D-Day 77	George Betros	11	E/M, Cyberboard
Drive on Paris	Bill Scanlan	275	E
Invasion America	Lee Massey	1382	Cyberboard
Jutland	John Trosky	1554	M
Luftwaffe	John Trosky	1554	E/M
Midway: Turning Point	Mel Yarwood	36	M
Midway	Bill Scanlan	275	E
Napoleon at War	Melvin Yarwood	36	A, NM, O
Napoleons Last Battles	Melvin Yarwood	36	A, NM, O
NATO	Kevin Reid	1315	E
Paths of Glory	T. Scarborough	1345	warhorsesim/ACTS
Richthofen's War	John Trosky	1554	E/M
Russia Beseiged	Martin Svensson	1466	PBEM Excel ADC2
Russian Campaign 77	George Betros	11	E/M, Cyberboard
Russian Campaign	Ron Brooker	1252	M only
Russian Campaign	Tim Brittain	1582	NM, OT,
Russian Campaign	Paul Heiser	1051	M
SOPAC	Graeme Dandy	916	E
Stalingrad	George Betros	11	E/M, Cyberboard
Stalingrad	Sid Driver	1567	ADC2
Storm Over Arnhem	Greg Dilbeck	1363	Mail/Phone
Twilight Struggle	Lee Massey	1382	Cyberboard
A Victory Lost	Ed O'Connor	1243	E
Vietnam	Kevin Reid	1315	E
War and Peace	Tim Brittain	1582	NM, OT,
War and Peace	John Trosky	1554	E/M
Waterloo	Paul Heiser	1051	M

Codes

F Fast opponent
M Postal mail
E Email

Please review your game requests. If you no longer desire to play the listed game or you have any preferences in opponents please contact me. I will then issue match requests where possible from the list.

OPEN MATCH REQUESTS
from Paul Qualtieri

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:
Paul Qualtieri
143 Wainwright Manor,
Summerville, SC 29485

or email the equivalent information to me at:
paul@pdqsc.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 email address, please let Secretary Bob Best know as soon as possible to avoid delay in the receipt of your *Kommandeur*, ICRKs, and other valuable AHIKS information.



Upcoming Events



Oct. 9-11, Tucson, AZ
RINCON 09
<http://rincongames.com/>

Oct. 9-11, Schenectady, NY
COUNCIL OF FIVE NATIONS
<http://www.swa-gaming.org/council>

Oct. 10-11, Oshkosh, WI
OSHCN 2009
<http://www.oshcon.org/>

Oct. 15-18, Hudson, Ohio
CON ON THE COB
<http://www.cononthecob.com/>

Oct. 16-18, Montreal, Quebec
DRACONIS 2009
<http://www.draconismontreal.ca/index.php>

Oct. 16-18, Manchester, England
GAME 09
<http://gamecon.game-host.org/apex/?p=101:1:1829477600872244>

Oct. 17, Hamilton, Ontario
HAMMERCON
<http://www.hammercon.ca/>

Oct. 18, San Marino, Italy
SMINI CON 09
Avalon Hill's Day
<http://asgs.sm>

Oct. 22-25, Essen, Germany
SPIEL ESSEN 2009
<http://www.merz-verlag.com/spiel/e000.php4>

Oct. 23-25, Charleston, West Virginia
CHARCON
<http://www.charcon.org/>

Oct. 30-Nov. 1, Minneapolis, MN
CONTAGION
<http://www.tcgamefest.com/>

Nov. 6-8, Fairlee, VT
CARNAGE 12
<http://www.carnagecon.com/>

Nov. 6-8, Edison, NJ
UBERCON XII
<http://www.ubercon.com/>

Nov. 6-8, Round Rock, Texas
MILLENNIUM CON
<http://millenniumcon.com/index.html>

Nov. 6-8, Fort Wayne, IN
PENTA CON XXV
<http://www.pentacongames.com/>

Nov. 6-8, Vancouver (Surrey), BC
BOTTOCON 2009 & WEST COAST RUMBLE
<http://www.lonecanuckpublishing.ca/>

