

The Kommandeur



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From the President Charles Marshall

Volunteers, Tanks, and New Members!

Hi everyone! I hope everyone in our Society had a great 4th of July weekend last month. Having just moved into a new home in Novato, CA, my wife and I were particularly keen to attend downtown Novato's 4th of July parade this year. And I'm glad we did! We took our little boy, Zane, and got curbside seats for a fantastic parade. The floats and bands were good but I was really thrown by surprise when a column of WWII tanks came rumbling right down Grant Ave! They're part of a collection of restored vintage tanks owned by Marin local, Joe Garbarino. Here's a few snapshots I took as they rolled by:



M4 Sherman

Needless to say, the parade was a big hit with me, my wife, and particularly my little boy! But enough of the photo-album, let's talk AHIKS. I'm really proud of the accomplishments we're making and the comments we're receiving on the new website, the Die Roller, the AHIKS Social Network, and the AHIKS Forum. If you haven't had a chance to peruse our website I encourage you to do so! There's a lot going on there! Check in on the Forum and see what everyone's talking about—or playing. MC Paul Qualtieri has a new featured game, AH's **Submarine**, running right now. I'm not playing but I'm really enjoying just

reading the play-by-play commentaries. Secretary Best and the guys have the makings of a novella going! I'm also proud of the growing membership. We're definitely seeing an increase in our ranks and that's a good thing!

That brings me to one of the topics in the title for this article: Volunteers. Interested in spreading the news about AHIKS? Maybe you'll be attending a convention this year? If so, why not hand out a flyer or two promoting our Society. Just drop me an email at chasmash@sbcglobal.net to get a single-sheet flyer with which you can spread the word about our fantastic Society. Personally I'm in discussion with the owner of my local game store (Gamescape Marin) about getting a little counter space where I can leave some flyers for their customers. I guess what I'm saying is if you like what you're seeing within AHIKS, then spread the word! We can always use new members.



Making our lawn chairs rattle!

And speaking of new members, you may notice a slight change to the AHIKS website. We've (finally) ventured into the 21st century and now have an online New Member Application form. Hopefully this will make it easier for potential members to join our ranks. I sometimes wonder how many interested individuals put off applying for membership simply because the old "print-out/mail-in" system was inconvenient. Hopefully,

we've resolved that. (And I'd like to thank VP Bert Schneider and Secretary Bob Best for helping me "playtest" the form. Thanks guys! I couldn't have done it without your help!) Also, I've made some minor changes on the home page which will increase our visibility on the world wide web. A previous Google search for "wargaming", "pbem," or "pbm" returned no links to our page. Now a search for "wargaming pbem" or "wargaming pbm" returns a link to our website on the first Google search results page.

Well, that's all from me this time around. We're in the process of updating our Die Roller to make it more convenient, efficient, and user-friendly. Once the new version is out I'll send everyone a personal email about all the details. Again, if you haven't tried out our Forum or Social Network or Die Roller, give 'em a shot! I think you'll like them!

Until next time, get some good rolls!

★★



M5A1 Stuart

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: 31 July 2010.

Alan Poulter

grognard@grognard.com

NEW BOARD WARGAMES

Avalanche Press

Both the following two-player games are intended as introductions to existing game series. **Coral Sea 1942** is the introductory game for the **Second World War at Sea series** while **Pacific Crossroads** is the equivalent for the **Great War at Sea series**. <http://www.avalanchepress.com/index.php>

Clash of Arms

Fires of Midway is the second two-player card-driven game in the **War is Hell series** and covers the famous World War Two naval battle. <http://www.clashofarms.com>

Collins Epic Wargames

Frontline General: Spearpoint 1943 is a two-player game that uses unit, command, and damage cards to simulate tactical World War Two combat. <http://frontlinegeneral.com>

Columbia Games

Julius Caesar is a two-player "block" game that covers the Roman Civil War (49-45 BC). <http://www.columbiagames.com>

Consim Press

A first release from a new company, **Beda Fomm** is a revised edition of Frank Chadwick's classic GDW 1979 game of the World War Two desert battle. <http://www.consimpress.com>

Fantasy Flight

Battles of Napoleon: The Eagle and the Lion is the first game in a proposed new series on Napoleonic warfare at a tactical and operational level, using 1/72 figures to represent units and formations on modular game boards. The two-player game has scenarios for the Battle of Salamanca and the Hundred Days campaign. <http://www.fantasyflightgames.com>

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GMT

Stalin's War is a new game from veteran designer Ted Raicer, which uses cards to drive a hex-based game. This two-player game covers the Eastern Front in World War Two. **Pensacola, 1781** is the second two-player game in Mark Miklos' **American Revolutionary War series** to cover a siege. The classic **Wilderness War**, a two-player strategic game on the French-Indian War, is back in print, this time with a mounted map-board. <http://www.gmtgames.com>

Grognard Simulations

Pacific Islands Campaign: Saipan/Tinian is an operational/tactical level two-player game on the battles for Saipan and Tinian in the Pacific during the World War Two. <http://www.grognardsims.com>

Hasbro

Axis & Allies Europe: 1940 for 2-6 players is the latest in this famous game family: France appears as an ally, tactical bombers and mechanized Infantry units appear, as well as new rules for neutral nations, naval and air bases, and convoy disruption. It is designed to be played with **Axis & Allies Pacific 1940**.

Jeux Grenier Games

Through Mud and Blood is the third two-player game in the **In the Trenches series** on tactical combat in World War One and covers the Western and Balkan Fronts in 1917 and 1918. <http://www.greniergames.com>

Lock 'n Load Publishing

Swift and Bold Expansion V2 is a reprint of the expansion set for the Lock 'n Load series on World War Two tactical land combat. <http://www.locknloadgame.com>

Victory Point Games

Levée en Masse is a solitaire game in the States of Siege series on the French Revolution. It already has an expansion kit which adds new Allied armies and new rules. Two introductory games for 2 to 4 players are **Final Frontier**, on commanding planetary landing parties set down by starships, and **Loot and Scoot** on fantasy dungeon exploration. <http://www.victorypointgames.com>

Worthington Games

Napoleon's War: The 100 Days is a two-player game using custom game boards and plastic units to cover the crucial battles of Quatre Bras, Ligny, Wavre, and Waterloo. <http://www.worthingtongames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #263 contains **Cold War Battles 2: Wurzburg Pentomic & Kabul '79**, designed by Joseph Miranda.

World at War #13 contains **Guards Tank: The Battle of Prochorovka, July 1943**, the first of a new **East Front Battles Series**, designed by Joseph Miranda. <http://www.decisiongames.com>

Against the Odds #28 contains **Tarleton's Quarter**, on a campaign in the American Revolution.

Against the Odds #29 contains **Buffalo Wings** on tactical air combat in the Finnish wars with the Soviet Union in 1940 and after.

