

The Kommandeur



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From the President Charles Marshall

Hello fellow members! I hope you all had the chance to enjoy a nice Memorial Day weekend, not just to get a day off or have a cookout but to remember those who have served and continue to serve our country. Their sacrifice for our freedom is priceless.

I have only a few updates this time around, but I'd like you to know that we're always considering ways to improve our Society. Our forum is seeing growth in membership as is our Society as a whole. So too is the AHIKS Die Roller. There have been some suggestions as to how to go forward, and I'd like to present them here. Primarily, we'd like to make the Die Roller more user-friendly. One way we can accomplish this is to allow users to share games. Currently a user "creates" a game and all rolls are saved for that game in order to review them at a later time on a "roll history" page. Unfortunately only the user who created that game is able to see that roll history. We'd like to allow a user to share that history with his opponent. This was the original intention of the die roller, but it just wasn't implemented in this version. Another way is to allow users to "save" a roll configuration. Say, for instance, you frequently roll three 6-sided dice for your given game. With the ability to save a custom configuration, your die roller page would always show up with three 6-sided dice already selected. You would simply need to fill in the "Comments" text box, email address of recipients, and email subject line and roll. If the numbers and/or sides of dice changed, you would just resave that combination as your new custom configuration. If you wanted a generic roll page, you could simply select "default configuration" to go back to the original roll page. Finally, we would like to be able to save recipient email addresses on a per-game basis. In other words, if you are playing "joewargamer@xyz.com" in a game of **Third Reich**, then, whenever you

called up the **Third Reich** roll page, his email address would automatically appear in the recipient's email address box. An alternative to this would be to at least list all current users in a drop-down box next to the email recipient data field. Then you would be able to pick from a list of user's email addresses rather than have to manually type it in each time.

If you haven't had the chance yet, I encourage you to sign up for the AHIKS Die Roller. It's located on the Members Only page of our website (www.ahiks.com). The system requires users to create a username and password, but it's a very simple process not unlike any other secure online system that you've probably used in the past.

I also encourage you to visit our forum. Even if you haven't signed up yet, you can read just about any post in the forum. It *is* for AHIKS members only, however, so to get full access I encourage you sign up there too. There is no better place to stay in touch with everything that is happening within AHIKS. We have a design forum, a rules interpretation forum, after-action reports, even online games played through the forum itself, as well as a place to simply chat about any topic you feel like discussing. Have an issue you feel needs addressing? We've recently added a "Suggestion Box" forum for that very reason. We're here for our members, and, if you've got a suggestion you'd like us to hear, then that's the place.

Finally we're considering other upgrades to our website, one of which would be an online new member application form. Currently we only have a printable form which must be mailed in, but I think it's time we make that easier to do for potential new members. As you can see we're always thinking of ways to improve our Society. These are just some of the things that are possible.

Perhaps you have a good idea that you'd like to share with us? We're all ears! Please do not hesitate to drop us a line. You can contact me directly at chasmarsh@sbcglobal.net. I'm always interested in new ideas and thoughts from our membership. AHIKS is here for you. If you'd like to see something done differently or something entirely new implemented, send me an email and let's talk. My door is always open!

Until next time, Happy Wargaming everybody!

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Unit Counter Pool News

from Brian Laskey

There are several items to touch base on so I'll get right down to business. First, there were a couple of additions, thanks to Chris Geggus from across the pond, and several deletions all of which have been added to, or removed from the appropriate lists. Should you ever find yourself in need of a game part or counter and wonder if the *UCP* may have it, you can easily find this out by checking the lists on the AHIKS web site, which are updated as needed, or by dropping me a note. For the most part though, if you check the web site and do not see a particular game title listed, it means that the *UCP* does not have any parts or counters for it. Please also be aware that there are two lists, one for game counters, and another for game parts. At some point I may combine everything into one main list to avoid any confusion, but that is still under debate on whether or not to do so. If anyone has an opinion on that, please let me know. I have also decided to no longer keep any "Want List" as that has proven to be rather less than successful. So, should the *UCP* not have something you are inquiring about, I will automatically mention the request in the next issue of *The K* and,

(Continued on page 10)

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: 29 May 2010.

Alan Poulter
grognard@grognard.com

OSG is Back

OSG is back in business. To quote from its latest Newsletter:

"Back in October, 2008 when the announcement of OSG's closing went out, we received many emails like the following two.

1. "I would like just to thank you for all the hours of enjoyment and history debates we had—and I'm sure we will still have—around your Nap. games : I just remember how fascinated I was when I first discovered my first 'Kevin Zucker game' more than twenty years ago : **The Struggle of Nations**. (A pure dream for a young student interested in history of the First Empire). I modestly feel like a simple sad 'grognard,' in front of 'les Adieux de Fontainebleau à la vieille garde.' Maybe will you come back one day from 'l'île d'Elbe' ?

2. "I do not believe in farewells or goodbyes, as I believe that we are all constantly evolving and changing the course of our lives every day. It has been a distinct pleasure to have corresponded with you, and I have looked forward every year to the next OSG design. Like others, I have enjoyed the involvement and refinement of your system designs, and the corresponding improvements in mapsheets and components. I wish you the best in your current growth of endeavor, and I look forward to your successful evolution. Thank you for the pleasure you have given to me over the past years."

"I kept a lot of these messages that said it honestly, whether in congratulations, a personal memoir of their gaming experience, a protest, or to say goodbye, or to fill me in on their own health matters. So, I'd like to acknowledge that core group. You all played a part in the 'renewal' of OSG.

"Fraser, D Rurak, Daniel Grasse, Daniel Wemhoff, Darrell Kienzle, Didier Rouy, Edgar Gallego, Delian charlot, Eric Herrold, Eric M Walters, Eugene Rodek, Greg Taylor, Hugo G.M., James C. Munch, Jan Donadoni, Jeffrey Vandine, Jim Beard, Jim Campagna, Joaquín Mejía, John Bernardo, John E. Meyer, John Gill, John Kranz, John

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Royal, Jürgen Kasperzak, Karl Hundley, Karoly Szigetvari, Richard Lawrence, Leo Paulo, Mario Vallée, Mark Rothenberg, Marleen Spaan, Martin Dodt, Matt Kirschenbaum, Maurizio Bragaglia, Michael Dean, Michael Love, MichaelMThompson, Michel Lepetit, Mike Bowen, Mike Hellyer, Mikolaj Lenczewski, Nelson Keith, Pascal Saidini, Paul Dangel, Peter Bennett, Peter Perla, Pierre Miranda, René de Weerd, Randy Heller, Riccardo Rinaldi, Robert Tunstall, Robin Alloui, Roger Pearce, Ronald Corry, Steve Bean, Terry Doherty, Walt Olawski, Will Volny, Will Volny, William Keyser."