Nov. 7, Halifax, Nova Scotia
LET IT ROLL GAMING CON
<http://www.facebook.com/group.php?gid=43722573091>

Nov. 13-15, Clarks Summit, PA
MEPACON FALL 2009
<http://www.mepacon.com/>

Nov. 13-15, Ann Arbor, Michigan
U-CON GAMING CONVENTION
<http://www.ucon-gaming.org/>

Nov. 13-15, Pittsburgh, PA
GASPCON 10
http://www.gasp gamer.com/gasp_con/gaspcon.html

Nov. 19-22, Kansas City, Missouri
KCGAME FAIR
<http://www.kcgamefair.com/>

Nov. 19-22, Dallas, TX
BGGCON 2009
http://www.boardgamegeek.com/wiki/page/BGG_CON_2009

Nov. 19-22, Warrensburg, MO
WARCON
<http://warhorn.net/WarCon/>

Nov. 21, Middlebury, Vermont
GATHERING OF THE GAMERS PRESENTS: ALL DAY GAME DAY
Gatheringofthegamers@yahoo.com

Dec. 5-6, Ipswich, Suffolk, UK
LUDICRUS 09
<http://www.ludicrus.co.uk/>

Jan. 29-31, 2010, Champaign, IL
WINTER WAR 37
<http://winterwar.org/convention.do?method=getCurrentCon>

May 1-2, 2010 Kenosha Junction, WI
MIDWEST OPEN 2010
Glenn E. L. Petroski
AREA1@ATT.net

Aug. 2-8, 2010 Lancaster, PA
WBC 2010
<http://www.boardgamers.org/>

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

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12.4 REINFORCEMENTS

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

1585 Walter Clayton, GA
1586 William Allen, SC

The WBC Conventions

by Tom Oleson

One of the grognards at the WBC convention has taken it on himself to distinguish and honor those of us who have attended all 19. Now we can get a t-shirt proclaiming our achievement, also a little tag for the badge we are all expected to display.

For me the most notable aspect of this wonderful experience is how family-friendly it has become. I am fortunate that our 12 year old grandson

wants to play wargames and already has become quite good at **History of the World** and a few others. I am amused that he doesn't find the quintessential Eurogame, **Settlers of Catan**, tough enough. "Not the real thing." I hope to take him along next time and know that he will be delighted by the vast offering of games suitable for children, many with the rules patiently explained at the start.

Don Greenwood has really done a superb job running this convention very smoothly, so much so that I

think it's time he broke into a big relaxed smile instead of that persistent worried frown I often notice.

The very much minority interest in golden oldies like **Waterloo, Bulge 81, Anzio**, etc., remains about the same, catered to by the pre-con, which I also always attend. A few new younger faces, but mostly the same friends whose company is a big reason we keep coming back. Broader interest in the hard-core traditional games seemed a bit less this year, retreating slowly compared to the Eurogames.

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AHIKS MATCH REQUEST FORM

Complete this form and send to the AHIKS Match Coordinator via postal mail or email.

Name _____ AHIKS number _____ Date _____

Address _____

Phone _____ email _____

Initial here if you *do not object to having your email address included in the open match request list* _____

Note: This will allow other members to contact you directly. Your email address will only be included in *The K* and the ahiks.com match request lists.

Additional instructions/comments:

	Game	Company	Version	Postal	ICRK (dr#)	OOB	Combat sheet	PBEM				Other*
								Cyber-board	ADC2	Vassal	Other : Specify	
1												
2												
3												
4												

- * Enter any or all of the following codes:
- A = Area match only
 - G# = Will game-master this number of players
 - N = Will play new member
 - E = Send my match assignment by e-mail
 - F = Will play fast opponent only
 - M = Desire multiplayer match with this # of players
 - O = Will play opponents outside of US/Canada
 - S = Desire slow play

AHIKS Match Coordinator
 Paul Qualtieri
 143 Wainwright Manor
 Summerville, SC 29485
 paul@pdqsc.com.

