

# The Kommandeur



Volume 45 Number 2

A Publication of AHIKS

April 2010

## From the President Charles Marshall

### A New Look for 2010

Hello fellow members! I'm happy to say that we're making progress on many fronts in our Society. If you haven't had the opportunity yet, I encourage you to point your browser to [www.ahiks.com](http://www.ahiks.com) to see the changes taking place. We have a new look, but, more importantly, we have a new web host and that means new functionality. Getting our website moved to a new server turned out to be more challenging than anticipated, and I can't thank our Website Manager, Tom Thorsen, enough for his help in the process. It was worth the effort though because our new web host supports technology which will open the doors for us to try new things and offer you, the membership, more features.

One of those features is already in place: the AHIKS Online Die Roller. Navigate to the Members Only page by entering this month's user name and password (found on page 5 of this issue), and you'll find the die roller. You'll need to sign up in order to use the die roller, but it's very simple. After creating a user name and password you'll receive a confirmation email. Then you can log in and try it out. While it has all of the features promised in past articles, it's still a work in progress, "version 1.0" if you will. Roughly speaking, the die roller allows ten rolls per page with each roll capable of handling up to twenty dice of virtually any number of sides. The rolls can be modified and results of multiple dice can be summed into a final total. Each roll can be labeled individually, and the entire set of rolls can be labeled as well. The results can be viewed online and/or sent to an opponent's email address. Additionally, all roll results are saved into a database for future reference so that a "roll history" is built and can be viewed later on. This also allows members to use the roller for several different games at the same time (even multiple matches of

the same game) and still confirm the results from each game. Check it out when you have a spare moment and use it for your next game! We already have several members using it for their matches! If you have any comments or suggestions on how we could improve it, please send them my way: [chasmarsh@sbcglobal.net](mailto:chasmarsh@sbcglobal.net). While we're off to a good start, there's still a lot of room for improvement. It's *your* die roller. Let us know what you think!

Ever wonder what part of the world your opponent hails from? Check out another new feature that we're trying out in beta form. It's a Social Network Map that VP Schneider set up on the AHIKS Yahoo groups forum. You can get to the AHIKS Yahoo forum through the link at the bottom of our homepage. If you like what you see and find it a useful addition to your membership benefits, we might create our own map and locate it on the Members Only page of our website. Look for more information in Bert's article later in this issue!

It's almost been one year since our AHIKS forum has been up and running. We've had a lot of good topics, great communication and even a game or two going online. If you haven't checked it out, click on the TA-312 field telephone at the bottom of the homepage to discover what all the buzz is about!

### Imagicon 2010 Reminder

Are you a Southeast US member? Then mark your calendar for May 21-30. That's the date for this year's IMAGICON in Birmingham, Alabama. Our own Thomas Ten Eyck will be hosting several tournaments including **Axis and Allies**, **Squad Leader**, **Panzerblitz**, and **Panzer Leader**. Don't miss it!

### Response from my Last Article

Those of you who read my last article will remember that I posed several questions about some rules vagaries in AH's **Battle of the Bulge '65**. Well, one member not only read the article but supplied some excellent ideas to clear up those rules vagaries. Thanks go out to Mark Fassio for his contributions!

(Note Mark's disclaimer: "I lay absolutely no claims to being a rules maven or interpreter, but that's never stopped me before." Good enough for me, Mark!)

1. My Question: Rule 7 in the Rough Terrain section. Taken together, those two say that a unit can move from a rough/road hex onto one more rough terrain hex but not onto a clear hex (unless via the road). Can that be right?

Mark's response: I think the Q&A answer in the Appendix has been misconstrued, or the author only gave a partial answer (or both). The rule is very similar to the old *Napoleon at Waterloo* (and other '60s and '70s games) in that: a unit traveling along a road – whether in rough terrain or woods – can move off-road and stop (because of the rough/woods restrictions). What the Appendix is saying is that you cannot go *from* a rough (or woods) road and then *into* a non-road rough or woods hex UNLESS you do so via the road entry/exit sides. SS-21 doesn't empty into RR-21 in the example; it first goes through SS-22. So when you asked, "can that be right?" the answer is, "yes." It kind of implies this as well under the "Rough Terrain" rules in the basic rule sheet, points 4 through 7.

2. My Question: So, must advancing units adhere to terrain restrictions?

Mark's response: The first sentence of the "retreat through Blocking Terrain" on page 7 sort of gives the implication here. A unit ADVANCES through rough terrain with slowness and caution, but units in retreat tend to flee, rout, leave

(Continued on page 8)

Look for Alan Poulter's Game News in the next issue.

## The VP's Corner by Bert Schneider

We now have our map-based social network! And it didn't cost AHIKS a dime! As I promised in our last *K*, I said I would "report back in the next *K* newsletter on our decision to pursue this feature, that I feel will propel AHIKS back on par with the technology started during the Space Age!" (A little dramatic don't you think?)

How to get to the site: Go to our AHIKS web site at <https://www.ahiks.com/AHIKS/Home.html>

As indicated in Figure 1, click on the "ENTER YAHOO FORUM" link.



Figure 1. Yahoo Link on ahiks.com web page

You'll then need to log into Yahoo Groups. If you don't already have an account, you will need to set up a Yahoo Groups account. Then you can then join our group. Figure 2 illustrates what the AHIKS Yahoo Group looks like.

 A screenshot of the AHIKS Yahoo Group page. The page has a blue header with the Yahoo! logo and 'GROUPS' text. Below the header is a search bar and a navigation menu. The main content area is titled 'Home' and includes a description of the group, a 'People Map BETA' section with a 'View Map' button, and a 'Message History' section with a calendar table. The calendar table shows the number of messages sent each day from January 2005 to January 2010.
 

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2010	16	2	9									
2009	8	179	17	16	4	9	13	4	13	10		
2008	19	8	14	1	3	4	3					3
2007	23	3	1	61	17	8	4	18	17	2	1	3
2006	11	106	76	54	14	9	12	21	71	25	62	22
2005											41	330

Figure 2. AHIKS Yahoo Group

To get to the Map-Based Social Network, just click on the blue "View Map" button in the People Map box. This will take you to a page depicted in Figure 3. Of course, I wrote this article almost immediately after I created this capability. Already, a couple of AHIKS members have posted their information into this database.