Also new from *Against the Odds* is **Paying the Peiper**, a new "pocket battle game" on four different battles in the Ardennes Campaign in 1944. Each game comes on a separate card but all can be combined into one game. These are free with any purchase from ATO. <http://www.atomagazine.com>

Vae Victis #93 contains **Operation Fortitude** on the intelligence campaign to conceal the Normandy landings during World War Two.

Also new from *Vae Victis* is **Le Lion et l'Epee**, third game in the **Jeux d'Histoire** series, which contains two battles, Tremithousa and Arsuf 1191, won by Richard the Lionheart during the Third Crusade. <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>

Battles Magazine #4 contains **Race For Berlin** on the last weeks of the Soviet offensive to take the city in World War Two. <http://www.battlesmagazine.com>

NEW DTP WARGAMES

CHS

Salamanca: Wellington vs. Mar-mont covers the turning point of the 1812 campaign on the Spanish Peninsula and uses the Napoleon's Later Campaigns system.

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

Firefight Games

Tanks in the Middle East 1917 covers the Second Battle of Gaza where the debut of tanks stunned the Turks.

<http://firefight-games.com>

Wargamedownloads.com

New from TCS Games are three print and play two-player games. **Wittstock** is the latest game in the **Thirty Years Wars series** and covers the 1636 battle. **The Age of Dante: Montaperti and Campaldino** covers two battles that put Florence against Siena and Arezzo and are the first games in the **Postcards from Tuscany series**, dedicated to battles through the ages in Tuscany. **Italy Awakes: Birth of a Nation 1848-1859**, covers the Wars of Italian Independence, 1848 and 1859, using a system based on **Prussia Rising**. For TCS games see: <http://wargamedownloads.com>

White Dog Games

Three Scenarios: Master and Commander provides three scenarios for use with the **Master and Commander** basic game, on the battles of Trafalgar, Camperdown, and Chesapeake. **Remember the Alamo! San Jacinto April 20 - 21, 1836** consists of two games each covering a day of fighting (April 20 or April 21) in the famous siege. <http://www.whitedoggames.com>

NEW WEB RESOURCES

Free games

Agordat 1893 (Valgame Club)

http://sites.google.com/site/alvinczy/Home/depot/NTGAME6_Agordat.pdf

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>

Infantry Attacks series (Avalanche)

http://www.avalanchepress.com/Free_Inf_Attacks.php

Official Rules

Battle for Normandy (GMT)

http://www.boardgamegeek.com/file/download/5cc6d13uan/BfN_Rules-Living_Rules_1.pdf

Campaign Commander vol.1:

Roads to Stalingrad (Bellica 3G)

<http://www.boardgamegeek.com/file/download/615iva521h/REGLAS-RtS-ING.pdf>

Julius Caesar (CG)

<http://www.boardgamegeek.com/file/download/5mvm5pzjw4/Julius-Caesar-Rules-1.00%5B1%5D.pdf>

Errata

Advanced Squad Leader: Starter Kit 1 (MMP)

http://www.boardgamegeek.com/file/download/5m27o8g5lm/Errata_for_ASLSK_S2_EOP_%28corrected_6-1-10%29.pdf

Battle for Normandy (GMT)

http://www.boardgamegeek.com/file/download/61exuw8ji9/BFN-errata_FAQ-06-25-10.pdf

Caesar's Gallic War (Worthington)

http://www.boardgamegeek.com/file/download/5mf3idegae/Clarifications_and_errata_for_Caesar.doc

Clash of Giants II (GMT)

http://www.boardgamegeek.com/file/download/64rj5ctc3h/Clash_of_Giants_II_errata.doc

Flying Colors Series (GMT)

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

Frontline General: Spearpoint 1943 (CEW)

http://www.boardgamegeek.com/file/download/63wza6pks6/Errata_Ver1-0.pdf

Le Grand Empire (Pratzen)

http://www.boardgamegeek.com/file/download/61jfh6ag0w/LGE_errata_2nd_ed.doc

Guelphs and Ghibellines (RSG)

http://www.boardgamegeek.com/file/download/63vduv5mha/Guelphs_FAQv1.pdf

Julius Caesar (CG)

http://www.boardgamegeek.com/file/download/61i5480aqw/JC_clarifications.pdf

Maria (HC)

http://www.boardgamegeek.com/file/download/5ix93t7vrh/Maria_FAQ_v1.pdf

Richard III: Wars of the Roses (CG)

http://www.boardgamegeek.com/file/download/5jxix0tees/RichardIII_FAQ_Comprehensive_collection_of_rule_clarifications_%28Ver_1.02%29.doc

Stalin's War (GMT)

http://www.boardgamegeek.com/file/download/5ktat2jeyr/Stalin%27s_War_-_Errata%2C_Clarifications_and_Card_Notes_1.pdf

Where There is Discord (Fifth Column)

http://www.boardgamegeek.com/file/download/62kkb9ij5g/WTID_Errata_and_Clarifications_v0.1.pdf

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AN EMAIL EXCHANGE

Omar: It's amazing that new companies are coming forward in this computer age.

Alan Poulter: The irony is that board games are much easier to design and produce using computer technology, than computer games are. Print-on-demand is a failsafe sales method for a new company, or just a person pretending to be a company. There are also more magazines around, lots more ways to keep up with what is going on, lots more ways to play games through networks, and the whole scene is not just Yanks and Brits anymore, but anyone anywhere.

Rules: Writing and Reading by Tom Oleson

During my 60 years of wargaming, I have served as AHIKS judge and as AH answer man for **Russian Campaign** and **Anzio** and have been answering queries about **Anzio** rules for 40 years. I share my conclusions with the readers and solicit their reaction.

All wargamers are in one of two groups:

1. A tiny group that writes rules without the least notion of how to properly do it.
2. A large group that reads them and who could write them properly, but doesn't have the time.

All wargamers do have one thing in common: they know how to read rules. If, as so often happens, a rule is unclear, it is never the player's fault but always the fault of the rules. He is competent; they are poorly written.

When I discuss his rules with Craig Besinque, designer of **EuroFront** and other fine games, we refer to me as "Joe Wargamer," as I take the opposite role from that of the **Anzio** rules writer. Although Craig will politely debate rules, in the end he has little patience with poor Joe, who, if he doesn't get it, tough luck. Craig does not endorse my philosophy that "the customer is always right." This attitude is a time-saver. I admit to being a bit envious.

I have learned the hard way to respond differently. Years ago when "Joe" wrote in complaining about some rule which seemed perfectly clear, I could be a little blunt. That was a mistake, because wargamers don't take kindly to the suggestion that they are at fault. Now, I always respond one way: "Joe, help this poor semi-literate dolt: how would *you* rewrite that rule to make it clear?" I rarely get a reply.