NEW BOARD WARGAMES

Acies Edizioni

This new company offers **Sa Battaglia**, covering the Battle of Sanluri, 30 June 1409, between Martin the Young of Aragon and the Sardinians of Arborea led by William III. Using the **Guelphs and Ghibellines** game system, it was designed by that game's designer Piergennaro Federico. <http://www.aciesedizioni.it/>

Avalanche Press

August 1914: Battles for East Prussia is the first game in a new **Infantry Attacks** series and covers tactical combat in the East Prussian campaign. <http://www.avalanchepress.com/index.php>

Camelot Games

Another new company is Camelot and their first release is **Caesar in Gaul**, originally intended as an extension of Avalon Hill's **Caesar's Legions**. http://www.ahgeneral.org/caesar_in_gaul.htm

Compass Games

Yalu, by designer John Hill, contains two games in one box on the Chinese counter-offensive in Korea: the original classic game with updated graphics and a completely new game. **Bataan! Battle for the Philippines, 1942**, is a game by Vance von Borries, on the jungle-fighting in the Bataan peninsula. <http://www.compassgames.com/>

Critical Hit

Tyrant's Lair is an ASL-compatible game which links to the earlier

Berlin Fall of the Third Reich to cover the entire campaign for Berlin. <http://www.criticalhit.com/>

Dan Verssen Games

Frontline D-Day is a tactical World War II card game for 1 to 4 players which covers the D-Day beach assaults.

Phantom Leader is a solitaire game that places you in command of a US fighter squadron in Vietnam between 1964 and 1972.

<http://www.dvg.com>

Days of Wonder

The **Breakthrough Expansion** for **Memoir'44** adds maps and scenarios for all expansions.

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

DDH Games

Antietam covers the American Civil War battle and uses a new orders system. <http://ddhgames.com/>

GMT

Washington's War is a re-design by Mark Herman of his original card-driven game, **We the People. Serpents of the Seas** is the second game in the **Flying Colours** series and includes sixteen naval battles from the American Revolutionary era and the War of 1812. **Battle Pack 3: Normandy** is the latest in the **Combat Commander** series on tactical World War II land combat. **Chariots of Fire** is the latest game in the **Great Battles of History** series and covers the age of the chariot from approximately 1700 BC to 1200 BC. <http://www.gmtgames.com/>

Lock 'n Load Publishing

Ring of Hills is the latest in the Lock 'n Load series and covers the Falklands War. **Lock 'n Load: Band of Heroes** is required to play the game. The **World at War Compendium** collects all existing scenarios for the **World at War** series. **Dawn's Early Light** is the latest in the **Corps Command** and covers a hypothetical conflict in 1985 in the Eisenbach Gap between Soviets and defending NATO forces. <http://www.locknloadgame.com/>

MMP

Doomed Battalions is the latest scenario module in the **Advanced Squad Leader** series and requires **Advanced Squad Leader, Beyond Valor, Yanks, The Last Hurrah**, and **Hollow Legions** to play. **Action Pack 6—A Dec-**

ade of War is the latest expansion in the **Advanced Squad Leader** series.
<http://www.multimanpublishing.com>

Pangene

From this new company, **The Second World War** is a grand-strategic game on World War Two.
<http://www.pangene.com/>

Trefrog

The follow-up to **Waterloo** is **Gettysburg**, which uses a simplified version of the original's game system. It still uses wooden pieces on a mounted map.
<http://www.warfrogames.com/>

Victory Point Games

The Barbarossa Campaign is a solitaire strategic-level game in which the player controls the attacking German forces. Designer is Gary Graber. **Forlorn: Hope, Doomed Space Marines vs. Xenos Hordes** is a solitaire or two-player game on futuristic combat in space. **The Lost Cause** is the latest in the **States of Siege** series and is a solitaire, strategic American Civil War game in which the player takes the Confederates. **Toe-to-Toe Nu'klr Combat with the Rooskies** is the latest in the **Battleless** series and is a solitaire game on a B-52 raid into Russia.
<http://www.victorypointgames.com/>

WorldsForge/Field Marshal Games

Another new company is offering **Field Command: Singapore 1942** a game on the battle of Singapore during the Second World War.
<http://www.worldsforge.com/worldsforge/threshold.php>

Worthington Games

Hearts and Minds: Vietnam 1965-1975 is a card-driven area-movement game on the Vietnam War. **Turning Point** covers the battles of Freeman's Farm and Lundy's from the American Revolution and the War of 1812. **Desert War** covers the Italian 1940 invasion of Egypt and uses the same system as **MedWar Sicily**. Both games were designed by Richard Berg.
<http://www.worthingtongames.com/>

Z-man

Wars of the Roses : Lancaster v York is a card-driven game on the Wars of the Roses.
<http://www.zmangames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #261 contains **The Kaiser's War**, a strategic-level game on the last year of World War I in Europe.

Strategy & Tactics #262 contains **Frederick's War**, a strategic-level game on the Seven Years War in Europe.

World at War #10 contains **Coral Sea Solitaire**, on the Pacific campaign battle.

World at War #11 contains **Afrika Korps: Decision in the Desert, 1941-42**, on the desert campaign in World War II. Designer is Joe Miranda

World at War #12 contains **1940: What If?** which covers a hypothetical German invasion of Russia in 1940. <http://www.decisiongames.com>
Against the Odds Annual contains **Verdun**, on the World War One battle, from designer Roger Nord. It uses the same game system as his earlier game **The Big Push: The Battle for the Somme**. <http://www.atomagazine.com/>

Vae Victis #91 contains **Pax Romana**, for one or two players, on the wars between the Roman Empire and its neighbours.

Vae Victis #92 contains **Suez 1956** on the French and English invasion of Suez in 1956.
<http://www.vaevictis.com/>
Note that *Vae Victis* magazine and games are in French but rules translations are made available via:
<http://grognard.com/vaevict.html>

NEW DTP WARGAMES

BSO and Canons en Carton

Gospitch and Ocana 1809 are the 27th and 28th games in the **Jours de Gloire** game series and cover the battles of the same names.
http://perso.club-internet.fr/fredbey/CeC_US.htm

CHS

Battle for Korsun is an operational level game on the battles in January and February in Russia in 1944. Units range from battalions to divisions.