SECRETARY'S NOTES BOB BEST

As I sit here in front of the computer drinking my morning coffee, I'm watching a beautiful sunrise. The sky is blue, the air is still, and the temperature is in the 60s. It's a perfect morning from those last days of Indian summer here in California. We are nearing the end of 2009 already. It seems like summer was just starting and now we are into fall with winter soon to follow. While enjoying this fantastic view, I was reflecting on what has been accomplished so far by AHIKS since the new slate of officers took office last February.

In the eight months since the new officers took office, the Executive Committee has planned and implemented a new on-line forum for the use of AHIKS members. This new forum has discussion areas for general gaming topics, wargame rules interpretations, and wargame design. There are also sections that deal with on-line gaming and wargame cyber-tools for those who enjoy Vassel, ADC2, and Cyberboard. There are also tournament announcements and a section for posting after-action reports for games being played. I have posted the after-action reports for my **B-29 Superfortress** game that I am playing through Steve Dixon's 30th Bomb Wing Website that I discussed in a previous column. There are also places to just meet and chat with other members.

One forum section that we hope will get a lot of use is the on-line game playing section. Right now, our Match Coordinator, Paul Qualtieri, is organizing a teaching game of J. D. Webster's **Over the Reich/Whistling Death** series game. This is a World War II aerial combat game. The game is using the free Quick Start rules that can be downloaded from the Internet. We are just getting started now, but anyone can join in even as the game progresses. This is a perfect game for someone who has little game time available or doesn't have time or room to set up a bigger game with lots of counters. Each player will control one or two aircraft, and it takes only about 10-15 minutes to make a move and send it to Paul. Everything you need to play is in the Quick Start package. I have played a number of air warfare games by email, and they do go quickly with just a few

minutes spent on each move. You are welcome to play or just visit and watch the game if you wish. Comments are welcome!

Come visit us on the forum and join in the fun! Just go to the AHIKS website at: www.AHIKS.com. Click the brown AHIKS forum button, and you will be at the main forum menu. Hope to see you there soon! ☺

Another project that is nearing completion is the AHIKS dice roller. This dice roller will be available to AHIKS members and will be able to be customized to handle dice rolling needs for a variety of different war games. Results will be able to be emailed to your game partner. This will be a supplement to our ICRK sheets that are currently being used for dice rolls. It is projected that the dice roller will be on-line by the end of the year.

Another project that is being worked on is a revision of the New Members Guide and the AHIKS History section of the current AHIKS website. The AHIKS History section has already been re-written and we invite all of the members to check it out. The New Members Guide will be updated in the near future.

Another goal of the Executive Committee was a membership survey. Our Match Coordinator Paul Qualtieri designed a survey and distributed it to the membership this past spring. The results have been analyzed and published in *The K* for our members' review. As the current projects that are now in the works come on line, the Executive Committee will be moving ahead with ideas that rated high on the survey.

This gives you an idea of what the Executive Committee has been working on during the past 8 months. If you have any questions or comments, please feel free to contact me or any of the AHIKS officers. You will find our contact information on the website.

I would like to welcome two new members and one former member into our ranks this month.

Our returning member is Roger Cox #1097 who hails from Spartanburg, South Carolina. He is a former

AHIKS member who still enjoys gaming and has now found time in his schedule for some active gaming.

Our new members are Walter Clayton #1585 from Savannah, Georgia, and William Allen #1586 from Lexington, South Carolina.

Gentlemen, Welcome Aboard!