Another problem with rules is that gamers can't be bothered to read them. The longer they are, the less they want to bother, so the rules writer has to be concise.

Some players demand reminders. Suppose that in an **Anzio** scenario it says at the start that there are no commandos. Not enough for Joe. Joe wants a reminder in every section where commandos might possibly figure, such as invasions and port activations. He wants to be reminded that there are no

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commandos. Too burdensome to have to remember on page 7 something said on page 6. This makes rules even longer.

Then there are players who want a positive and a negative statement. Suppose that the rule says Germans get a fort the first turn of every month to a total of 9. Joe *also* wants it stated that Germans do *not* get a fort the other 3 turns of the month.

Perhaps the worst problem is rules that are clear but inconvenient. Some players figure that if they want to do something, and the rules don't permit it, well, it must be in there somewhere. There is an air strike turn in **Anzio**, a crude approximation of "Operation Strangle." One player who favors the Allies keeps asking if he couldn't do air strikes in other turns. Rules say no, but he doesn't want to believe it. The players of any game *could* do it right, the way it ought to be, not the way it is.

The Joe Wargamers I debate **Anzio** rules with assume that I think they are perfect and resent any insinuation to the contrary. Not true. No rules are perfect and mine surely could use improvement, but to do that I need concrete and specific suggestions, rarely offered.

So, Joe, what do *you* think?

★★

Tom,

I've been the "developer" on a few projects and I agree—gamers want the rules to say what they want or expect them to say, not what they really say! *ha ha* We had a joke at this year's CSWE in Tempe: every game should have: "**Rule 0.0:** Read the F**king Rules!"

I think a big problem in wargaming rules is that the writers don't have a Language Arts degree. Very few people have the technical writing skill that writing a set of rules requires. In and out of first and third person constantly, slipping between multiple and singular use of terms, etc.

One of the best things is when two people come to play a game together for the first time. That is where you find out who reads rules and how they interpret them—nothing like a rule to start an argument showcasing the lack of capability of some people to understand the written word, eh?

Todd Davis

From the Editor

Before the next issue, Sue and I will be back from our Mediterranean WWII trip. I will have some descriptions for you.

The Kommandeur will be back on the regular schedule for the next issue. The deadline is Sept. 30.

There is a book I would like to recommend: "The Crucible of War, Auchinleck's Command" by Barrie Pitt. It is the second book of a trilogy describing the battle for North Africa. Pitt writes very well and includes things besides attacks and maneuvers. The Commonwealth had all kinds of food whilst (I like that word) the Germans were just scrounging by. During the time of Operation Crusader up until Alamein, the Commonwealth forces initially outnumbered the Germans. Poor generalship on the part of the Commonwealth led to them losing most of their tanks, many of their men, and Tobruck. The ground forces were extremely irritated with the armored forces because they didn't show up, showed up late, or showed up and got shot to pieces. The German panzer divisions sometimes got as low as 50 tanks, but they kept fighting. The Royal Air Force did a good job of disrupting German movement and bombing important points. The book I read was published by Cassell & Co.; the copyright is 1986. I enjoyed the book so much that I, not a Montgomery fan, have ordered "Montgomery and Alamein," the third book in the series.

Bill Watkins and his wife Peg stopped by. It's always great to see AHIKS members, especially when they bring gifts. They brought me a T-shirt from the WBC and a folio game from Decision Games: **DMZ, The Next Korean War**.

With the WBC there is little space left in this *K*. Andy Johnson's **Flattop** replay will continue in the next issue.

Open Match Requests from Paul Qualtieri

1776	AH	Bob Herbst (1442)	Golden Horde: Kulikovo	ATO	Albert Bowie (299) NE
1870		Sidney Jolly (12) GN	Invasion America	SPI	Lee Massey (1382) C
1914	AH	John Trosky (1554) UNV	Jutland	AH	John Trosky (1554) U
A Victory Lost	MMP	Ed O'Connor (1243) E	Kutuzov		Barry Roy (1596) CV
Advanced 3R	AH	Paul Warnick (1430) C	Luftwaffe	AH	John Trosky (1554) EU
Afrika Korps	AH	George Betros (11) EUC	Midway	AH	Mel Yarwood (36) U
Afrika Korps	AH	Greg Dilbeck (1363) UFN	Midway	GDW	Bill Scanlan (275) ENU
Afrika Korps	AH	Paul Heiser (1051) UN	Montys D-Day	S&T	Chris Harding NE
Afrika Korps	AH	Sid Driver (1567) D	Napoleon at War	SPI	Melvin Yarwood (36) AN
American Revolution	SPI	Omar DeWitt (44)	Napoleons Last Bttls	SPI	Melvin Yarwood (36) AN
Anzio	AH	Melvin Yarwood (36) AN	Napoleons Triumph 1		Barry Roy (1596) V
Anzio	AH	Tim Brittain (1582) NV	NATO	VG	Kevin Reid (1315) E
Anzio revised map/6th ed		AH Tom Oleson (111)	Panzer Leader	AH	John Pasitano (1590)
Arab-Israeli Wars	AH	John Pasitano (1590)	Panzerblitz	AH	Richard Passow (1453) ESL
ASLSK 1	MMP	Barry Roy (1596) V	Paths of Glory	AH	Thomas Scarborough (1345) WT
Battles for Ardennes	SPI	Tom TenEyck (826) NV	Paths of Glory	AH	Clyde Longest (1413) LX
Bitter Woods	AH	Melvin Yarwood (36) AN	Red Parachutes	Avl	Sidney Jolly (12) GN
Bitter Woods	AH	Greg Dilbeck (1363) UFN	Red Star / White Star	SPI	Sidney Jolly (12) GN
Blue & Gray I-II	PI	Melvin Yarwood (36) AN	Richthofen's War	AH	John Trosky (1554) EU
Breakout Normandy	AH	Clyde Longest (1413)	Russia Beseiged L2		Martin Svensson (1466) ED
CEINVV			Russian Campaign	AH	Bob Johnson (73) EM
Breitenfeld	PI	Richard Passow (1453) ES	Russian Campaign	AH	Paul Heiser (1051) U
Bulge '65/'81	AH	Bob Johnson (73) EM	Russian Campaign	AH	Ron Brooker (1252) U
Bulge '65/'81	AH	Tim Brittain (1582) NV	Russian Campaign	AH	Tim Brittain (1582) NV
Bulge 81 2nd Ed	AH	George Betros (11) EUCD	Stalingrad	AH	George Betros (11) EUC
Bull Run	AH	Bob Herbst (1442)	Stalingrad	AH	Sid Driver (1567) D
Bull Run	AH	Ron Brooker (1252) U	Stalingrad Holcombe	AH	Bob Johnson (73) EM
D-Day 77	AH	George Betros (11) EUC	SOPAC	Avl	Graeme Dandy (916) E
D-Day 77	AH	Sid Driver (1567) D	Sword and the Stars,The	SPI	Sidney Jolly (12) GN
D-Day 77	AH	Greg Dilbeck (1363) UFN	Tamburlaine the Great	SPI	Albert Bowie (299) NE
DAGC Destruction of Army Group	Cir S&T	Chris Harding NE	Twilight Struggle	GMT	Lee Massey (1382) C
Diplomacy	AH	Bob Herbst (1442)	Victory in the Pacific	AH	Rick Rokiewicz (1108)
Drive on Paris	Gamers	Bill Scanlan (275) E	Vietnam	VG	Kevin Reid (1315) E
For the People		Barry Roy (1596) CVT	War and Peace	AH	John Trosky (1554) EU
Fortress Stalingrad	S&T	Chris Harding NE	War and Peace	AH	Tim Brittain (1582) NB
GCAW	MMP	Clyde Longest (1413) LX	Waterloo	AH	Paul Heiser (1051) UM
Gettysburg '88	AH	Paul Heiser (1051) UM	We the People	AH	Clyde Longest (1413) LX