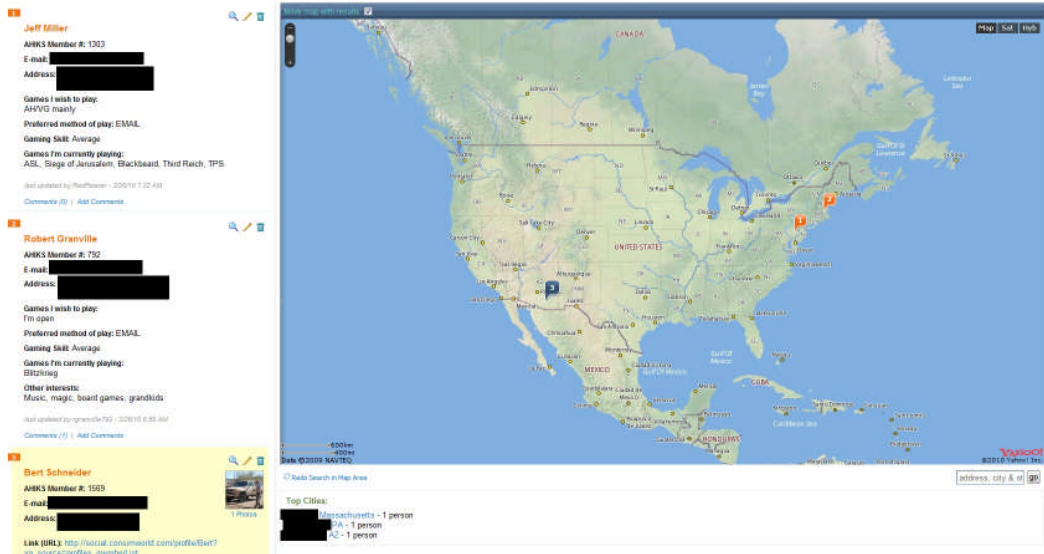


Figure 3. AHIKS Map-Based Social Network

To add your information, make sure you click on "Add Entry." Below in Figure 4 is a quick rundown of the information you may wish to share with your fellow AHIKS members. The only required information is your name and AHIKS member number. You can share as much or as little as you like. Some of the key fields you will probably want to fill in are: Games I wish to play, Preferred method of play, as well as Gaming Skill. Note we are not asking for your street address.

<p><b>Name *</b> First <input type="text"/> Last <input type="text"/></p> <p><b>AHIKS Member # *</b> <input type="text"/></p> <p><b>E-mail</b> <input type="text"/></p> <p><b>Address</b> City <input type="text"/> State or Region <input type="text"/></p> <p>Zip or Postal Code <input type="text"/> Country <input type="text"/></p> <p>United States <input type="text"/></p> <p><b>Phone</b> <input type="text"/></p> <p><b>Link (URL)</b> <input type="text"/></p> <p><b>Photos</b> <a href="#">Add Photos</a> </p> <p><b>Games I wish to play</b> <input type="text"/></p> <p>You have used 0 out of 2048 total characters</p> <p><b>Preferred method of play</b></p> <p><input type="radio"/> Mail</p> <p><input type="radio"/> EMAIL</p> <p><input type="radio"/> Face to Face</p> <p><input type="radio"/> No answer...</p>	<p><b>Gaming Skill</b></p> <p><input type="radio"/> Beginner</p> <p><input type="radio"/> Average</p> <p><input type="radio"/> Advanced</p> <p><input checked="" type="radio"/> No answer...</p> <p><b>Games I'm currently playing</b> <input type="text"/></p> <p>You have used 0 out of 2048 total characters</p> <p>What games are you currently playing?</p> <p><b>Other interests</b> <input type="text"/></p> <p>You have used 0 out of 2048 total characters</p> <p>Other hobbies or interests besides wargames</p>
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Figure 4. Data Fields for Map-Based Social Network

Who knows, you might find out one of your fellow AHIKS members lives right down the street from you! Wouldn't it be neat to play some wargames face to face? Wow, what a novel concept! As usual, if you have any comments or feedback, please feel free to email me at bertnpeggy@comcast.net.



## Unit Counter Pool News

from Brian Laskey

Well, after the absence of a UCP column in the last *K*, there are a few items of note to pass along here. For a deletion, the rule book to Avalon Hill's **Panzer Leader** is no longer available. On the other side of the coin, there have been several additions, and those are The Gamers variant/replacement counter sheets for 1992-95, compliments of Melvin Yarwood, and various parts to the following Avalon Hill games: **Afrika Korps**, **Bulge '81**, **Fortress Europa**, **Panzer Armee Afrika**, and **Russian Campaign** courtesy of Paul Heiser. Thank you both for your generous donations. In addition, if anyone needs a Gold player aid shield and/or a copy of the rules to a game called **Supernova** by Valley Games please contact me, and I will in turn put you in contact with the person offering them. Also, I would like to ask that if you do make a UCP donation and have an email address that you please include it along with the sending. This would make it much easier and quicker for me to contact you with any questions or more importantly to send thanks along. Contrary to what you may or may not think, I do not have a comprehensive membership list on hand but only a basic one containing names and member numbers in order to verify, if need be, that you are a current member of AHIKS. That's all for now. Be of Good Cheer.