<http://webspaces.webring.com/people/dm/mantis1au/CHS/>

Wargamedownloads.com

All these games are from TCS. **Sword of Fire: The Battle of Lutter, 1626** is the fourth game in the **Thirty Years War** game series. **Pastrengo** is the second game in the Risorgimento series, the first being **Montebello**. **One Night in Taranto** is a solitaire game on the Royal Navy strike against the Italian Fleet in the port of Taranto, November 1940. **Christmas in Hell: The Battle for Ortona, December 1943**, is a solitaire game on the Canadians in the World War II battles in Italy. **Three Hoorays for the King** is the ninth game in the popular English Civil War tactical game series and covers three battles: Adwalton Moor, Stratton, and Cropredy Bridge.
<http://wargamedownloads.com>

White Dog Games

Master and Commander is a game of Napoleonic-era sea combat. Now at Release 2.0. **Chesapeake 1781** is a new scenario for this game. **We Shall Fight on the Marne** is an operational level game of the First Battle of the Marne, 1914. All these games are print-and-play.
<http://www.whitedoggames.com/>

NEW WEB RESOURCES

Free Games

Crecy (Lloyd Krassner)
<http://www.angelfire.com/games2/warpspawn/Crecy.html>

Historia Romana (Flavio Ezio)
<http://flavioezio.interfree.it/Historia%20Romana.htm>

Hundred Years War (Lloyd Krassner)
<http://www.angelfire.com/games2/warpspawn/100YW.html>

Mountains Aflame (No Turkeys)
http://sites.google.com/site/alvinczy/Home/depot/NT1_2010_complete.pdf

Space Infantry (Gottardo Zancani)
<http://zak965.it/spaceinfantry/>

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Bombardment Continued

by Bob Best

I just took a few moments to reread Mark Fassio's response to the questions posed on doubled units in the issue 45/2 of *The K*.

I took some time and studied the standard rules in the SPI Blue and Gray Quad game with the idea of writing a response to Mark Fassio's article in *The K*. I have included a response to his comments also on doubling of units because of terrain.

I can only address what I found in SPI's B&G Quad game as I do not have the other two games he mentioned. Here is what I came up with.

Rule 6.6 states in part "... with this exception: Zones of Control never extend through non-bridge and non-ford creek hexsides or into river ferry hexes."

Thus the only place adjacent ground combat can occur over a creek hexside is over bridges or across a ford. Then the unit is doubled if all units are attacking across the bridge or ford hexside.

There is no mention of doubling in the Terrain Effects Chart (9.0) for being behind a creek or river. Both say combat is not allowed.

Rule 8.44 states: "Terrain does not prohibit artillery attacks into adjacent hexes"

Rule 8.45 states: "An artillery unit may make a bombardment attack when across a creek hexside from the only adjacent enemy unit. *Any*(emphasis added) Enemy unit *within range* (emphasis added) could be bombarded even the adjacent unit across the stream hexside."

So, creek hexsides do not prohibit combat by bombarding artillery. And since they have no terrain effects other than prohibiting combat, there is *no* doubling of the defender when attacked by bombarding artillery.

Mark stated that he thought the rules were silent on whether a unit was doubled for terrain bonuses when bombarded by artillery. I believe that the rules do state they are doubled when bombarded. Here are my thoughts on this.

For doubling of a unit by terrain we have to look at the combat proce-

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dures for regular combat, Rule 7.0, and bombarding attacks by artillery, Rule 8.0.

Rule 7.0 and its cases define "Combat between adjacent units". (See the first sentence of the rule).

Rule 7.0 "Combat" is broken down into "General Rule" and "Procedure" sections. The combat procedure for *adjacent attacks* is covered in the sub-cases 7.1 to 7.9.

Case 7.1 "Which Units Attack"

Case 7.2 "Multiple Unit and Multi-hex Combat"

Case 7.3 "Combat Strength"

Case 7.4 "Effects of Terrain"

Case 7.5 "Diversionary attacks"

Case 7.6 "Explanation of Combat Results"

Case 7.7 "Retreating and Advancing as a Result of Combat"

Case 7.8 "Displacement"

Case 7.9 "Voluntary Reduction of Combat Odds"

Rule 8.0 "Artillery" and its sub-cases define combat for artillery units. Artillery units can have adjacent combat but also have the ability to have a second form of combat called bombardment which is different than adjacent combats for Cavalry and Infantry units.

Rule 8.0 states that artillery units "... **must** (!) participate in combat when adjacent to opposing units."

Then it goes on to define the additional conduct of "bombarding attacks" for artillery units.

Case 8.1 "Bombardment Attacks" defines the bombardment attack and refers the reader back to Case 7.0 "Procedures" to determine how to calculate combat odds. The remaining sub-cases of Rule 8.1 show the differences between adjacent unit combat and bombarding combat and define what special rules pertain to bombarding attacks.

The important point here is that except for the differences between bombarding attacks as outlined in Rule 8.0 and its sub-cases and adjacent attacks outlined in Rule 7.0 and its sub-cases, the procedure for combat as outlined in Rule 7 et al is used. Rule 8.0 refers the reader back to Rule 7.0 for things that are the same. No "Effects of Terrain" sub-case is stated in Rule 8.0, so Case 7.4 would apply to bombarding attacks when figuring the odds.

Case 7.4 "Effects of Terrain" states: "Units defending in certain types of terrain may have their combat strengths increased... See the terrain effects chart (9.0) for a complete summary."

Ergo, by the rules, units *do* receive terrain bonuses when bombarded by artillery units.

I would ask Mark one question about his example of troops firing on artillerymen manning the cannons as justification for the defender being doubled behind the river line. Assume the same circumstances as he quoted, would the effects of the sharpshooter against the artillerymen be any different if the creek/river was removed from the example?

I think not as the rifle fire would have the same effect whether the creek/river was present or not.

My contention about doubling behind a river line was that Infantry and Cavalry deploying to attack were physically slowed in their forward progress by the creek/river as they had to wade/swim through the water, and they would also be exposed to defenders fire longer, therefore giving the defender's fire a "doubling effect" because of the longer exposure.

There is no "doubling effect" for the defender when being attacked solely by bombarding artillery units. Cannonballs come sailing through the air over the creek/river at the same speed whether the creek/river is there or not. They are not slowed by the creek/river. They have the same effect on troops in defense whether the creek/river was present or not.

Just my thoughts on this! That and \$2.00 will get you a cup of coffee at McDonalds! ☺

★★

Did You Know This?

The U.S. has used military force quite a few times but has actually declared war only five times: the War of 1812, the Mexican War, the Spanish-American War, World War I, and World War II.