<u>Match Codes</u>
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: US Only
P:Phone
S:Slow Play Desired
T:Acts
U:Snail Mail
V:Vassal
W:Warhorse
X:Non-rated Match

Match Coordinator
 To accept one of the listed matches or have a new match listed mail or email

Paul Qualtieri
 114 Barrington Court
 Summerville, SC 29485
 Paul@pdqsc.com



Secretary's Notes Bob Best

Boy, the days seem to be passing with light speed! It seems like I just wrote the last column, and summer was not even here yet then. Now we are approaching the end of summer and fall is just around the corner. I don't know about the rest of you, but the time seems to pass more quickly than it did when I was a kid. Summers then seemed to last forever, and I always had time to play wargames with my friends, read books, and enjoy the long hot summer days. Well, I'm retired now, and I'm still playing wargames and reading books but the time seems to pass faster now. Guess I am just busier now than I was before! ☺

I did have time this summer to read Nathaniel Philbrick's "The Last Stand." It's about Custer's fight at the Little Big Horn in June 1876. I must admit to being a "Custer-holic" when it comes to the 7th Cavalry's battle at the Little Big Horn. I have a number of research works on the battle, and, when I saw this book, I just had to add it to my collection of works on Custer and the 7th Cavalry.

Philbrick has written a very good account of the battle including anecdotes taken from diaries, letters, and other first-person narratives of the time. His research is well documented in the notes section, and I can personally say that I was able to verify many of the sources he used. He has put together a scenario that pretty much lays out what happened, and he has gone into the behind-the-scenes factors that affected the decisions Custer and his commanders made that day. I would recommend that anyone reading the book find the notes section in the back and read them chapter by chapter as you read the book. It will give you added detail that I found to be very enjoyable. The book is a well done research work, but it reads like a good story and is easily understood by the lay reader. All in all a good book on an interesting subject that should appeal to all readers with any interest in the Indian Wars period! I personally recommend it.

The **Submarine** game is progressing on the AHIKS forum. Moves are not being posted as they were in the **Air Force** game, as **Submarine** is being played as a blind game. Several

players are posting narratives of the action from time to time on the forum. Paul Qualtieri our Match Coordinator is doing a great job of game mastering, and the action is hot and heavy. Stop by the forum and view the exploits of U-128 as she attacks ships in Convoy HX-229 during March 1943. The freighter "Canadian Star" has just taken a torpedo hit, and the angry escorts are trying to run down the U-boat. *Great fun!* ☺

New players can join anytime, and ownership of the game is not necessary to play. Copies of the rules are posted. 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.

We have three new members to introduce this time.

Our first new member is a returning former AHIKS member, Kenneth Neid, AHIKS ID 1036. Ken is from Olathe, Kansas, and has been playing wargames since 1980. Ken currently has five games in progress and will be looking to play more here with AHIKS members.

Our second member is new to AHIKS. He is Steven Foren, AHIKS ID 1592. Steve calls Fayetteville, North Carolina, home. He has been playing wargames since 1977. He is a member of "Board Game Geek" and would enjoy meeting other AHIKS members.

Our third new member is Tim Dekker, AHIKS ID 1593 from Ojai, California. That's pronounced "Oh-High" for the non-California members. Tim has been playing wargames since 1959.

Looks like we have some veteran gamers here who are looking for opponents. Gentlemen, *welcome to AHIKS!*

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 to make sure your membership to AHIKS is uninterrupted.

I hope everyone is enjoying a Great Summer!

Until next time, Happy Gaming to you all! ☺



For those who have been following the B-29 Superfortress game **Exploits of the Sweet Sue** in the after-action section of the AHIKS Forum, here is my Pilot counter that I had designed for the game! ☺



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: Sept. 30, 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.

Charles S. Roberts Nominees and Award Winners for 2009

The top five vote-getters are shown (in alphabetical order) except for the James F. Dunnigan Design Elegance Award and the Clausewitz Hall of Fame Award, where only the winner is shown. Winners are in **bold**.

Best Ancient to Napoleonic Era Board Wargame

1805: Sea of Glory (by Phil C. Fry),
GMT Games

**A Most Dangerous Time: Japan in
Chaos, 1570-1584** (by Adam Stark-
weather, Tetsuya Nakamura), *Multi
Man Publications, Inc. (MMP)*

Field Commander: Alexander (by
Dan Verssen), *Dan Verssen Games*

Hellenes: Campaigns of the Pelopon-
nesian War (by Craig Besinque), *GMT
Games*

Richard III: War of the Roses (by
Tom Dalgliesh, Jerry Taylor), *Colum-
bia Games*

**Best Post-Napoleonic to Pre-World
War 2 Era Board Wargame**
Battle Above the Clouds (by Ed
Beach, Mike Belles), *Multi Man Publi-
cations, Inc. (MMP)*

Deathride: Mars-la-Tour 1870 (by
Charles H. Vasey), *Against the Odds
magazine (ATO)*

Kaiser's Pirates (by James M. Day),
GMT Games

Soviet Dawn (by Darin Leviloff),
Victory Point Games

The Halls of Montezuma (by Michael
Welker & David Fox), *GMT Games*

Best World War 2 Era Board Wargame

A Victory Denied (by Adam Stark-
weather), *Multi Man Publications, Inc.
(MMP)*

D-Day at Omaha Beach (by John
Butterfield), *Decision Games*

Liberty Roads (by Yves le Quellec,
Nicolas Rident), *Hexasim*

The Battle for Normandy (by Danny
Holte), *GMT Games*

The Caucasus Campaign (by Mark
Simonitch), *GMT Games*

The Kommandeur Upcoming Events

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://](http://www.dallasgamesmarathon.com/)