Until next time, Happy Gaming to you all! ☺

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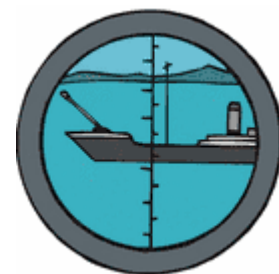


PUBLICATION DEADLINES

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: November 30, 2009.**

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. 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.



THE VP'S CORNER BY BERT SCHNEIDER

Part One—It's all in the numbers

As you were pushing cardboard around a map board in a face-to-face game, a solitaire game, or just moving units on a map board in conjunction with a PBEM game, have you ever wondered about where those numbers came from that represent the attack strength or the defensive strength? Have you ever wondered about how the game designer came up with the combat results table? If you either don't care or this really important part of our hobby has never crossed your mind, then go to sleep. I'll wake you up when we get to Part Two of my article.

Various mathematical formulae have been devised over the years to attempt to predict everything from the effect of casualties on morale to the speed of movement of an army in difficult terrain. One of the best known is the Lanchester Square Law formulated by the British engineer Frederick Lanchester in 1914. He expressed the fighting strength of a (then) modern force as proportional to the square of its numerical strength multiplied by the fighting value of its individual units. The Lanchester Law is often known as the attrition model, as it can be applied to show the balance between opposing forces as one side or the other loses numerical strength.¹

The following material was obtained from a lecture from Dublin City University on Combat, Attrition, Loss Estimation for a class about Strategy and Tactics in Military Wargames.

"The final outcome of an engagement is not proportional to the starting size of the enemy armies. But the damage rate, or attrition, is. Consider an engagement in which unit-A (the Attacker) is fighting with unit-D (the Defender), and A and D denote the size of these units at any time respectively. A and D might represent the number of men, tanks or aircraft.

"Using derivatives to define a rate of attrition, we get:

$$\frac{dA}{dt} = -d^2 D \quad \text{and} \quad \frac{dD}{dt} = -a^2 A$$

where a and d are the combat effectiveness coefficients of units A and D. We use d^2 and a^2 to ensure the results are

positive, and to avoid square root terms later. These equations simply state that the size of A diminishes at a rate proportional both to the size of D, and D's combat effectiveness. These basic attrition rates allow us to construct a simple differential equation defining the changing balance of power in a conflict:

Dividing the attrition rate for D into that for A, we get the Differential Equation:

$$\frac{dA}{dD} = \frac{d^2 D}{a^2 A}$$

"If we integrate this equation from time $t = 0$ to time $t = T$, we get:

$$a^2 A_{T^2} - d^2 D_{T^2} = a^2 A_{0^2} - d^2 D_{0^2}$$

where A_0 and D_0 are the number of combatants at time $t = 0$ and A_T and D_T are the number of combatants at $t = T$.

Lanchester's Square Law

"Conveniently, the right hand of our differential equation is a constant term. We can then derive an expected result:

$$A \text{ wins if: } a^2 A_{0^2} > d^2 D_{0^2}$$

$$D \text{ wins if: } d^2 D_{0^2} > a^2 A_{0^2}$$

But less expectedly, we can see that the total effectiveness of a unit is proportional not to its size, but to the square of its size!"

These few equations are just the tip of the iceberg. There are a whole host of equations, relationships, factors, coefficients, and other mathematical models that will only make your head spin (and perhaps drive you to drink, eat pretzels, and play a simple war game like **Afrika Korps!**). On top of that, you have to include "validation" of the mathematical model using recorded information from actual battles or historical references. You could spend an entire lifetime studying this subject (of which I have not).

What I have discovered after looking into Lanchester's Square Law is that many experts (or so called experts) are in disagreement that this law can be used to represent modern forces, in a wargame or simulation.

For further reading on this subject, you might want to obtain a copy of the following RAND report from the Internet: "Aggregation, Disaggregation, and the 3:1 Rule in Combat," Paul K. Davis, RAND, 1995.