Open Match Requests from Paul Qualtieri

Game	Player	Codes	Game	Player	Codes
1776	AH Bob Herbst (1442)		Luftwaffe	AH John Trosky (1554)	EU
1870	Sidney Jolly (12)	GN	Midway	Avl Mel Yarwood (36)	U
1914	AH John Trosky (1554)	UNV	Midway	GDW Bill Scanlan (275)	ENU
A Victory Lost	MMP Ed O'Connor (1243)	E	Napoleon at War	SPI Melvin Yarwood (36)	AN
Advanced 3R	AH Paul Warnick (1430)	C	Napoleons Last Bttls	SPI Melvin Yarwood (36)	AN
Afrika Korps	AH George Betros (11)	EUC	NATO	VG Kevin Reid (1315)	E
Afrika Korps	AH Paul Heiser (1051)	UN	Panzerblitz	AH Richard Passow (1453)	ESL
Afrika Korps	AH Greg Dilbeck (1363)	UFN	Panzerblitz	AH John Pasitano (1590)	
Afrika Korps	AH Sid Driver (1567)	D	Panzer Leader	AH John Pasitano (1590)	
American Revolution	SPI Omar DeWitt (44)		Paths of Glory	AH Thomas Scarborough (1345)	WT
Anzio	AH Melvin Yarwood (36)	AN	Red Star / White Star	SPI Sidney Jolly (12)	GN
Anzio	AH Tim Brittain (1582)	NV	Red Parachutes	Avl Sidney Jolly (12)	GN
Anzio revised map/6th ed	AH Tom Oleson (111)		Richthofen's War	AH John Trosky (1554)	EU
Arab-Israeli Wars	AH John Pasitano (1590)		Russia Beseiged	L2 Martin Svensson (1466)	ED
Bulge '65	AH Michael Paul (1578)	UN	Russian Campaign	AH George Betros (11)	EUCNF
Bulge '65/'81	AH Tim Brittain (1582)	NV	Russian Campaign	AH Ron Brooker (1252) U	
Bulge '65/'81	AH Bob Johnson (73)	EM	Russian Campaign	AH Tim Brittain (1582)	NV
Bulge 81 2nd Ed	AH George Betros (11)	EUCD	Russian Campaign	AH Paul Heiser (1051)	U
Battles for Ardennes	SPI Tom TenEyck (826)	NV	Russian Campaign	AH Bob Johnson (73)	EM
Bitter Woods	AH Melvin Yarwood (36)	AN	SOPAC	Avl Graeme Dandy (916)	E
Blue & Gray I-II	SPI Melvin Yarwood (36)	AN	S'grad Holcombe	AH Bob Johnson (73)	EM
Breakout Normandy	AH Clyde Longest (1413)	T	S'grad	AH George Betros (11)	EUC
Breitenfeld	SPI Richard Passow (1453)	ES	S'grad	AH Sid Driver (1567)	D
Bull Run	AH Ron Brooker (1252)	U	Storm Over Arnhem	AH Greg Dilbeck (1363)	UPFN
Bull Run	AH Bob Herbst (1442)		Sword And The Stars, The	SPI Sidney Jolly (12)	GN
D-Day 77	AH Sid Driver (1567)	D	Thirty Years Quad	SPI Omar DeWitt (44)	E
D-Day 77	AH George Betros (11)	EUC	Twilight Struggle	GMT Lee Massey (1382)	C
Diplomacy	AH Bob Herbst (1442)		Victory in the Pacific	AH Rick Rokiewicz (1108)	
Downtown	GMT Paul Qualtieri (0757)	CNIG	Vietnam	VG Kevin Reid (1315)	E
Drive on Paris	Gamers Bill Scanlan (275)	E	War and Peace	AH Tim Brittain (1582)	NB
Gettysburg '88	AH Paul Heiser (1051)	UM	War and Peace	AH John Trosky (1554)	EU
Invasion America	SPI Lee Massey (1382)	C	Waterloo	AH Paul Heiser (1051)	UM
Jutland	AH John Trosky (1554)	U			

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

Note: The "O" code has been changed to US only. Please let me know if you wish to restrict yourself to US opponents only.

Match Coordinator
 Mail or email requests to:
 Paul Qualtieri
 114 Barrington Court
 Summerville, SC 29485
 paul@pdqsc.com



Civil War re-enactor. 2010

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.

1588 John Predger, Brodenton, FL
 1589 Jeffery Kelsheimer, Syracuse, IN
 1590 John Positano, Farmingville, NY
 1591 Chris Harding, Adelaide, Australia
 1592 Steve Foren, Fayetteville, NC

The "O" code was originally provided to make members aware of the potential delays inherent in international air and surface mail services when selecting a match opponent. For those of us who pre-date the internet and, in my case DARPA Net, an international opponent typically meant a four to six week move turnaround. A game of **Bulge '65** once took 3 years to complete but was no less enjoyable, and in some ways the correspondence made for more civilized game play and exchanges.

Regards, Andy Johnson

Secretary's Notes Bob Best

It's the third week in May and it is still raining here in California! Boy, I'm really tired of the rainy weather. I'm sure looking forward to those warm sunny days with blue skies and just a hint of a breeze to cool you off a little after a nice swim in the pool. I sure do miss that warm weather! Rain is quite unusual for this time of year here in California. The weatherman said this morning that we'll be getting more rain next week and into the Memorial Day Weekend!

Memorial Day will be here soon. It's a time that I always take a few moments and think about all of the people who have served and who are now serving our country and say "Thank you" to them for their service. To any of our members who wear or wore the uniform in any branch of the service at any time, THANK YOU for your service.

If you know a friend or relative who served, you might consider taking a few minutes to talk with them about what they did in the service. It will increase your knowledge about them and you might learn some interesting things you didn't know from their stories. It might even increase the fun you get from playing that special wargame that you like! ☺

The oral histories of our service members will go with them when they are gone. I am currently researching my dad's service in the Army Air Force during World War II. I wish I had listened and asked better questions while he was still here to ask. Now I am digging through military records to find locations where he served and information about his service.

If anyone has information on the 318 CTS Squadron stationed at Utah State University in Logan, Utah, during World War II, I would be interested in hearing from you.

I found an Army veteran who was trying to contact former service members serving in a particular unit during 1945 on one of the military locator websites. He served in the same unit at the same time as my dad did. I tried to contact him, but I was a few months too late. He had passed on. I was hoping he could tell me more about my dad's service with that unit, but it was

not to be. So take a few minutes and see what you can learn from friends and relatives who have served before it is too late, and be sure to thank them for their service!

I would like to welcome several new members to AHIKS.

Our first new member is a returning former AHIKS member, David Creager, AHIKS ID 1511. David is from the Bremerton, Washington, and has been playing wargames since 1973. David likes historical miniatures gaming as well as boardgaming.

Our second member is new to AHIKS. He is John Predger, AHIKS ID 1588. John calls Brodenton, Florida, home. He has been playing wargames since 1967 and his favorite game is **The Russian Campaign**.

Our third new member is Jeffery Kelsheimer, AHIKS ID 1589, from Syracuse, Indiana. Jeff has been playing wargames since 1987.

Our fourth new member is John Positano, AHIKS ID 1590. John is from Farmingville, New York, and has been wargaming since 1969.

Our fifth new member is Chris Harding, AHIKS ID 1591. Chris is from Adelaide, Australia, and has been gaming since 1975. He is also a member of the Group North Wargaming Club.

As can be seen, we have some veteran gamers here who are looking for opponents.

Gentlemen, *welcome* to AHIKS!

I have one additional item to report in the membership area. Please remove Paul Pawlak AHIKS ID 1556 from your rosters. Paul has elected to formally resign from AHIKS.