Sept. 24-26, Janesville, WI
2010 FALL GAMING HOOPLA
<http://www.gaminghoopla.com/>

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

Oct. 1-3, Memphis, Tennessee
GAMECON MEMPHIS
<http://www.gameconmemphis.com/>

Nov. 5-7, Fort Wayne, Indiana
PENTA CON XXVI
<http://www.pentacongames.com/>

Best Post-WW2 Era Board Wargame

Chosin: X Corps Escapes the Trap
(by Joe Miranda), *Strategy and Tac-
tics magazine (Decision Games)*

Elusive Victory (by Terry Simo),
GMT Games

Ici, c'est la France! (by Kim
Kanger), *Legion Wargames*

Where There Is Discord (by Daniel
Hodges), *Fifth Column*

World at War: Blood and Bridges
(by Jim Snyder, Mark H. Walker),
Lock 'n Load Publishing

Best Magazine Game

Counter-Attack! Arras (by Michael
Rinella), *Battles magazine*

Deathride: Mars-la-Tour 1870
(by Charles H. Vasey), *Against the
Odds magazine (ATO)*

Jena 20 (C3i edition) (by Alan Em-
rich), *RBM Publications*

Storm Over Taierzhuang (by
Terence Co), *Against the Odds maga-
zine (ATO)*

Nov. 5-7, Fairlee, Vermont
CARNAGE THE 13TH
<http://www.carnagecon.com/>

Nov. 6, Hamilton, Ontario
HAMMERCON II
<http://www.hammercon.ca/>

Nov. 12-14, Ann Arbor, MI
U-CON GAMING CONVENTION
<http://www.ucon-gaming.org/>

Nov. 12-14, Pittsburgh, PA
GASPCON XI
<http://warhorn.net/gaspccon-xi/>

Nov. 12-14, Erie, PA
ERIE DAYS OF GAMING
<http://www.riedog.com/index.html>

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

Nov. 17-21, Irving, TX
BGG.CON 2010
[http://www.boardgamegeek.com/](http://www.boardgamegeek.com/bgcon)

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



The Pocket at Falaise (by Ted Raicer),
Against the Odds magazine (ATO)

Best Desktop Published (DTP) / Print- and-Play Game

Austerlitz 20 (by Kim Meints), *Victory
Point Games*

Bulge 20 (by Joe Miranda), *Victory
Point Games*

Empires in America (by Joe Miranda),
Victory Point Games

Soviet Dawn (by Darin Leviloff), *Vic-
tory Point Games*

Zulus on the Ramparts! (by Joe
Miranda), *Victory Point Games*

Best Expansion or Supplement for an Existing Game

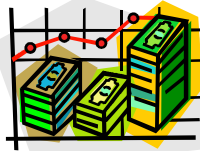
Combat commander battlepack
Flying Colors – The Coromandel Cam-
paign, 1758-1759 (GMT)

LNL: Noville -Bastognes Outpost
Panzerblitz Hill of Death mini-module
Carentan

Zulus on the Ramparts! Expansion Kit
(Continued on page 12)

Treasury Notes

Brian Stretcher



Summer Heat

It's been a hot one here in the Midwest this summer. Summertime has typically been just about the busiest wargaming time for me. That's usually the time I start new games, or even find the time to do a little solitaire gaming. Always fun to learn a new game, or relearn an old one, sitting in the comfort of air-conditioning, or in the coolest part of the house. Ah, that I were able now to still do such things. I have, at least, finally been able to get caught up on the games I have in progress. So, once things like getting columns done are out of the way, maybe I will yet find the time to read through a set of rules, take in that new game smell (or even the differently pleasant smell of a musty classic) and set up something I have never before seen. That is, before we get deep into the new school year, the fall sports season, and yard work. Always the yard work.

I did have the chance to read "The Bible Unearthed" by Israel Finkelstein and Neil Asher Silberman this summer (The Free Press, 2001). As the subtitle indicates, this book discusses Archaeology's New Vision of Ancient Israel and the Origin of its Sacred Texts. You may ask why I review this book in a wargaming newsletter, when it appears to be a work primarily dedicated to biblical history. Well, my friends, biblical history is full of marching armies, sieges, the rise and fall of kings and kingdoms, and the clash of empires. What the book does is examine the existing archaeological evidence in the context of the events described in the Old Testament, to determine whether those events as told in the Bible are supported by the archaeological evidence, and to determine the nature and origin of the stories as told in the Old Testament.

I have never really read an archaeology book before, although I do find historical works on the origin of Christianity quite interesting. The book examines several different events as described in the Bible and looks at the evidence supporting each: the Exodus, the rise of the Kingdom of David, the fall of Israel, and the rise of the King-

The Kommandeur

dom of Judah. All big events that, if they occurred as described in the Bible, should have left some archaeological evidence behind. I'm not going to go into all of the details here, but the book generally concludes that many of the specific events as described in the Old Testament either did not happen, could not have happened in the way the Bibles says, or did not happen when or in the time frame the Bible describes. The ultimate conclusion of the work is that the stories as presented in the Old Testament were written in about the 6-7th centuries BCE, to provide a unifying, common history for the people of ancient Israel/Judah. In other words, it was basically a retelling of myths and legends, with a sprinkling of actual events, for the purpose of political and religious propaganda. Sorry, the walls of Jericho did not come tumbling down by trumpet blast. There was no trace of a settlement there at the time this was supposed to have happened, and later, when Jericho did exist, it was small, poor, and unfortified. There were apparently never any walls there to come down.

If you are interested in biblical history, you will like this book, whether or not you agree or disagree with its conclusions. Archaeology, although built on evidence, is by nature rather speculative. But for wargamers, there is plenty to keep you interested, because much of the archeological evidence must, of necessity, rely on examination of military ruins and the leftovers of military conflicts, because that's what leaves evidence. It also strings together nicely the related histories of Israel, Judah, and the numerous empires that clashed nearby: Egypt, Babylon, and Assyria. I kept thinking as I was in the later part of the book how a game about growing a small, Old Testament era kingdom into a dominant regional power might be interesting, especially in the face of relatively huge empires that would just as soon step on you as look at you. Can *you* take your kingdom from a loose bunch of goat herders to an economic powerhouse trading in wine and olive oil? Can *you* build an army and expand your kingdom without attracting the wrath of mighty Egypt?

I learned a lot from this book. If nothing else, I have a new appreciation for the stories of the Old Testament that I admittedly have never read straight through.