Part Two—Who's Who in wargames

For the "beer and pretzels" group, wake up! We've passed the hard core part. Our hobby is not just about the games we play nor is it just about the historical subjects of those games (nor the numbers). Our hobby is about people. And while some of us are probably more likely to be introverted than extroverted, nonetheless our hobby thrives by people playing games against another person (unless you only play solitaire games). People create games, people play games, people collect games, and people write about games. Wouldn't it be neat to dedicate a small section of *The K* to an AHIKS member who has made significant contributions to the wargaming hobby? If you think this idea has merit, please post a comment on the following AHIKS forum:

<http://ahiks.messageforums.net/whos-who-in-war-games-potential-k-articles-t24.html>

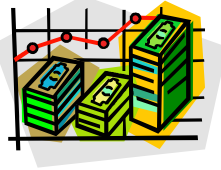
Include comments if you would or would not want to see this kind of article in *The K*. If you would like to see this kind of article in *The K*, who should we write about? This might be a good way to find out about some of our members. Candidates could be those who designed wargames, people who have hosted wargame tournaments, people who have shared their devotion to the hobby to others through education programs, or perhaps someone who offered his or her time to get new AHIKS members started in the hobby.

★ ★

The web version of this issue (in color) is available at our website (www.AHIKS.com).
User name = "AHIKS"
Password = "Contus" (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 Contus.)

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

¹ <http://en.wikipedia.org>



Using the Rules of Statutory Construction to Answer Rules Questions

While it's great to be able to email the game designer or company with a question on a game now on the market, it isn't always so easy to find solutions to rules problems or questions that come up now and again in a lot of the older, out-of-print games we still play in AHIKS. And, the game fora on Comsimworld and the errata listings on webgroggnards don't always supply all of the answers. Sometimes errata raises more questions than it answers. How then to try and resolve questions, short of going to the AHIKS judge?

One approach I try to use in figuring out the sometimes arcane rules in older games is to apply what lawyers, especially appellate judges, know as the Rules of Statutory Construction. It is a set of guidelines by which written laws (statutes) are interpreted by the courts. Laws are much like rules to the game of life, and they are often convoluted, conflicting, confusing, and poorly written. Many times there is no way to determine the intent of the original writers of the law, even if they are alive and still members of the legislature. So, the courts have developed a set of guidelines that are followed in interpreting the law. These guidelines are not hard and fast because they have been developed through caselaw, and may differ slightly from jurisdiction to jurisdiction. Nevertheless, the basics can be culled from the cases. Because wargame rules are essentially a set of laws which govern the play of a game, these same guidelines can be applied to help answer questions that may otherwise be impossible to answer otherwise. What follows are some of the essential statutory construction guidelines that can be applied to wargames.

The Rule Means What it Says. Let's start with the most obvious. Even if you have a problem with the logic of a rule, a rule should first be interpreted as meaning what it says, not what you think it should say. For example, consider a rule in a strategic WWI game that says "Russian combat losses against German units are doubled."

The Kommandeur

Well, many such WWI games have a bunch of forts printed on the map, which may have intrinsic defenses and even ZOCs. So, are Russian combat losses doubled in attacks against empty German forts as well? No, because the forts are not "units," they're terrain. Or how about games that don't tell you what to do with fractions when units are halved in strength? Do you drop the fraction, or keep it? The answer is in the rule itself: if the rule doesn't say, why would you assume that you would drop the fraction? Those fractions may add up if multiple units are halved, and it could make a difference in the final odds. Without any other guidance, you have to go with the literal interpretation of the rule. This doesn't always produce the best or correct outcome, but it is the best place to start.