For those who are counting, as of May 19, 2010, AHIKS membership stands at 203 members.

A new game of Avalon Hill's **Submarine** is starting on the AHIKS Forum at www.ahiks.com. Paul Qualtieri our Match Coordinator will be the gamemaster. New players can join anytime and ownership of the game is not necessary to play. Copies of the rules are posted. This is a learning game, and all are welcome to play and can join the game in progress. Or you can come by the forum and comment on the play-by-play

action if you like. Everyone is welcome.

For anyone interested in the Cold War era and nuclear submarine activities, I would like to recommend two books I just finished reading. Both are by the same author, Kenneth Sewell. The books are "Red Star Rogue" and "All Hands Down."

"Red Star Rouge" is a detailed analysis of the loss of the Russian submarine K-129 in the Pacific Ocean west of Hawaii in March 1968. Sewell, who is a former Nuclear Engineer and Navy veteran who served in submarines, proposes an interesting theory about the sinking of the Russian Golf Class submarine in context with the politics of the Cold War era. He tells the story of the submarine both before and after the famous "Project Jennifer" run by the CIA to raise the boat takes place. It's well documented and I found it to be an interesting read with an interesting theory on the events.

"All Hands Down" is another detailed analysis by Sewell on the sinking of the USS Scorpion, a Nuclear Attack Submarine, 2 months after the loss of the Russian K-129. He postulates another interesting theory and shows how Scorpion's loss is related to K-129. The book has a considerable amount of detailed documentation to support the theory.

"All Hands Down" should be read after reading "Red Star Rogue." Both books are available in paperback and are currently in print. For those who are old enough to remember living through the threat of nuclear annihilation in the 1950s and '60s it will bring back vivid memories of that time in our history. I do recommend them both.

If you have 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.

I hope everyone enjoyed a Great Memorial Day Weekend!

Until next time, Happy Gaming to you all! ☺

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Looking for games and magazines

Oldies but goodies: *Spartan*, *Jadgpanther*, *Panzerfaust/Guidon* games and magazines. Particular wants: **Bataan**; Chuck Lane's **Spirit of '76, Marching thru Georgia** (title may be incorrect). Looking for games and titles of a publisher of a series of games (**Salla41?**; **Elephant Wars**; **Georgia 64**); Omega's **1864**; **Rommel on the Nile**; Chaosium's **Perilous Encounters**. Histogame's **Eagle Day/Battle of Britain**.

Stuart Schoenberger
63-84 Saunders Street, Apt. 2-J
Rego Park, NY 11374-3102.

The web version of this issue (in color) is available at our website (www.AHIKS.com).

User name = "AHIKS"

Password = "DunkerChurch" (Both are case sensitive; do not include the quote marks; there is no space between r and C. If you use the Caps Lock to write AHIKS, be sure to take it off for DunkerChurch.)

If you still have trouble accessing the web version, contact Tom Thornsen or Charles Marshall at the addresses on page 12.

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: August 12, 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

June 1-6, Tempe, Arizona
MONSTERGAME.CON 10.0
<http://expo.consimworld.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 (St. Louis), IL
DIE CON X
<http://www.diecon.com/main/>

June 11-13, Victoria, BC
GAMERCON
justin_myra@hotmail.com

June 12-13, Ottawa, Ontario
GAME SUMMIT
<http://www.gamesummit.ca/index-eng.php>

June 18-20 Quincy, IL
QUINCON 25
www.greatrivergamingguild.com/

June 19-20, Marysville, PA
GAMERS OF SUMMER 2010
<http://pocketchangeproductions.net/gosc2010.html>

June 19, Dartmouth, Nova Scotia
HALIFAX BOARD GAME FUNFEST
<http://www.facebook.com/group.php?gid=100367696670121>

June 24-27, South Portland, ME
PORTCONMAINE
<http://www.portconmaine.com/>

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

July 2-5, Leicester, Leicestershire, UK
CONTINUUM 2010
<http://www.continuum.uk.net/>

July 8-11, Lancaster, PA
HISTORICON
<http://www.historicon.org>

July 9-11, Overland Park, KS
KANTCON 2010
<http://kantcon.com/v2/>

July 9-11, Chattanooga, TN
LIBERTYCON
<http://www.libertycon.org/>

July 9-11, Surrey, BC
CONQUEST BC
<http://bc.avalongamecon.com/>

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

July 16-18, Dallas, TX
DALLAS GAMES MARATHON, JULY
<http://www.dallasgamesmarathon.com/>

July 16-18, Toronto, Ontario
POLARIS 24
<http://www.tcon.ca/polaris>

July 22-25 Scottsdale, Arizona
FLYING BUFFALO'S 40TH
ANNIVERSARY AND T&T CON
www.flyingbuffalo.com/1999conv.htm

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

August 5-8, Indianapolis, IN
GEN CON
<http://www.gencon.com>

Aug. 27-29, Toronto, Ontario
FAN EXPO 2010
<http://www.fanexpocanada.com/>

Sept. 3-6, Laurel, MD
TCEP 17: 3 NIGHTS IN LAUREL
<http://barkingmad.org/>

Sept. 17-19, Dallas, TX
DALLAS GAMES MARATHON, SEPT.
<http://www.dallasgamesmarathon.com/>

Sep 30-Oct 3, Columbus, Ohio
BUCKEYE GAME FEST
<http://www.buckeyebordgamers.org/buckeyegamefest.htm>

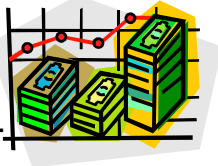
Nov. 12-14, Vancouver, Canada
BOTTOSCON
DuncanR@telus.net

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

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Treasury Notes

Brian Stretcher



When Life Intrudes...

I have been struggling the past few months keeping up with my gaming for a number of personal reasons, the combination of which have left little time for doing things I enjoy, like playing games and reading. Nearly all of my spare time has been taken up dealing with things that simply have to be done, since about the end of February. Life has intruded, more so and in a bigger way than during my past rants about burnout and other such minor matters.

And yet, I persevere. I managed to make it through the AHIKS forum Air Force game, although that has been about the only thing I have actually been able to do of late. It mercifully has ended, with my planes and ships claiming a total of four German bombers to only slight damage. But, my other opponents have had to patiently wait while things are sorted out in the Stretcher household.

So I thought I might impart some advice to you. First, unless you drop dead, there is absolutely no excuse for not letting your opponents know that there are personal/family/work related issues that have to take priority over gaming. If there's one thing I know, AHIKS members will understand and will bend over backwards to accommodate the needs of their comrades.

Second, short of a physical problem that literally prevents you from being able to play a game, there seems to be no real need to completely abandon a hobby you love just because life gets a little tough. There is time to at least play a little, even if it's only to make a move or two a month, or even less. Your hobby provides a means to remain grounded and to forget about your troubles for an hour or so, without resorting to chemical assistance. During that hour you're moving your planes, your rebels, or your tanks, and setting up that perfect attack, there is nothing else to worry about.