Treasurer's Report

Little activity on the Western Front:

Starting Checking Balance 6-1-10:

\$ 1,685.37

Income:

Dues and contributions: \$ 9.00

Expenses:

K May/June Printing \$ 82.84

Transfer to Perpetual Fund \$ 0.00

Checking Balance as of 8-13-10:

\$ 1,611.53

Perpetual Fund Balance, 6-1-10:

\$ 2,980.72

Interest Income reported: \$ 0.00

Contributions transferred from

checking: \$ 0.00

Perpetual Fund Balance 8-13-10:

\$ 2,980.72

Operating funds in CD, 6-1-10:

\$ 5,790.49

Interest Income reported: \$ 0.00

Operating funds in CD, 8-13-10:

\$ 5,790.49

Total balance in CD, 8-13-10:

\$ 8,771.21

Total Treasury, 8-13-10: \$ 10,382.74

I misreported the date of the expected interest report last issue. I thought it was August, but that was last year's maturity date. Since it is a 15-month CD, it won't mature until November. So interest won't be reported to the membership until the November/December issue.

Until next time!

★★

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

User name = "AHIKS"

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

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

WBC Convention Report by Tom Oleson

Right after Don Greenwood was interviewed for local TV, I suggested he get a reality show. Smiling, he replied, "What do you think this is?" Don said attendance, around 1,500, was the same as last year, but it seemed a bit higher, following the trend of small but consistent increases. The hotel was packed. You have to reserve pretty much right after one year's con to get a room for the next year.

I arrived the Friday before the con week, while the hotel was jumping with Dancing Divas, a convention of proud ballet Moms and their wannabe ballerina daughters. I stayed 10 days, leaving the second Sunday morning, while many played on. Attendees come from all over the world, such as a Spanish gentleman who came by to thank me for sending him **Anzio**, but my guess is that more than half live within a day's drive. If you fly in, you can arrive at Baltimore, Philadelphia, or Newark. I have tried all, preferring Philadelphia. From there you get on US 30 and in 2 hours you are there. Ten days plus car plus air fare adds up, but many stay only a few days. You can pack in a lot in that time, maybe even win a tournament.

The precon has dedicated tournaments for games such as **Paths of Glory**, but I was among the 40 or so grognards playing the Golden Oldies from the great era of Avalon Hill, most of them the same familiar faces, only a few younger men. Games such as **1776**, **Waterloo**, **Panzerblitz**, **Afrika Korps**, **Russian Campaign**, **War at Sea**, and **Anzio**, remain popular among this group. Many, like **D-Day** or **Stalingrad**, are no longer seen. In their heydays, AH and SPI were rivals, but I can't recall the last time I saw an SPI game from that era played, although I did see one in another context: **Napoleon's Last Battles** quad.

A man displayed many colorful and beautiful customized counters, some laid out on the **NLB** map. The first thing a counter should do is clearly indicate which side it is on, and only then, be attractive. Trying to be tactful, I was relieved that he conceded that looking at his gorgeous counters on the **NLB** map, it was hard to distinguish one army from another. Way on the other side of the hotel, several monster

games were displayed and occasionally played in a far corner of the main lobby, one on **WWI**, with disconnected maps of various fronts, the other, **Proud Monster**, a **WWII** Russian front game. You certainly could tell the sides, but pale pink for the Soviets, pale blue-grey for the Axis were not the colors I would've chosen, but this is subjective.

No problem discerning sides in the more than dozen dual maps (ETO, Pacific) in the 25-man **World at War** tournament, with small flags for the countries involved, and placards indicating what year of the war was underway. I chatted with the game's designer, Bruce Harper. **WaW** is an evolution of **Third Reich**, with hundreds if not thousands of counters, and Manhattan phone-book size rule books. Contemplating this game being enthusiastically played, I reflected on my first attendance at "doncon" 20 years ago. It doesn't seem that the hobby has evolved significantly, which perhaps is why some of the most veteran players still huddle over AH games not new even then. Of course, there were no Eurogames then, but that is change of another sort. It's positive in that you can play your favorite hardcore historical wargame, while other family members have a huge choice of Eurogames. One veteran AHIKSer came for a day with his wife to see if she would like to return with him next year, doing just that. The chance to see *so* many old friends is of course one of the very best things about this con.

Back then, science-fiction author Jerry Pournelle wrote an article, in *The General*, I think, calling for innovation: logistics, fog of war, etc. I don't believe **WaW** has fog of war. My friend Craig Besinque offered some of the changes Pournelle demanded so long ago, only to find that most wargamers didn't want them.

I don't recall when cards were introduced for wargames, but what other innovation has there been in the past decades? I had a pair of **Anzio** double-maps set up, and some passersby thought we were playing double-blind. Remember when that

brief fad was to be the future of wargames?

The vendor area was very active. A friend gave me a new game on **Anzio** and **Cassino**. I was sitting next to some games being tested by their designers, once again demonstrating that this hobby depends on the unpaid zeal of so many history buffs who have something they want to say in a game and will spend hundreds of hours to do it. There was a big attractive game on the Roman Empire in the 3rd century.

Ace block designer Rick Young was often testing his new **Sicily** game. He said that **Leaping Lemmings**, which I reluctantly play tested a few years ago at **Monstercon**, is on the market. You could get a more accurate tally by checking tournament data, but my guesstimate is that that sort of casual game represents 80% or more of those played at this con. The games AHIKSers prefer is definitely a minority interest, although still alive. As I checked out new games offered, or under development, some didn't seem as nice as the offerings 20 years ago.

It's fun to stroll around trying to figure out the topic of a game. Like most wargamers, geography has always interested me, but one map had me puzzled for a few minutes until I realized that it was a slice of southern Italy relevant to the Salerno invasion, and the British raid on Taranto. Most of the "toe" and "heel" were excluded. The designer never came around, or I would've asked the function of two hex-wide bands bisecting the hex maps, evidently for units arriving, a curious feature I don't recall ever having seen.

Food isn't bad, with several snack bars set up, and a very tempting ice cream stand.

For me, the con just keeps improving, so I hope to return next year.

★★



The VP's Corner by Bert Schneider

Social Aspects of Wargaming?

Wargames: the human touch

Some of us in AHIKS choose to play wargames against a computer or strictly play solitaire. Most of us usually end up playing a wargame against another person. I recall decades ago when folks like Dr. Edward Feigenbaum (former Air Force Chief Scientist) talked about the advancement of computing with technologies such as Artificial Intelligence and Expert Systems. I had a chance to meet Dr. Feigenbaum and he is truly a remarkable man. The only question is where are those "intelligent" computing systems now? All you have to do is log onto your computer or dial into a customer service system to realize that we are decades (perhaps centuries) away from really intelligence systems (I don't think we'll have to worry about Skynet for the foreseeable future). If you've tried any of our "wonderful" game playing computer aids, you'll quickly realize the only way to play a war game is against another human being.