★★

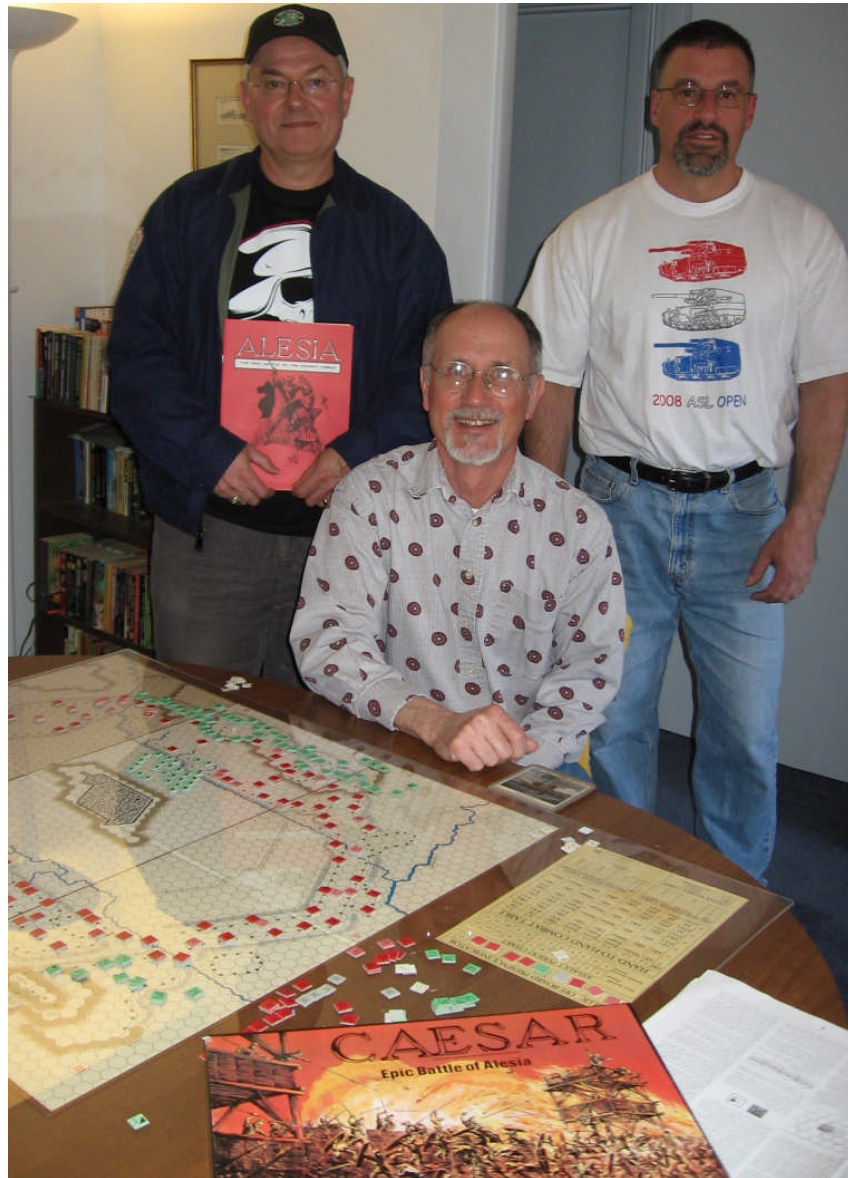
### Basking

If you remember, in the last issue I said the passwords were points of interest on one battlefield. After reading the first password, Pry Ford, the following members got the battlefield correct. The answer will be given in December, so you still have time to send in the correct battlefield.

In alphabetical order:

Bob Best  
Mark Fassio  
Rob Schneggenburger

Congratulations!



Randy Heller, Phil Dunphy, and Brian Laskey

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 Player/Match Codes

**1776** (AH) Bob Herbst (1442)  
**1914**(AH) John Trosky (1554)/UNOV  
**A Victory Lost**(MMP) Ed O'Connor (1243) /E  
**Advanced 3R**(AH) Paul Warnick (1430)/ C  
**Afrika Korps**(AH) George Betros (11) /EUC  
**Afrika Korps**(AH) Paul Heiser (1051)/ UN  
**Afrika Korps**(AH) Greg Dilbeck (1363) /UFNO  
**Afrika Korps**(AH) Sid Driver (1567)/D  
**American Revolution**(SPI) Omar DeWitt (44)  
**Anzio**(AH) Melvin Yarwood (36) /ANO  
**Anzio**(AH) Tim Brittain (1582)/NOV  
**Anzio**(AH) Tom Oleson (111) revised map/6th ed rules  
**ASL Starter Kit**(MMP) Duncan Rice (1394)/ UEV  
**Bulge '65**(AH) Michael Paul (1578) /UN  
**Bulge '65/'81**(AH) Tim Brittain (1582)/NOV  
**Bulge (65/81)**(AH) Bob Johnson (73)/EM  
**Bulge 81 2nd Ed**(AH) George Betros (11)/EUCD  
**Battles for Ardennes**(SPI) Tom TenEyck (826) /NOV  
**Bitter Woods**(AH) Melvin Yarwood (36) /A,N  
**Blue & Gray I-II**(SPI) Melvin Yarwood (36) /ANO  
**Breakout Normandy**(AH) Clyde Longest (1413)/ OT  
**Breitenfeld**(SPI) Richard Passow (1453)/ESO  
**Bull Run**(AH) Ron Brooker (1252) /U  
**Bull Run**(AH) Bob Herbst (1442)  
**D-Day 77**(AH) Sid Driver (1567)/D  
**D-Day 77**(AH) George Betros (11)/EUC  
**Diplomacy**(AH) Bob Herbst (1442)  
**Downtown** (GMT) Paul Qualtieri (0757) CNIG  
**Drive on Paris**(Gamers) Bill Scanlan (275)/E  
**Gettysburg '88**(AH) Paul Heiser (1051)/UM  
**Invasion America**(SPI) Lee Massey (1382)/C  
**Jutland**(AH) John Trosky (1554)/U  
**Luftwaffe**(AH) John Trosky (1554)/EU  
**Merchant of Venus** (AH) Sidney Jolly (12)/G  
**Midway** (Avl) Mel Yarwood (36)/U  
**Midway**(GDW) Bill Scanlan (275)/ENOU  
**Napoleon at War**(SPI) Melvin Yarwood (36) /ANO  
**Napoleons Last Bttls**(SPI) Melvin Yarwood (36) /ANO  
**NATO**(VG) Kevin Reid (1315) /E  
**Panzerblitz** Richard Passow(1453)/ESL  
**Paths of Glory**(AH) Thomas Scarborough (1345) /WT  
**Richthofen's War**(AH) John Trosky (1554)/EU  
**Russia Beseiged**(L2 ) Martin Svensson (1466) /ED  
**Russian Campaign** (AH) George Betros (11) /EUCNOF  
**Russian Campaign**(AH) Ron Brooker (1252) U  
**Russian Campaign**(AH) Tim Brittain (1582) /NOV  
**Russian Campaign**(AH) Paul Heiser (1051) /U  
**Russian Campaign**(AH) Bob Johnson (73) /EM  
**SOPAC**(Avalanche) Graeme Dandy (916)/EO  
**S'grad** (Holcombe)(AH) Bob Johnson (73) /EM  
**S'grad**(AH) George Betros (11) /EUC  
**S'grad**(AH) Sid Driver (1567)/D  
**Storm Over Arnhem**(AH) Greg Dilbeck (1363)/UPFNO  
**Thirty Years Quad**(SPI) Omar DeWitt (44)/E  
**Twilight Struggle**(GMT) Lee Massey (1382)/C  
**Victory in the Pacific**(AH) Rick Roksiewicz (1108)  
**Vietnam**(VG) Kevin Reid (1315) /E

Game Player/Match Codes

**War and Peace** (AH) Tim Brittain (1582)/NOB  
**War and Peace** (AH) John Trosky (1554)/EUO  
**Waterloo** (AH) Paul Heiser (1051)/UM  
**Waterloo** (AH) Omar DeWitt (44) E

Match Codes

A Area Rated Only  
 C Cyberboard  
 D ADC2  
 E Email  
 F Fast Play Desired  
 G Will Gamemaster This Game  
 I Will teach in "L" game  
 L Learning Game Requested  
 M Will Play New Member Only  
 N New Member OK  
 O Outside USA OK  
 P Phone  
 S Slow Play Desired  
 T Acts  
 U Snail Mail  
 V Vassal  
 W Warhorse  
 X Non-rated Match

**From the Match Coordinator.**

Don't forget my new address:

Paul Qualtieri  
 AHIKS Match Coordinator  
 114 Barrington Court  
 Summerville, SC 29485

You are still welcome to stop in and check out **Air Force** on the AHIKS forums. We can always fit in another pilot.