So for any of you out there who are reading this and not actually playing anything, perhaps it's time for you to dust off your favorite game, either literally or figuratively if you like playing

The Kommandeur

by email, and get playing. You'll be glad you did. And as for me, I figure I have about one more week before I can finally resume my "normal" game schedule, which is pretty darn slow to start with.

Special thanks to John, Bob, Bruce, Ed, Al, Bill, Paul, and all of the participants in the AHIKS Air Force game. You have over the past few months demonstrated what AHIKS is all about.

Treasurer's Report

A little more income in dues this time, plus the costs fronted by our beloved leader for the development/hosting of our new website and dieroller.

Starting Checking Balance 4-1-10:
\$ 2,141.61

Income:

Dues and contributions \$101.00

Expenses:

K Mar/April Printing \$ 55.04

Transfer to Perpetual Fund \$ 0.00

Website/dieroller expenses \$ 502.20

Checking Balance as of 6-1-10:
\$ 1,685.37

Perpetual Fund Balance, 4-1-10:
\$ 2,980.72

Interest Income reported: \$ 0.00

Contributions from checking: \$0.00

Perpetual Fund Balance 6-1-10:
\$ 2,980.72

Operating funds in CD, 4-1-10:
\$ 5,790.49

Interest Income reported: \$ 0.00

Operating funds in CD, 6-1-10:
\$ 5,790.49

Total balance in CD, 6-1-10:
\$ 8,771.21

Total Treasury, 6-1-10: \$ 10,456.58

Printing costs continue to decline. Even with the website and dieroller expenses, we are still only down a little more than \$184 for the year so far, with passive interest due to be reported about the time of next issue. At this point, should there be no more than *K* expenses for the year, the total treasury should be down just a few hundred by year's end. We have it to spare, and there is no better way to spend it than providing services to our members!

Until next time!

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Flattop© Decision in '43, The Philippines Scenario, After Action Report

by Andy Johnson

This after-action report covers the **Flattop** scenario of a hypothetical engagement in and around the Philippine Islands in May 1943. The Appendix to this report details the scenario premise, orders of battle, players, and general scenario information.

Midnight 14 May 1943. Sailors, soldiers, and airman of the United States and the Empire of Japan prepare to initiate their battle plans to control the Philippine Islands.

The Plans

Note; I have edited the details to give only an overview of each side's approach.

IJN

The CinC split TF8 to Command A, and TF9 to Command C, and Command B is now TF14, 15 & 17. He also created TF18 as a subgroup of TF17. TF18 is the slow ships and one DD, and they will be under CinC control and move to land their troops on Luzon to reinforce our defenses. Swap out aircraft as well to concentrate the Judys and Jills into a particular Command Group, but if Commanders A & C are travelling together it won't matter. The timing of the plan revolves around the APDs hitting the coast of Samar at 2200 on May 16. This means the Landing Force leaving the assembly point off Cape Engano at 0200 on May 16 and reaching two way points at 1200 and 1700 respectively. The most dangerous time in this trip is between 0600 and 1600, where early detection and heavy strikes could destroy the landing force. The role of the carrier TFs is to provide air defense for the landing force in the 0600 - 1600 time frame.

USN

The IJN has a set of Victory Conditions that probably mirror the ones we have, and are contingent on them preventing us from landing 48 points and creating a beachhead somewhere on "Luzon north of Hex GG..."

(Continued on page 11)

Books, Games, and Magazines

by Tom Oleson

When Poland united with the Grand Duchy of Lithuania, they formed a huge country which stretched from the Baltic to the Black Sea and reached near Smolensk. During this period of maximum importance, Poland also united briefly with Saxony to its West. Poland has shrunk since then, with brief periods of expansion such as that from 1920-39.

"No Greater Ally, the Untold Story of Poland's Forces in World War II" by Kenneth Koskodan, Osprey, \$24.95, is a detailed history of the tragic role of Poland in WWII. Most of my military history reading bears on games played, and I wanted to check another source on the role of Poles in Italy. It's a well done book but only for those with particular interest in the topic. Rare and interesting photos.

Culture Wars is a controversial monthly magazine mainly on religion. The March issue has a long, angry debate in the letters column about the same topic as the book above—and more—but from the opposite perspective: harsh criticism of the Poles. Just to give you a flavor of it "the first Concentration Camps in Central Europe were established by Poland in 1919..." I admit to pro-Polish bias (Chopin and all that), but it can be interesting to read different views. Very detailed but unconvincing to me.

History and literature: "Red Cavalry" by Isaac Babel, first published in 1930, republished in paperback by W.W. Norton for \$14.95, is called "one of the great masterpieces of Russian literature." Babel was assigned to the Red Army in 1920 as it rolled from Kiev and Minsk to the gates of Warsaw, only to be defeated. He recounted his experience in diary form, with many maps. They are informative, but once again, places of importance in the text are absent.

This book didn't seem quite that great to me but formed an interesting companion to "Warsaw 1920—Lenin's Failed Conquest of Europe" by Adam Zamoyski, Harper Press, £15 (\$30.30), which refers several times to the Babel book. Both Babel and Zamoyski highlight Russian use of the tachanka, a heavy machine gun mounted on an

open horse-drawn cart. I really enjoyed this costly little book, a page-turner, because I wasn't familiar with the twists and turns of this dramatic campaign. Many very detailed maps, but once again, puzzling omissions, and a new one: no indication of scale. There are many references to the number of kilometers advanced or retreated, but no scale on the maps. Many fascinating photographs, too.

To my knowledge, there are only two games on this campaign, **Red Star/White Eagle** by the great Dave Williams, and a scenario of block **EuroFront***. The key element was the extreme disorganization of the Soviet side, a preview of the Winter War. They had a dual command structure, with a political officer second-guessing the military commander, with predictable results. Stalin was the political officer for the southern Soviet army. He ignored most of Lenin's orders, with disastrous consequences he blamed on somebody else.

The Poles had their problems, but decisive leadership was not one. Then Major Charles De Gaulle was what today we would refer to as "embedded" with the Poles, and said this "What a fine maneuver we have here! Our Poles have grown wings." The book ends with a poignant review of the tragic endings of many of the leading figures on both sides of the war.

*Also **Konarmiya** by Brian Train (Fiery Dragon Press) and **White Eagle Eastward** by Thomas Kane (Decision Games). There's also supposedly a game called **Polska 1920** by a Polish game company, but I don't know any details on that one. Lance

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Just One Member's Opinion

by Bob Best

Most of you might recognize my name as being the AHIKS Secretary, but I am not acting as a spokesman for AHIKS now. I am not expounding official AHIKS policy or representing the officer corps. I am just writing this as a long-time member who has observed some discussion in other gaming venues about AHIKS, and I would like to express my views about it here.