Games I'm playing now

Currently, I'm in the middle of four interesting games. Jeff Miller and I are just now starting Scenario #1 in **The Longest Day**. The other three are **Afrika Korps** with Bob Johnson, Allies; **Battle of the Bulge '64** with Charles Marshall, U.S., and **Russian Campaign** (L2 version) with Dave Turansky, Axis.

We're using different methods of game play (all via email). One with a spreadsheet, one using Cyberboard, and two with Vassal. So far, I prefer Vassal to Cyberboard as Cyberboard is a bit "clunky" (they could use a little bit of "intelligence"). Of course, I've played other AHIKS members as well. I'm almost at a physical limit to the number of games I can play simultaneously. The game cabinet I built holds a maximum of five games. Like many of us, I have a great deal of other commitments (wife, job, house to take care of, etc.). I do enjoy playing wargames (against a human—not solitaire), and I also enjoy sharing thoughts and ideas about a variety of subjects with my fellow gamers. I also enjoy my interaction with some of the AHIKS officers that I've been able to connect with.

Meeting AHIKSers—in the flesh!

I will say this about AHIKS, we have some really interesting people who are part of our society! Everyone I have met has a great story to tell and is fascinating with their interests, experiences, hobbies, and views of the world. While I have "met" many members via email, forums, and through playing games, I have had the chance to meet three fellow AHIKSers in person (Roger Eastep, Charles Marshall, and Cory Wells). While visiting my family back in Maryland when I first joined AHIKS, I stopped by Roger's home and saw his enormous game collection! He lived only a stone's throw from my brother's place. On a trip to the Bay area in California I had a meeting with some researchers at UC Berkeley. In addition to spending time with my daughter (she's a student at UC Berkeley) I was able to link up with Charles for a dinner of fish and chips (it was Good Friday!).

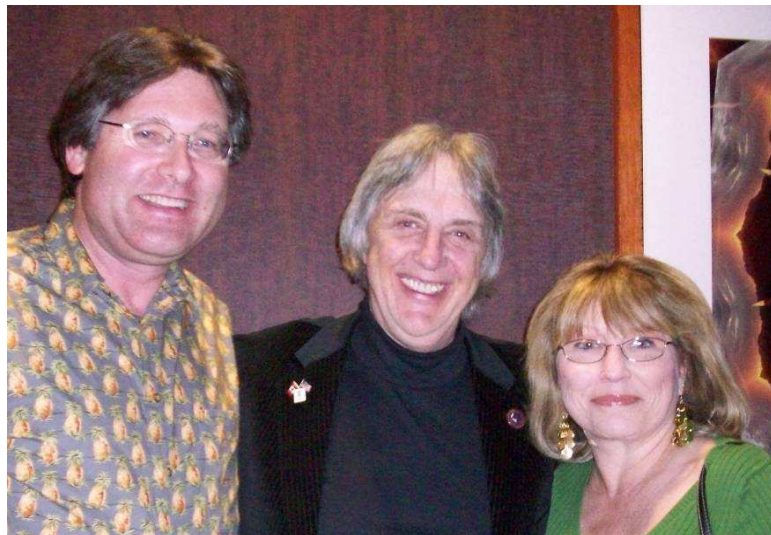
A few months ago, my wife and I attended a Three Dog Night concert in Arizona at the Wild Horse Casino. What an incredible show! After the show, Peggy and I got a chance to meet the band. When it was our turn to meet with the band members, we were embraced with warmth and friendliness by every member. Cory and I had played **Afrika Korps** previously, and we were both looking forward to seeing each other, having spent considerable time getting to

know each other via email and mail. What was really neat was the band members kept asking "Is this the guy you play wargames with?" Michael Allsup (their guitarist) asked me what side I played. I told him that I played the Germans. Then he asked who won. Cory told him that I had beaten him. Michael responded "Let me shake your hand again!" It was truly a night we will never forget! (By the way, the band is fantastic. They really put on a show!)

This brings me back to my opening thought. I'll pick on engineers for a moment (since I'm an engineer I can do that). Do you know how you can tell the difference between an introverted engineer and an extroverted engineer? Most engineers are somewhat introverted. An introverted engineer usually can be seen looking down at their own shoes. An extroverted engineer is a person who looks at someone else's shoes! Like engineers, some of us may be a little bit introverted (nothing wrong with that). If you think about it, AHIKS provides all of us (introverts and extroverts alike) opportunities to connect with interesting people and of course we can recreate historical battles. If you haven't already done so, come on over to the AHIKS.com web page and click on the AHIKS Social Network or the AHIKS Forum. While there, you can connect with fellow AHIKSers. Who knows, you might even meet them in the flesh, too!

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

★★



Bert, Cory Wells, and Bert's wife Peggy

WBC 2010 by Bill Watkins

Ring! Ring! “Hey Bill, it’s Jim, we can’t play golf next week.”

“Well, yeah, I told you I wouldn’t be available. What’s your excuse?”

“Oh, this is the time of year we take the trailer and head out.”

“Where you going?”

“Lancaster.”

“Hey, butthead, where did I tell you my convention was?”

Well, my major computer is broken, I’m exhausted, and I’ve got to pack for a flight to Albuquerque. *But*, I’ve now had my week at WBC and everything is *great!*

Once again, a terrific convention. Lots of new product, tons of tournaments, the usual great Amish food, friendly gamers, excellent Charles Roberts selections, and an all around top time. OTOH, I understand they will be awarding me a plaque for Worst Die Rolling In the History of Wargaming.

Started Tuesday afternoon. We got totally lost and hit a new (to us) Amish buffet in New Holland. \$12.99 including all the juicy prime rib you could eat. Andy Lewis of GMT had also discovered it and told us about a really good Chinese right across from the con hotel. The usual Amish places the rest of the week. Seven pounds later...

Learned **Elk Fest** the first night. Great little bar game. I’m buying copies for the Knights of Columbus bar. There were at least 100 folk in the late-night tournament. Only the teenagers had the stamina. Us old fogeys went down in the first couple of rounds.

Up early the next morning to show my expertise in **Storm Over Stalin-grad**. My opponent, a well-known

gamer Greg (whose last name I’ll never get right) Smidgens couldn’t keep a straight face. “I’ve never seen such horrible die rolling!” You throw two dice and go for high numbers. I couldn’t roll higher than a six, and he couldn’t roll lower than a seven. It got so bad, he threw a seven and hit me with a reroll card. He threw a twelve. Next turn, I threw a three, dropped a reroll card, and tossed Snake-eyes! They could hear me crying two floors away.

Tried **Ace of Aces** late that night, to see if it was the same Nova game from decades ago. It was. Missed the demo, as I got conversing with Mark Herman and John Butterfield. Got tossed into a tournament, had two minutes of fast learning, and won my first four combats. Unfortunately, my fourth was against Kaarin Engelman. God doesn’t like you beating the number two con director. I lost my next seven.