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.

The web version of this issue (in color) is available at our website ([www.AHIKS.com](http://www.AHIKS.com)).  
 User name = "AHIKS"  
 Password = "Cornfield" (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 Cornfield.)  
 If you still have trouble accessing the web version, contact Tom Thornsen at the address on page 12.

## Secretary's Notes Bob Best

It's a beautiful spring day here. I'm enjoying the view from my den window while I am typing this. The sky is blue with a few wisps of cloud, the sun is warm, and there is no wind. Just a fine day for being outside and enjoying the sunshine. That is where I will be after I finish writing this column! ☺

It's the end of March and our second issue of the year is coming up. It makes you wonder where the year has gone so far. The days just seem to go faster now than when I was younger, maybe it is because I am retired and I have so many things going on. I really don't know how I ever had time to work. I am so busy! ☺

One of the things I enjoy doing in my retirement is playing in the AHIKS forum **Air Force** game hosted by Paul Qualtieri, our match coordinator. The game is posted on the AHIKS portion of our website at [www.ahiks.com](http://www.ahiks.com). If you want to have a fun time, stop by and take a look. New players are welcome, the rules are posted, and it only takes a few minutes to make your move and post it to Paul. We are doing a naval air scenario now. The Germans are attempting to bomb a convoy of allied transports being defended by a destroyer and some Spitfire and Hurricane fighters. There are JU-88s and Bf-109s attacking. "Kibitzing" is welcome too if you do not want to play, so stop on by and check out the game!

You should also check out the new look to the AHIKS website. We have transitioned to a new computer web host and there is a completely new look to the home page thanks to our President, Charles Marshall. Charles spent quite a bit of his own time making the behind the scenes computer programming changes that allowed our new look! It's a great first step, and Charles is preparing the dice roller for installation next. Stop by and take a look and sign up to use the dice roller. It will work on any game and makes it fast and easy to do your dice rolling. You can check results and have them emailed to your opponent as well. We hope you enjoy what you see and we welcome comments. You can even make them on the forum! ☺

I have continued to post in the AHIKS forum's After Action Reports

section the exploits of my B-29 bomber "Sweet Sue" flying bombing missions against Japan. I enjoy solitaire games and KPG's **B-29 Superfortress** by Steve Dixon and Shawn Rife is really a good one in my opinion. Similar to Avalon Hill's **B-17 Queen of the Skies**,

**B-29 Superfortress** is a pretty good simulation of what it was like flying bombing missions against Japan during 1944 and 1945.

I recommend Gordon Bennett Robertson's book "Bringing the Thunder," which recounts his exploits while flying B-29 missions against Japan. The book gives considerable background information for the game. Also Steve Dixon's 30<sup>th</sup> Bomb Wing website at [www.Skdgaming.com/B29/](http://www.Skdgaming.com/B29/) sets the stage for your combat operations.

There are two bomb groups in the 30<sup>th</sup> Bomb Wing. Each group is composed of three squadrons. There are about 35 players manning the squadrons flying missions against Japan. Missions are assigned, and the site has all of the game stats and after-action reports posted for all of the B-29s by mission, and they are interesting to read! Of course you can play the game without visiting the website, but the 30<sup>th</sup> Bomb Wing site gives you great historical flavor for your game. The 30<sup>th</sup> Bomb Wing has flown 23 missions to date and Sweet Sue has flown 13 of these. It's a fun game and it fulfills my "Role Playing Game" hunger too! The Exploits of the Sweet Sue are also posted at the AHIKS forum for those who might enjoy reading them.

I have taken on another project recently as well. Steve Dixon is in the play-testing stage on another solitaire game that he has designed, and I am one of his play testers. This new game is called **Picket Duty**. The game puts you in command of a Fletcher class destroyer pulling radar picket duty during the battle for Okinawa. The game pits your destroyer against Japanese Kamikaze aircraft. During the actual battle 59 destroyers supported Task Forces 38 and 58. Of these destroyers, 40 were damaged and 13 were sunk by Kamikaze,

bomb, and torpedo attack! Pretty high loses! Anyone interested in reading about these actions should try "Blood on the Sea" by Robert Sinclair Parkin.

**Picket Duty** is a dice and table driven game system similar to **B-29 Superfortress**. The tables control the action. Your destroyer is assigned to a picket station, and you play through three phases each day of your assignment. There is a maintenance phase at the end of each day, and, when stores are low, you return to base to be re-supplied and re-armed and return to another picket station. There are counters for numerous Japanese aircraft types, and play moves quickly. You have damage control teams that go into action if you are hit. There are fires, flooding, counter flooding to control lists, and numerous other things to overcome as you attempt to keep your destroyer afloat and operational. You can direct gun turrets at various attacking targets, you can maneuver against attacking aircraft. There are air and surface support tables and moral of the crew to taken into account as well. It is a fun game system even in its basic design stages.

I find play testing to be another enjoyable pastime. You have to follow each individual thread of the game system to be sure that it functions well, adds enjoyment to the game, and is easy for the player to follow and understand.

After reading the initial rules, I set up the game and began playing it. At each point that I discovered a problem, I recorded it in my notes, made necessary corrections to the rules to make them read like I thought the game system wanted them to, and continued with the action. If it was a minor problem, I continued on, working through each procedure and process. Periodically I sent all my notes, possible solutions and corrections, etc. to Steve for his review. He consolidated them along with the other play tester's results and issued corrected rules, charts, counters, etc. We are currently on the fourth revision, and it is really interesting to watch the development of the game system. I am really impressed with this one and think it will be a great game. In addition, I have had a lot of fun tinkering with the game system to get it to work better. It has given me some great insight into the game design process

and ideas for tinkering with other games that I own that need help.