The Simplest Interpretation is Probably the Correct Interpretation. I have seen many players unnecessarily make a rule more complicated than it is by overinterpretation. What I mean here is that the player imposes additional conditions on play above and beyond what the rule actually means. For example, a rule says: "Japanese units in Australia must receive supply by sea through a friendly port in order to function normally for combat." The Allied player argues that the rule applies to naval and air units based in Australia in addition to ground units. However, the rules elsewhere specify that naval and air units don't require supply, as supply is defined in the rules. The Allied player is overinterpreting the rule. While this contradicts what the rule obviously says, such an interpretation imposes conditions that the rule never intended simply because of poor wording (the sentence is missing the word "ground" before "units"). If there is no mechanism by which to "supply" naval and air units because they are always in supply, to require the Japanese player to supply these units in the same manner as he has to supply ground units would actually force the players to make up rules that don't exist. If that becomes necessary during the normal course of play, then the rule probably is not being interpreted correctly.

A General Rule Should Not be

Interpreted so as to Negate A Special Rule. Everyone is probably familiar with the old Avalon Hill sort of rules terminology: "EXCEPTION: See 25.13." For the most part, when wargame designers intend to carve out exceptions to the rules as written, they let the players know by writing the exception into the rules, just as legislatures write exceptions into the laws we all must follow. So, for example, parents are typically allowed to physically discipline their own child without it necessarily amounting to the crime of assault. In **Paths of Glory**, as an exception to the general rule, Belgian and Serbian units may still move out of the Reserve Box even if their capital is enemy controlled. The rules specifically say this is an exception to the general rule. But, sometimes designers/developers forget to list all of the exceptions, or fail to see unusual situations that may only come about after years of play of the game.

And players will look for ways to circumvent rules that put restrictions on their forces. Let's go back to those Japanese units in Australia. Let's say the rules put an absolute limit on the number of Japanese ground units that can be supplied through Australian ports. The invasion rules, however, state that an unlimited number of units may be supplied through a beachhead, and a beachhead was placed when the Japanese first landed in Australia. The Japanese player argues that the Australian beachhead theoretically allows him to supply his whole army through it, so long as he has the requisite naval supply. The Allied player argues that if only ten Japanese ground units can be supplied through any number of undamaged Australian ports, how is it that the entire Japanese Army can be supplied through one beachhead? Here, the Allies should prevail, because the general beachhead rule should not be interpreted so as to negate the special rule limiting Japanese forces in Australia. Let's get even more simple. A general rule says, "all units may advance after combat," listing no exceptions. Elsewhere, however, the rules say that "Italian units cannot advance after combat." The special rule should trump the general rule.

There may not be an obvious answer. In practice, there is no particular priority in applying the above guide-

lines. A literal interpretation of a rule may in fact ruin the game. The official AHKS ruling in **Napoleon's Last Battles** on deliberately leaving units out of command control comes to mind. So, the guidelines may have to be used together to figure out the rule, but there may still be two valid sides to the argument. That's why Courts of Appeal have more than one judge hear a case and why there are often split decisions on the issues argued. But, applying these guidelines should help you tailor your argument or bring about a better appreciation for the argument of the other side. Arguing only that a rule is illogical, or that you have always played that way, is not really much of an argument. If you understand an illogical but clear rule and decide to change it, then you're not playing the game as the designer intended. Or, you may have always played the game wrong. So, listen to your opponent. If you still cannot agree, take it to the Judge. That's what he's there for.

To the Green Fields Beyond

I recently finished my summer study of British military history with "The Somme: Heroism and Horror in the First World War," by Martin Gilbert (Henry Holt and Company, New York, 2006). The Somme campaign was launched by the British, with French support, on July 1, 1916, and continued in earnest well into November 1916. The book covers the campaign at all levels, from strategy down to the individual soldiers, many by name.

I have read few books about World War One that so effectively set the scene. Not just the sites of the fighting, but the sounds, smell, and feel of World War One combat. In the stifling heat of July, the Tommies struggle to cross no-man's land laden with more than sixty pounds of gear, too heavily burdened to run in the face of machine-gun fire. By the time November comes, there is nothing but a sea of cold mud. Men died and were lost in the constant shelling, even buried bodies were never found again. And everywhere there are bodies. And rats.