I have read discussion in these other gaming venues where posters have expressed their view that AHIKS is trying to be some sort of secret society because we require a password to enter the members side of our website and to make posts on our forum. Their view being that if membership in AHIKS is free, AHIKS should just open up the entire website to anyone who comes along and decides they want to partake of the benefits of AHIKS membership without joining AHIKS. By requiring a password, AHIKS is being a "secret society" they say.

Well, as one long-time member of AHIKS, I disagree with their viewpoint and would like to offer the following reasons why.

AHIKS is a gaming group that stands for honesty and fair play. AHIKS has standards of conduct for its members that are adhered to by all. We have by-laws that govern the conduct of business within the organization and these by-laws have worked for AHIKS since its founding in 1966. Over the years AHIKS has had a friendly, polite gaming group with reliable opponents that don't disappear on you. I personally have developed many great friendships from our group.

Other perks of AHIKS membership include a forum for its members' use as well as a social network for those who enjoy the extra social interaction of today's society. And we even have our own dice roller on line. Free dues for our members is just another perk of membership that is decided on each year based AHIKS' current financial position.

Now if we opened up the society to just anyone who comes along, including those who don't want to bother to take the time to become members and

(Continued on page 11)

The VP's Corner by Bert Schneider

AHIKS Social Network

As I mentioned in the last *K*, we now have our map-based social network up and running. We only have about ten percent of our membership participating. If you are interested in finding AHIKS members in your neighborhood, or just would like to have another way to find opponents, take a few moments to check out this feature of AHIKS.com.

Life's Priorities

I'm in the middle of playing three games (**Bulge** with Charles Marshall, **Afrika Korps** with Bob Johnson, and **Russian Campaign** (L2 Version) with Dave Turansky. I really enjoy playing these games and more importantly I like playing by email. Playing face to face is always fun, but if I'm playing a game I have not played in a while I find myself spending a great deal of game time reviewing the rules and going over charts. Playing by email allows me more time to ensure I understand the rules (although I still don't always get things right—just ask my opponents). The good news is that we play our games not for blood but for the enjoyment of the hobby.

If you haven't had a chance to log onto our AHIKS Social Network, please do so, as you'll notice that our members are a diverse group and have a great deal of interests besides wargames. I too have other interests and I like the fact that I can enjoy this hobby along with other hobbies. I have been pretty tied up for the last month, which is the reason I have been slow in completing my moves for the three games I'm playing. I have even had a request to play an email game of **The Longest Day** (one of the scenarios hopefully!). I had to turn down this request to play, since I already have three games going on now and given all of the things going on in my life it would not be fair to divide my time to yet another opponent.

While I think this hobby is really cool and pretty special, I recognize that there are other things going on that sometimes take priority (just ask anyone who lives near the Gulf of Mexico oil spill). Hopefully, our AHIKS members recognize this as well. Keep in mind that you have to take care of

yourself, your family, your loved ones, and perhaps other aspects of your life. Don't get me wrong, I think wargames are neat, but I will admit that my life does not revolve around wargames. I think this is a healthy outlook on life, and I just wanted to share with you my thoughts.

AHIKS New Ideas?

As usual with any group, sometimes the same people contribute over and over. These fine folks offer their time, talent, and treasure to make AHIKS a better place. Perhaps there are some members out there who want something else or perhaps don't like what we're doing with AHIKS. Why not get involved? Getting involved can take many forms: making suggestions, writing articles for *The K*, or by participating in the AHIKS Forums. Charles and I were talking about some other ideas that could help spark some life into our group. Some of these ideas include: holding a game-design contest, having "Virtual" Door Prizes (winner gets a new game, an unpunched or shrink wrapped Avalon Hill game, or perhaps some gaming accessories). We could even have a drawing for members who sign up new members. If you have ideas, post them on the AHIKS Forum!

Memorial Day

As I write this article I can't help but think about the ultimate sacrifice many men and women have given to all of us. In the United States we are celebrating Memorial Day to commemorate U.S. men and women who died while serving in the military. The U.S. started honoring fallen military men during the Civil War and expanded the recognition to honor American military who died during all wars, after World War I. You can't help but think about all the people who fought in past wars and who are currently engaged in battles given the nature of our hobby. We often think about the strategies involved in battles, the technologies, the environment, the leaders, and their decisions. Too often we don't take time to reflect about the people who made it possible to "take that hill." I will be

thinking about my father, who was a Korean War Veteran. As I mentioned in an earlier article, my father's photos and movies were included in the documentary "Tucson Remembers: The Korean War." Tonight I plan on watching a special preview of a new documentary "Unforgettable: The Korean War." Arizona Public Media took their original documentary and expanded the scope to include the entire United States and reduced the length from two hours to one. PBS will air this special documentary on June 21st across the United States. My father's movies are included in this new documentary. For more information, here is the link:

<http://originals.azpm.org/unforgettable/>

As usual, if you have any comments or feedback, please feel free to email me at bertnpeggy@comcast.net.

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(Continued from page 1)

if possible, try to suggest alternative avenues to help you find what you need. However, I will not keep that request officially on file. Also, and I apologize once again having to go over this, I need to remind everyone of the purpose of the *UCP*. It is a free service offered to current members to provide a needed game part or counter, within reason, and not to provide the majority of components to a game, sets of counters, a half dozen rule books and/or all of the charts or maps, etc to a provided list of games. It is also not a library, loan or copy service, nor a retail store to purchase items. While I try to be as accommodating as humanly possible and will do my very best to honor any requests, I continue to get requests that I consider unreasonable and have to either turn them down in part or in whole. I would certainly appreciate your consideration on this matter, and I thank you in advance for doing so. On two other notes, I would like to thank Randy Heller for his offer of help on a recent request that I was unable to fill and to let you know that I will be unavailable the last two weeks in June through the July 4th weekend. That all said, I would like to wish everyone a great summer and hope that you all still find time to game with everything else going on. Be of Good Cheer.

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From the Editor

Some of you, I am sure, are interested in military books. If you haven't already, I suggest you contact Edward R. Hamilton, Bookseller. His company sends out catalogs about once a month. For April, he sent out a Military History Bargain Books catalog; it is dated April 16, 2010. It runs 76 pages and covers books on fortifications of the Incas to the war on terror. Although most of the books are sold at deep discounts, there are some contemporary books at discounted prices also. I have bought books from them for many years, and they are quite reliable. You can write them at:

Edward R. Hamilton Bookseller Co.
Falls Village, CT 06031

At www.edwardrhamilton.com you can search for a specific title. You can also buy books online, but they will be more expensive.