Like many of our members, I have numerous games sitting in my game storage area. Many of them have fatal flaws that make them unplayable for one reason or another. I have found several of these unplayable games where adjusting a few things in the rules will make the games playable. Some of them turn into really good games after a little tinkering. If you decide to tinker with a game, keep good notes and record your corrections into a folder so you know what you did. With a little tinkering you might be able to fix some of those “unplayable games” residing in your game closet. Try it. You might find that it can be a fun pastime while you are awaiting that next game move from your opponent!

And now a little Secretarial house-keeping. Anyone who has a change of address or new email address please contact me at the address listed on page 12 so that we can update the membership roster. As the Secretary, I will update the roster and forward your new information to the Editor and the Match Coordinator.

Until next time, Happy Gaming to you all! ☺



#### 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: May 31, 2010.**

#### GENERAL INFORMATION

*The Kommandeur (K)* is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by email and 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 \$4 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.

## Upcoming Events

**Apr. 9-11:** Essex, VT  
NORTHEAST WARS X  
<http://www.northeastwars.com/>

**Apr. 9-11:** Glen Ellyn, IL  
CODCON XV  
<http://www.codcon.com/>

**Apr. 9-11:** Carbondale, IL  
EGYPT WARS  
<http://www.castleperilous.com/>

**Apr. 10-11,** Corvallis, OR  
JUST A GAME CON  
<http://home.centurytel.net/GOMC/JAGC.htm>

**Apr. 16-18:** San Diego, CA  
KINGDOMCON  
<http://www.kingdom-con.com/>

**April 23-25,** Lincolnshire, IL  
LITTLE WARS  
<http://www.hmgsmidwest.com>

**Apr. 23-25:** Rochester, MN  
GAMERS REUNION  
<http://www.gamersreunion.com/>

**Apr. 24-25** Lake Geneva, WI  
2010 SPRING GAMING HOOPLA  
<http://www.gaminghoopla.com/>

**Apr. 30-May 2:** Nashville, Tenn.  
TENNESSEE GAME DAYS V  
<http://tngamedays.com/>

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

**May 15-16 -** Burton on Trent,  
England, UK  
BEER & PRETZELS GAMES WEEKEND  
<http://www.spiritgames.co.uk/bnpdetails.php>

**May 15-16** Montreal, Quebec  
CONJURATIONS 2010  
<http://www.ggconventions.com/home-en.html>

**May 21-23** Fort Worth, Texas  
TEXICON  
<http://texicon.net/>

**May 21-23** Hudson, Ohio  
ANCON 2010  
<http://www.anothergamecon.com/>

**May 21-23** Ottawa, Ontario, Canada  
CANGAMES  
<http://www.cangames.ca/>

**May 21-23** New Lenox, IL  
SLO-CON 2010  
mdmaguire@sbcglobal.net  
325 Prairie St.,Manhattan, IL 60442

**May 28-31** Dearborn, Michigan  
WORLD STEAM EXPO  
<http://www.worldsteamexpo.com/>

**June 3-6** Irving, TX  
NORTH TEXAS RPG CONVENTION  
<http://ntrpgcon.com/>

**June 4-6** Brandon, Manitoba, Canada  
PRAIRIECON XXXI  
<http://prairiecon.com/>

**June 4-6** Collinsville (Metro  
St. Louis), IL  
DIE CON X  
<http://www.diecon.com/main/>

**June 18-20** Quincy, IL  
QUINCON 25  
[www.greatrivergamingguild.com/](http://www.greatrivergamingguild.com/)

**June 24-27** Columbus, Ohio  
ORIGINS 2010  
<http://www.gama.org/>

**July 9-11** Hartford, CT  
CONNECTICON 2010  
<http://www.connecticon.org/>

**July 22-25** Scottsdale, Arizona  
FLYING BUFFALO'S 40TH  
ANNIVERSARY AND T&T CON  
[www.flyingbuffalo.com/1999conv.htm](http://www.flyingbuffalo.com/1999conv.htm)

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

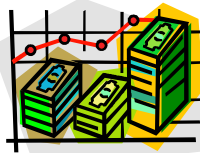
**Nov. 12-14,** Vancouver, Canada  
BOTTOSCON  
DuncanR@telus.net

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



# Treasury Notes

Brian Stretcher



I don't have a whole lot to say this time, so I'm going to let others let you know about the exciting new services that are now available to all members. And for those of you who can't take advantage of everything AHIKS now has to offer, rest assured that the same services, the same quality opponents, and the same friends remain available, just as they always have. Just keep these words of advice in mind:

1. Believe it or not, there is more to life than games. There is no need to get that move out tonight. It will still be there tomorrow.

2. There is always at least a little time to work on a move, read through some rules, or think about a move. Five minutes is better than no time at all.

3. Some of the best ideas come when you're actually doing something else. Just don't miss your exit while you're mentally moving the 1<sup>st</sup> SS panzer division.

4. Send word if you're going to be unusually late. Make sure your friends are all right if they are unusually late.

5. Don't be afraid to try new things, but don't abandon things that work just because they are no longer new.

6. Winning is nice, but rarely necessary. Losing gracefully is an art not well understood.

7. Nobody likes a whiner.

## Treasurer's Report

Several stragglers sent in their dues or contributions since last time, so here's the update:

<b>Starting Checking Balance 2-1-10:</b>	\$ 2,104.03
<b>Income:</b>	
Dues and contributions:	\$ 110.00
<b>Expenses:</b>	
K December Printing	\$ 72.42
Transfer to Perpetual Fund	\$ 0.00
<b>Checking Balance as of 4-1-10:</b>	<b>\$ 2,141.61</b>

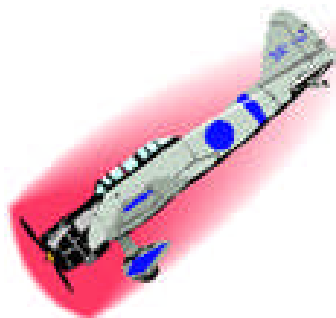
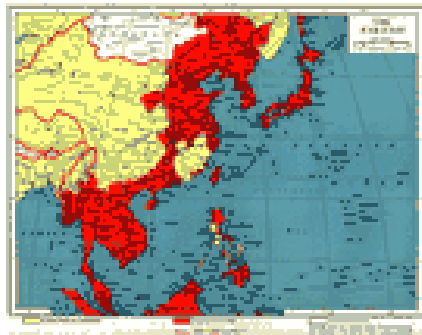
<b>Perpetual Fund Balance, 2-1-10:</b>	\$ 2,980.72
<b>Interest Income reported:</b>	\$ 0.00

## The Kommandeur

<b>Contributions transferred from checking:</b>	\$ 0.00
<b>Perpetual Fund Balance 4-1-10:</b>	<b>\$ 2,980.72</b>
<b>Operating funds in CD, 2-1-10:</b>	\$ 5,790.49
Interest Income reported:	\$ 0.00
Operating funds in CD, 4-1-10:	\$ 5,790.49
Total balance in CD, 4-1-10:	\$ 8,771.21
Total Treasury, 4-1-10:	<b>\$10,912.82</b>

I hope you all appreciate the increase in member services over the past year (forum, new website, die roller, locator maps), *all at absolutely no cost to you!* You just can't get these services all in one place anywhere else. And still for free!