Individual stories are woven into the overall description of the battle. One particular German soldier who was wounded in the battle would later figure prominently in a different war:

Adolph Hitler. Others would go on to leave their legacies in other ways, including a young British officer, Second Lieutenant J.R.R. Tolkien. He was lucky and fell ill in October, his fighting days at an end.

The book is well written and held my interest throughout, without being too dense. There are plenty of maps, although as with almost all history books, never quite enough. The book pays tribute to those Allied soldiers who fought and died, telling the reader where they are buried or where their names are inscribed on monuments. If I have any quibble over the way the story is told, it is the frequent reference to whose name is on which memorial. I greatly appreciate honoring those who fell, but strictly from an ease of reading point of view, it can become tedious after a while. There are very nice maps that show where all of these memorials are located in France. I never knew they existed. Perhaps one day I will have the opportunity to drag my wife to a few, so I may honor them in person.

The primary strategic objective of the Somme campaign was to break through the German trench line and hasten the war's end, sending the cavalry through the breach, "to the green fields beyond." The secondary objective was to relieve the pressure on the French at Verdun by drawing away German forces engaged in their offensive there. In the first 24 hours of fighting, the British alone suffered 20,000 killed. Although the Allies did relieve the pressure on Verdun, after more than four months of fighting and 150,000 dead, not one of the Allied objectives of the first day was reached. There were some 310,000 killed on all sides.

I have looked for some games that cover the fighting on the Somme. There appear to be precious few. There are a couple of situations in Clash of Arms **Landships** that deal with the first introduction of the tank in combat. A 20-turn, divisional level game called **The Big Push** was recently published in *Against the Odds* and is available for \$30. You can check it and the companion game on the Verdun campaign on the publisher's website. One interesting aspect of the game is the use of squares rather than hexes. Jeux Grenier

Games, a Canadian publisher, has their **In the Trenches** series, what appears to be a platoon level treatment of World War One tactical combat. There are several scenarios from the Somme in the second game of that series, now available for purchase for around \$60. This game features historically accurate maps for each battle, not a set of generic maps. This series has its own folder on the Consimworld forum, if you're interested.

Treasurer's Report

Just a stragglers added to the pot this period, other than some money shuffling.

Checking Balance (8-11-09):

\$2,364.53

Income:

Dues and contributions: \$ 9.00

Expenses:

K July/Aug '09 Printing \$ 71.86

Charles Marshall FedEx exp \$ 35.00

Transfer to Perpetual Fund \$ 249.00

Checking Balance 9-30-09: \$ 2,017.67

Perpetual Fund 8-11-09: \$ 2,731.72

Interest Income: \$ 0.00

Contributions transferred from checking:

\$ 249.00

Perpetual Fund 9-30-09: \$ 2,980.72

Operating funds in CD, 8-11-09:

\$ 5,790.49

Interest Income: \$ 0.00

Operating funds in CD, 9-30-09:

\$ 5,790.49

Total balance in CD, 8-11-09:

\$ 8,522.21

Total balance in CD, 9-30-09:

\$ 8,771.21

Net CD growth: \$ 249.00

Total Treasury, 3-31-09: \$ 10,886.74

Total Treasury, 8-11-09: \$ 10,788.88

Our CD was renewed in August for 15 months, although only at 1.1% APR. Terrible rates out there right now, as I'm sure you all know. But, it's the best the bank had to offer for a relatively short term. If we can ever get the CD above \$10,000, we can move to a higher tier of rates. We'll still earn income but not as much passive income as we have in the last few years. We'll still be significantly up for the year, I believe.

Until next time.

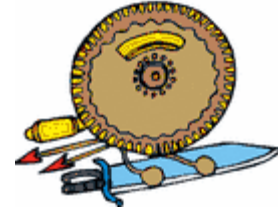
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AHKS

International Wargaming Society

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