Tried GMT’s **American Rev** tournament the next morning. Told designer Mark Miklos to put me with a top player. I had promised my wife I’d go shopping with her. I only wanted to learn the system and *not* advance. Told my opponent that. Of course, I won **Guilford Courthouse**. Asked Mark to give me a really top player in the second round. Again, told my opponent I didn’t want to win. Beat him on the last turn of **Monmouth**. Took a really bad initial setup in **Brandywine** to lose the third round, while my wife sat in the lobby, steaming. Sigh.

Tried a couple of other tournaments I wanted to learn—and lose. Saturday was **World At War**. Since scenario designer Jeff Shulte bashed me 4 out of 5 at our last club meeting, I really wanted to shine. I drew Chris Storzillo, another local club member, for the first round. It took about two minutes for us to recognize my bad die rolling had returned. Big time! Worse, he kept pulling his chits first each turn, so he got four shots to my one. When I finally got close enough to charge, he pulled end of turn before pulling my chit! Jeff wandered by and said, “You know, I can’t figure out how to make the Russians win that one.” Thanks.

Chock full Dealer’s Room and a huge open gaming area. Butterfield was testing his new card driven Bulge game for GMT. I stumbled across John Ponsiske trying out his King Phillip’s Wargame and got a detailed explanation. Andy Lewis was kind enough to put aside a Pensacola for me. Belle and Blade blew my credit card away, including a soon to be released very cool looking movie on Poltava. ATO had the four Russian maps up for their upcoming four designer annual. MMP’s Ops Special is super chock full. Well worth the price.

I thought the Charlies were the best in years. I had told my wife Battles magazine would be a shoo in. Got that right. Also, the great Butterfield **D-Day At Omaha Beach** I gushed over here a year before it was published won, and John is now in the Hall of Fame. Mark Herman won best article. With the improved voting system (no more emails) voting was up 400%. A good sign.

Left Saturday for dinner with youngest son, fiancé, and her parents and an early Sunday tour of the cruiser Olympia. If you haven’t read the Olympia horror story on the web, go see it now. It’s closing this November, and if they can’t make up the funds their Executive Director stole...

All in all, a great week. See you there next year!

★★



Bert Schneider (left) and Charles Marshall

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.

1593 Tim Dekker, Ojai, CA
1594 David Bobchin, Brooklyn, NY
1595 Mitch Schwartz, Medway, MA
1596 Barry Roy, Montclair, NJ
1597 Bruno Passacantando, Canada
1598 Bill Krasner, Sandy, OR

*(Continued from page 7)***Best Board Game Graphics**

A Most Dangerous Time: Japan in Chaos, 1570-1584

Battle Above the Clouds

Liberty Roads
The Battle for Normandy
The Caucasus Campaign

Best Professional Game Magazine

Against the Odds, *Against the Odds magazine (ATO)*

Battles Magazine (by Olivier Revenu), *Battles magazine*

C3i Magazine (by Rodger B. MacGowan), *RBM Publications*

Operations, *Multi Man Publications, Inc. (MMP)*

Strategy & Tactics (by Joe Miranda), *Decision Games*

Best Amateur Game Magazine

Dispatches from the Bunker (by Vic Provost), *Vic Provost*

Le Franc Tireur (by Xavier Vitry and Associates)

Line of Departure (by Jim Werbaneth), *Jim Werbaneth*

No Turkeys, *Valgames*

Panzer Digest (by Gary Graber), *Minden Games*

The Kommandeur**Best Pre-20th Century Era Computer Wargame**

Campaign Austerlitz (by John Tiller), *HPS Simulations*

Crown of Glory - Emperor's Edition, *Matrix Games*

Field of Glory, Slitherine

Musket and Pike: The Renaissance (by John Tiller), *HPS Simulations*
Napoleon Total War

Best 20th Century Era - Modern Computer Wargame

Achtung Panzer - Kharkov 1943
Close Combat: The Longest Day, *Matrix Games*

Commander - Europe at War Gold, *Slitherine*

War in the Pacific - Admiral's Edition, *Matrix Games*

WW2: Time of Wrath, *Matrix Games*

Best Historical/Scenario Article

For a Few Acres of Snow (ATO #26) by Eric Grenier

For the People – 10th Anniversary Variant Rules (C3i #23) by Mark Herman

French Armored Forces - 1940 (Command & Strategy) by Philippe Naud

The Rise of the Mauryan Empire – Chandragupta History (C3i #23) by Stephen R. Welch

Their Greatest Day: From Disaster to Victory at Omaha Beach (World at War #5) by John H. Butterfield

Best Game Review or Analysis Article

1943: Tournament Scenario Analysis by Mark Herman c3i #22

A Most Dangerous Time (Battles magazine 2)

CC Stalingrad – Scenario #35: All the Salient Details by Rob Bottos & Kai Jensen, *C3i Magazine*

Liberty Roads (Battles Magazine 2)

To the Strongest – Strategy and Tactics in Successors (C3i #22) – by John B. Firer

James F. Dunnigan Design Elegance Award

John Butterfield

Clausewitz Award HALL OF FAME

John Butterfield

★★

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MSO-RATINGS

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**WEB SITE ADDRESS**

www.AHIKS.com

AHIKS Die Roller

Hello fellow members,

I hope you are enjoying the AHIKS Die Roller and getting some good rolls! You may have noticed recently that there has been a slight change to the system, however. The minimum number of sides that can be selected is now 6. The reason behind this restriction is a potential problem with the code and we're working to rectify the matter just as soon as possible. The options higher than 6 are still available. Although most games we play probably use a 6-sided die, if your game requires a roll of less than 6 sides I would suggest the following workaround until we can upgrade the system:

For a 2-sided roll, roll a 6-sided and indicate in the Comments box "Odds for 1, evens for 2". For a 3-sided roll, roll a 6-sided and indicate in the Comments box "Divide in half, rounding up if necessary." For a 4-sided roll, roll an 8-sided and indicate in the Comments box "Divide in half, rounding up if necessary." For a 5-sided roll, roll a 10-sided and indicate in the Comments box "Divide in half, rounding up if necessary."

I apologize for the inconvenience, and I hope to get the problem rectified as soon as possible.

Regards,
Charles Marshall
President
AHIKS

Basking

If you remember, in the first issue this year, 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!



Civil War reenactors, Arizona, 2010 Photo by O. DeWitt

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

AHIKS MATCH REQUEST FORM

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

Name _____ AHIKS number _____ Date _____

Address _____

Phone _____ email _____

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

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

Additional instructions/comments:

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

* Enter any or all of the following codes:

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

AHIKS Match Coordinator

Paul Qaltieri
 114 Barrington Court
 Summerville, SC 29485
 paul@pdqsc.com