Until next time!



(Continued from page 1)

behind cumbersome equipment in an effort to get away faster, etc...So a victorious unit can only advance per the terrain rules. A fleeing defender (of the types listed in the rule) would necessarily throw more caution to the winds and run away faster, at least in many cases. So, based on the first sentence, "yes," advancing attackers must abide by terrain restrictions.

3. My Question: May a unit move directly from one enemy ZOC to another enemy ZOC or must there be an intervening clear hex in between?

Mark's response: The answer is "no." AH rarely allowed that in its early games, and you can find the rule (very obliquely) on page 9 of the Appendix, in "How to Have Combat." Notice the paragraph at the bottom, underneath the example of a "contact" result. It specifically states that blue can't advance into hexes X and Y directly – not allowed. (Good catch, Mark!)

4. My Question: The movement rules however state that a unit may leave a river end in any direction. Does this mean river ends are effectively clear hexes or do they still inhibit movement until the following turn?

Mark's response: To answer your question, "no," river ends are not clear terrain. A unit may leave a river hex if it *started* on that hex the previous turn, by going in either direction off the river. But if it lands on a river hex (end or not) it must stop (point 1) OR proceed up/down the river and exit on the same side it entered (point 3). It's kind of intuitive that, if the defender is doubled even behind a river end, then the movement delay for rivers must apply to the attacker.

Thanks a lot, Mark! That's the kind of interaction we'd like to see more of in our Society! And until next time, Happy Wargaming, everybody!





## Bombardment Answers by Mark Fassio

Your questions and the ones asked by Charles (regarding **Bulge**) are, I'm sure, ones we've all come up against. One of the best "answer men" you could ask for is on the officer staff (Brian Stretcher); he and I resolved some of the extra subtleties in the **Seven Days Battles** (SDB) quad. For example:

From me, a disclaimer, using that old Holiday Inn Express commercial line:

Q: Are you a rules expert?

A: No, but I did spend the night at a Holiday Inn Express (grin).

So, for your questions:

### Is the defender doubled solely against bombarding artillery?

I checked both my **Blue & Grey Quads**, **Napoleon's Last Battles**, and the **Seven Days Battles** rules, and, as you noted, they're silent on this issue. The answer, though, is implied: yes, they are. You have to imply that the defender is doubled regardless, because the rules don't specify it otherwise. One reason (and this is just me) is because the artillery, even though across the river, still has some (very small) disadvantage in attacking, because the crews can still be exposed to small arms fire. This is, admittedly, a stretch. In the **Seven Days Battles** quad, each hex is 300 yards, so if you were bombarding from an adjacent, cross-river hex, then theoretically some sharpshooters with rifled muskets could pick off your cannoneers, although they'd be pretty good shots to do so. And if your artillery is two hexes distant, you're talking about 1800 feet away (¼ mile range). Still a risky thing, probably, for the gunners, the caissons, the horses, etc. But that's about as "logical" as I can get for that question.

### Is the defender still doubled if he's a hex away from the river and the artillery is adjacent?

No. But only because "the rules don't give him that advantage." *Logically*, the cannons are still exposed to the same fire as if they were firing a hex further back and the defenders were up against the river (above), only with everything moved a hex further

away. Again, though, if you were to parse this into smaller bits: if the defenders were, say, 300 yards away from the river, how effective would they be in stopping enemy infantry crossing the river? Somewhat, but not what I'd call truly effective. So if they aren't that effective, they wouldn't be doubled against them. Taking that a step further, if they're not effective vs. infantry because they were standing off the banks that far away, then they shouldn't get the defender bonus vs. pure bombardment, either. Another "reach" here, but, hey, are the guys who wrote the original rules even still alive???

### The slope questions:

In the first case, pure bombardment against a slope would logically stay doubled, if only because of the angle of fire, i.e., shooting uphill. The Duke of Wellington had his men hug the reverse slopes and the ground, knowing that attacking infantry tends to shoot high going up the hill. Not sure how to answer your second question, unless they're trying to build in some sort of "plunging fire" logic for shooting through a slope hex, even if on the same level plain. I'm unable to even apply my BS logic to that one.

**Here's another wacky one:** In the **Frayser's Farm** folio of SDB, there are swamp hexes as well. Units attacking out of them are halved. Attacking across a river also halves you. Now: what if you have a "2" factor artillery unit in a swamp, bombarding a defender in the same swamp, but across a stream? In this instance, you have to halve the artillery (swamp penalty) and then halve it again (defender across the stream). You thus end up with an attack value of "1/2" for your bombardment attack, which means that, for all intents and purposes, a perfectly unharmed unit can't be used for a sole bombard because of terrain! Brian and I reasoned that it has to do something with the problems of hauling caissons and heavy guns into marsh and then fixing/siting/shooting them, but that's about as "logical" as we got. And

let's not forget that many of the folios require you to be at 1:3 odds or better in order to bombard. So why is *that*? I can bombard with a 50-man artillery battery against 150 of the enemy in a hex, but I can't fire at 200? What's the difference?

I'm guessing that the designers, way back when, had to make some sort of computation to factor in these types of combined arms and terrain features for low-to-moderate complexity games without turning it into a PhD dissertation on engineering and trajectory. And we get these questions that, thankfully, aren't on the same level as genocide in Darfur or the health care reform, but still—for true aficionados—are still head-scratchers decades later.

I know I probably didn't do your questions justice, but I scratch at these, as well. Best thing is to get agreement with your opponent and devise your own ad hoc standing rule until someone comes up with a better interpretation, as you mentioned.

★★

If you would like to review the questions Mark is answering, check the Editor's column on page 3 of the last issue.