In September, Sue and I are taking a WWII cruise in the Mediterranean. It starts in Tunis with the first stop in Sousse to visit the Kasserine Pass. Valletta, Malta, is next, where we visit the Lascaris War Rooms. In Sicily, we see Licata, Syracuse, and Messina. Italian stops are at Agropoli, Paestum, and Salerno. The Abbey of Monte Cassino is visited as is Anzio. Two guest lecturers are offered: Carlo D'Este, I have read his biography of Patton, and Donald L. Miller. Several different companies are offering this trip. We are going with Exploritas (Elderhostel); if you would like more information, go to www.exploritas.org and look for program #19112AU. I plan to write about the trip and will share it with you.

Recently I purchased a copy of George Phillies' and Tom Vasel's book "Design Elements of Contemporary Strategy Games." If you have any ideas about publishing a game, I recommend that you read this book. It is available at <http://3mpub.com/phillies> for \$24. It has a chapter by Greg Costikyan.

An interesting source of military memorabilia is Military Issue. They put out catalogues about four times a year filled with books, art, models (premade and kits), videos, and games. From the spring catalogue I ordered three games. There was some delay in sending the games, but they did arrive in excellent shape. Unfortunately, one of the games was replaced by one I did not order. I

contacted them on a Monday and was told they would send the correct game and that I was to return the game I hadn't ordered; they would reimburse me. On a Friday, almost two weeks later, I called again to inform them that my missing game was still missing. After checking, they told me the game would be sent the next week, but gave no reason it had not been sent. The game I returned had been received, and I was told I would be reimbursed. Hmmm. I'll let you know how things work out.

The games were all made by Avalanche Press. On the Avalanche Press website I found that they still sold them. Military Issue claimed that they were selling them for half price, and they were. They can be reached at www.militaryissue.com, at 800-989-1945, and at 121 5th Avenue NW Suite 300, New Brighton, MN 55112 to get a copy of their catalog. One of the games I ordered was **Island of Death The Invasion of Malta 1942**. The main reason I bought it was because we would visit Malta (for one day) in the fall. I assumed it would be a simple game. Although the map is small, giant hexes on a small island, the rules run 40 pages, and there are 380 counters. It may never get played! The other games I bought were **Strike South**, **Second World War at Sea**, and **Mediterranean, The Great War at Sea**.

In the last issue I asked for suggestions as to where I could find more clip art for *The K*. The usual response I get for a request such as that is complete silence. However I did get a reply, and a good one, from Charles Marshall. Thanks, Charles.

As usual because of the WBC, the deadline for the next issue will be later: August 12. If you attend the WBC—or any convention—please send me a short report of your activities and impressions. We are all interested.

(Continued from page 9)

subscribe to AHKS' rules of conduct, pretty soon our group would degenerate into chaos. How many times have we seen rude people whose goal in life is to disrupt things, hurl insults at people, and generally cause havoc on public forums. These same people also become disappearing opponents in the games we like to play. Pretty soon AHKS would no longer be the polite and friendly group of players that we have come to expect from our membership.

So I personally say to them "What are you thinking!... NO! If you can *not* take the time to join AHKS and subscribe to our code of conduct, then you should not be allowed to use our member services. To do otherwise is just absurd."

This is just the opinion of one long time AHKS member.

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(Continued from page 8)

We cannot rule out Leyte as a possible landing site for the Japanese. It may be in their best interest to have their transports move down the west side of the islands and cut through the Sibuyan Sea to land on either northeastern Samar or northern Leyte. Their LBA on western Luzon can provide enough CAP to protect them almost the entire way south through the SCS (South China Sea). Add that to the fact that they probably think the same thing we do—that *us* operating ships in the SCS is foolhardy at best!

The possibility of a TF containing smaller CVs (for added CAP) moving south down through the SCS to cover the invasion force(s) would be a good move on their part. Since those CVs are still worth some good VPs, I would suggest that one of our TFs at least start down in the Sulu Sea west of Negros (Sector 8). Our only hope is to locate the Japanese CVs early on. We can count on them spotting us very early, and we must close the gap quickly to get them into our strike range. With no more ocean than is in Sector 3, it shouldn't take the IJN long to locate us all. We are restricted to starting south of the Sector Wind marker in that area, and that would only require 4 air factors about two hours to search that *and* all the open water east of the islands in Sector

(Continued on page 12)

(Continued from page 3)

Official Rules

June '44 (DDH)

<http://www.boardgamegeek.com/filepage/52876/rules-for-june-44>

Panzer General : Allied Assault (Petroglyph)

<http://boardgame.geekdo.com/filepage/51463/board-game-manual-v1-3>

Errata

Crusader Rex (Columbia Games)

<http://www.columbiagames.com/resources/3226/3226-crusaderrules.pdf>

D-Day at Omaha Beach (DG)

<http://www.boardgamegeek.com/file/download/5dq6qfx13d/DDOBAAddenda020810.doc>

Flying Colors Series (GMT)

http://www.boardgamegeek.com/file/download/5hjr124e05/FC_Series_Errata-FAQ.doc

Hearts and Minds: Vietnam 1965-1975 (Worthington)

http://www.boardgamegeek.com/file/download/5a2ifjf8it/Hearts_and_Minds_Clarifications_2.doc

Panzer General : Allied Assault

(Petroglyph)

<http://boardgame.geekdo.com/filepage/51462/board-game-manual-errata-v1-3>

Republic of Rome (Valley ed.)

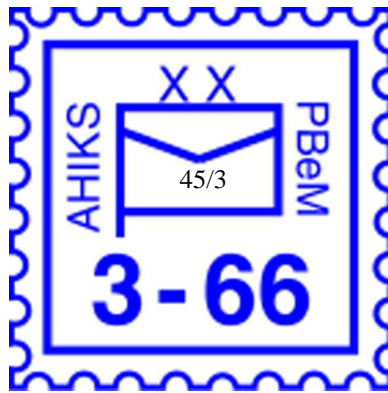
http://www.boardgamegeek.com/file/download/5bh1fiqwhp/RoR_Errata_1.05.pdf

Rules Translations

Les Nettoyeurs, VV #88 (HC)

http://www.boardgamegeek.com/file/download/4jptoeteho/vv_Trenches_rules_3.doc

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(Continued from page 11)

4 effectively. The reverse is not true for us. It will take 10 air factors to effectively search the northern half of Sector 3 and all of Sector 2. Once they realize that we are concentrated to the east, their search assets' job becomes very easy. Taking that, combined with my thoughts in the two paragraphs above, starting one of our CV groups in southern sector 8 might not be such a bad idea. A night end-run to the south can have any TF through the Surigao Strait and back on the east side of the islands by early the next morning if they are needed there.

The mission for all CinC reconnaissance aircraft (Martin, Catalina, and Hudson and some B-17 bombers): they will not be armed with bombs and will not attack the enemy; they will report each hour the results of their search; they will not shadow enemy submarines but will report their location; they will shadow enemy fleets unless instructed not to; and they will report any enemy aircraft they observe. *To be continued.*

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