### Games wanted

Alexander  
Battle of the Bulge 65 or 81  
Chickamauga (SPI)  
D-Day 65 or 77  
Devil's Den  
Fortress Europa  
Frederick the Great  
Fury in the West  
Gettysburg 77  
Victory in the Pacific  
Wagram (SPI)  
War at Sea

Send me your phone number, and I will call.  
Greg Dilbeck  
1915 Eisenhower Dr Unit 2  
Savannah, GA 31406

## BOOK REVIEWS

### The Korsun Pocket

by N. Zetterling & A. Frankson  
Reviewed by Albert Bowie

Sixty-six years ago (at the time of this writing), from late January to mid February 1944, an epic battle occurred in the Ukraine just west of the Dnieper River. Two Soviet army groups ("fronts") cut off a German salient containing two Korps, including the SS formations Wiking division and Wallonien brigade. The Soviets anticipated another Stalingrad, a thing that the Germans feared, too, but most of the trapped troops managed to fight their way out. This is their story.

The authors are a couple of Swedish military analysts, and they've done an impressive amount of research. Unfortunately, as they themselves admit, they were not able to gain access to as much Russian material as they would have liked, so their narrative gives the impression of a German perspective because so much more of their material comes from German sources. They include two appendices; the first, the OOBs for both sides, and the second, a detailed list of all German formations, in some cases, down to a list of the AFVs that were available. A lot of info for anybody thinking about designing a game.

The battle started when two Soviet fronts fought their way through German troops at the base of the salient and pinched off a pocket, or Kessel. Then the Germans tried to break through the Soviet forces to rescue the trapped men. Von Manstein was able to get Hitler's approval by portraying this as a counterattack designed to pinch off the Soviet pincers. The weaker of the attacks made little progress, but at least occupied the attention of some Soviet troops. The stronger fought its way to a river about 7 kilometers from the Kessel. Now it was up to the trapped men, most of whom managed to break out and reach their comrades, but who lost almost all heavy equipment in the process, primarily due to mud, swamps, ravines, and other bad terrain. About two thirds of those trapped got out; some who were wounded had been air-evacuated before the Soviets captured the last airfield inside the pocket.

It's interesting to see the "spin" that the Soviets put on their victory. They assumed that all the German units were at full strength, subtracted the prisoners they'd captured, and assumed the rest were all killed. In fact, the German units were well below full strength. Some were so decimated that a Korps Abteilung was formed: they took sufficient support troops from 3 divisions to service one, then combined the excess support troops with the few surviving infantry of the 3 divisions, to create one temporary division. It's also interesting to learn how fragile the tanks were. A good proportion of a unit's tanks were unavailable because they were sitting in repair depots, awaiting parts. I was also surprised to learn that, this late in the war, there were so many Mk. III tanks still in service. They didn't form the majority, of course, but I was surprised that any were being used. The Wiking division, which you would think would have the latest equipment, had no Panthers but did have some Mk IIIs!

There is a lot of detailed information about the fighting of the various units involved in this battle, but the authors also include stories of individuals, which gives their narrative a personal touch. There are few pictures but many maps; unfortunately, some of the places referenced in the story do not appear on the adjacent map, but sometimes can be found on maps elsewhere in the book! The index is not very useful; if you want to know what a "HiWi" is, the answer is in the text of page 243, not in the index. So it's a good idea to keep a highlighter handy as you read.

The book can be obtained from the Strand Book Store of New York, NY, or via Amazon.com.

★★

### The Winter War, Russia's Invasion of Finland 1939-40

by Robert Edwards  
2008 by Pegasus Books  
Reviewed by Tom Oleson

I paid \$26.95; I think Pete Menconi, a man of the 21st century, got it for \$9.99 on Kindle.

Fellow hobbyists are always surprised when I tout the huge block game on the ETO as my favorite, not **Anzio**. There were many mini-campaigns in the ETO, and one of the amazing achievements of **Eurofront's** erudite designer Craig Besinque, has been to find a way to compatibly include in the overall campaign, Poland, the Winter War, Norway, France, Greece, North Africa, the Arctic, Sea Lion, Spanish Civil War, etc, none of which could be done with a one-size-fits-all\* approach. I just spent a week playing the game with Pete on our kitchen table and can't wait for the next session, though my tolerant wife hopes it won't be soon, or, if soon, in somebody else's kitchen.

I like to read up on the games I play, which is why I bought this book. It is the most engagingly written military history book I have ever read and very informative besides, not only on the details of the campaign, but how it fit into the overall European situation. The maps in military history books are a pet peeve of mine, and this is no exception. It has many, but once again some place referred to in the text as a key point is not on the pertinent map.

There are several games on the Winter War, and, as I read the book, I realized how they fall short in simulating the unusual terrain, the special advantages of the Finns, and the disadvantages of the Soviets, hamstrung by political considerations until they realized they had to reform their command structure. In a small space on a huge map, with but a few units, **Eurofront** does an acceptable job on the Winter War, but I perceived room for improvement.

Good as this book is, unless you have a special interest in this campaign, I can't recommend it.

\*Years ago I tried on a robe of that size, and, when it was too tight, the clerk quipped "Well, one size fits most."

★★

**The American Civil War,**

A Military History

by John Keegan

(c) 2009

396 pages, maps, photos

\$35 Knopf

Reviewed by Omar DeWitt

It is always a pleasure to see a new book by John Keegan. He always writes well and is always interesting.

This is not just another book on the Civil War, which usually means *The Battles*. The war itself takes up only half of the book. Keegan starts out describing the country before the war, the railroads and manufacturing in the North and the slavery in the South. He is amazed that the South, with so little manufacturing, so little in the way of railroads, and such a miniscule navy, could do so much in the war.

Before the war, the United States had a very small army. When the war began, it had two smaller armies. Creating the armies was a major and difficult task. Some of the generals, such as Lee and Grant, had taken part in the war with Mexico, but most of the men who fought were completely without experience.

In international negotiations, the South was hamstrung despite the cotton they offered (but were unable to deliver) because of the slavery issue. Great Britain had led the world in fighting slavery with its navy, and could not recognize a people that supported it. After Antietam and Lincoln's Emancipation Proclamation, all hope for the South in international negotiations was lost.

Both North and South used black troops, although the minor groups gathered by the South late in the war never saw combat. Both sides were initially concerned: would the black soldiers actually fight? They, of course, could and showed themselves to be very good, winning 23 Medal of Honor awards. It is interesting to note that after the Civil War, the blacks were lowered in Army esteem and did not become "normal" soldiers until the Eisenhower administration. The North was not a pro-black community. What to do with the blacks was a vexing problem, and putting them in the Army was a temporary

solution. About 179,000 blacks, one tenth of the Union Army, were in the service at the end of the war.

The South had a half dozen or so raiders that did damage to the Northern shipping. The iron clad came into prominence, and the South worked on submarines. The North's river boats were an important factor in the western theatre.

I enjoyed the book because it covered more than the familiar battles, which I have read about many times. Keegan spends a couple of pages on three or four of the main battles, and the rest are just mentioned. The pre-war situations, North and South, the status of blacks, the naval war, the home fronts, and generalship all are covered in separate chapters.

★★

**From the Editor**

Our new website does not allow spaces in the passwords, so the future passwords that are two words will be written as one word, with the second word capitalized. Congratulations to Charles for getting this new site going.

The password for this issue is Cornfield. Although we have three members who have identified the battle these passwords came from, the answer will not be revealed until December, and you still have time to send it to me and bask in the limelight.

Recently I made three purchases from <http://www.ahgeneral.org/>. These are copies of original Avalon Hill games, which I had and sold. I still remember walking into Brentano's in New York City one day in 1961 and being delighted to see four or five large tables *full* of new AH games: **Le Mans**, **Management**, **Verdict**, **D-Day**, **Nieuchess**, **Civil War**, and **Dispatcher**. Eventually I bought them all, but **D-Day** was my first purchase. I played it many times, but I sold most of my games in the early '80s. Now I have, again, **D-Day**, **Waterloo** (I had the original oversized box), and **Stalingrad**. I bought the John Cooper counters and maps, the hexes of which seem to be a bit larger than the original, and both are more elaborate. Everything is glossy, and I have the maps taped to 2 by 3 foot pieces of plywood. AHGeneral sells the various rules to the games on CDs. If you need maps, counters, rules, or games, AHGeneral will have many, but not all, of them.

If any of you are familiar with Microsoft's Word 2007, I would like to talk to you about a minor problem I have. Please drop me an email.

## The Kommandeur



## AHIKS Top 40 Active Players

With a Rating qualifier “C” or greater in all categories players with the same Rating are then ranked by Qualifier (number of games played - number of different opponents – number of different titles)  
All match completions received as of March 2010.

Qualifiers are listed on page 14.

Andy

Andy Johnson  
Match Services Officer - Ratings



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Ranking	Last Name	Init	AHKS Nbr	Rating	Games	Qualifier	Opponents	Qualifier	Titles	Qualifier
1	MCCARTHY	K	496	1885	19	G	8	F	4	D
2	STRETCHER	B	885	1790	73	N	24	L	30	P
3	LANDRY	P	707	1780	32	I	11	H	6	F
4	FICKBOHM	A	901	1775	10	D	5	E	3	C
5	HEISER	P	1051	1760	60	L	26	L	13	J
6	SCARBOROUGH	T	1345	1755	127	R	39	O	15	K
7	HELLER	R	1007	1725	64	M	19	J	18	L
8	MINSHEW	C	1222	1665	36	I	15	I	9	H
9	BOWIE	A	299	1650	69	M	23	K	23	M
10	GRANT	D	377	1645	22	G	9	G	11	I
11	KRAUS	F	444	1625	30	H	16	I	8	G
12	TIERNEY	D	746	1625	44	J	17	J	14	J
13	JERKICH	L	544	1605	14	E	6	E	6	F
14	XANTHOS	C	1263	1585	9	D	5	E	4	D
15	O'CONNOR	E	1243	1565	26	H	11	H	8	G
16	SHURDUT	R	914	1565	13	E	5	E	5	E
17	DECK SR	L	341	1560	38	J	23	K	14	J
18	UNNERSTALL	J	1264	1560	8	D	5	E	5	E
19	LEONARD	C	711	1555	59	L	20	K	7	G
20	LINDOW	B	988	1550	43	J	21	K	12	I
21	LONGEST	C	1413	1545	29	H	13	H	9	H
22	HOLTZ	T	364	1540	45	K	20	K	13	J
23	MARKEVICH	N	951	1520	18	F	9	G	7	G
24	ANDRIAKOS	S	1455	1515	5	C	3	C	3	C
25	COTTRELL	R	1013	1515	14	E	5	E	8	G
26	YARWOOD	M	36	1505	82	O	30	M	26	N
27	KLITZKE	W	305	1490	194	V	50	Q	40	R
28	DANDY	G	916	1475	13	E	6	E	5	E
29	HARKINS	J	1217	1470	17	F	6	E	7	F
30	BERGMANN	D	854	1450	19	G	6	E	4	D
31	FASSIO	M	1210	1450	21	G	9	G	10	H
32	PASSOW	R	1453	1445	12	E	3	C	6	F
33	WARNICK	P	1430	1445	16	F	7	F	6	F
34	DOHRMAN	A	1551	1395	12	E	5	E	3	C
35	MORLEY	A	1075	1385	27	H	12	H	7	G
36	MUELLER	J	451	1375	38	J	15	I	5	E
37	SEGARRA	R	225	1375	18	F	11	H	8	G
38	THORNSEN	T	470	1375	65	M	27	L	20	L
39	WALDAU	W	416	1345	16	F	9	G	6	F
40	MONNIN	B	1153	1340	49	K	17	J	6	F

## The Kommandeur

QUALIFIER	Number of GAMES	Number of different OPPONENTS played	Number of different GAME TITLES
A	1 to 2	1	1
B	3 to 4	2	2
C	5 to 6	3	3
D	7 to 10	4	4
E	11 to 14	5 to 6	5
F	15 to 18	7 to 8	6
G	19 to 24	9 to 10	7 to 8
H	25 to 30	11 to 13	9 to 10
I	31 to 36	14 to 16	11 to 12
J	37 to 44	17 to 19	13 to 14
K	45 to 52	20 to 23	15 to 17
L	53 to 60	24 to 27	18 to 20
M	61 to 70	28 to 31	21 to 23
N	71 to 80	32 to 36	24 to 26
O	81 to 90	37 to 41	27 to 29
P	91 to 100	42 to 46	30 to 32
Q	101 to 115	47 to 52	33 to 36
R	116 to 130	53 to 58	37 to 40
S	131 to 145	59 to 65	41 to 45
T	146 to 160	66 to 70	46 to 50
U	161 to 175	71 to 75	51 to 55
V	176 to 200	76 to 80	56 to 60
W	201 to 225	81 to 85	61 to 65
X	226 to 250	86 to 90	66 to 70
Y	251 to 275	91 to 95	71 to 75
Z	276+	96+	76+