

The Kommandeur



Volume 46 Number 1

A Publication of AHIKS

February 2011

From the President Charles Marshall

Hello Everyone! I hope the new year is treating you well and that you've started it off with some good wargaming! I have some important news and reminders this time around. First I'd like to remind everyone that we are now incorporating member-defined user names and passwords for access to the Member's Only side of the AHIKS website. From now on we will not be issuing a new password every two months. Instead you just need to send an email to my address (chasmash@sbcglobal.net) with your choice of user name and password. (To the many of you who have already done this, thanks!) The user name can be anything you wish. We only ask that you create a password with both letters and numbers and that it is at least 10 characters long. Please include your name and member number in the email. Once we receive your information you'll be granted access, and you'll never need to change your password again! We will also continue to use last month's user name and password (user name = AHIKS, password=SunkenRoad) until the end of February, just to ensure that nobody is unexpectedly "locked out," but after that time you will need to have set up your own name and password for access to the secure side of the site.

And speaking of the AHIKS website, I'd like to encourage everyone to take a look at what we have going on over there, if you haven't already. Point your browser to www.ahiks.com and you'll find a wealth of wargaming resources. Check out the AHIKS forum where you can read and discuss issues with other AHIKS members. Topics include game design, rules interpretations, strategy ideas, after-action reports, even an online game or two! Our upcoming

featured game will be **Wooden Ships and Iron Men**, gamemastered by Treasurer Brian Stretcher. Another great feature of the website is our ASN or AHIKS Social Network. Think of it as a "Meet the Members" page. There you can post as little or as much information as you wish about yourself, what part of the country you call home, your hobbies and interests, favorite games, what you're currently playing, etc. Only AHIKS members can view the pages so your information will only be seen by fellow AHIKS wargamers. Another great feature of the AHIKS website is the UCP or Unit Counter Pool. Brian Laskey, our UCP custodian has done an excellent job maintaining and distributing those missing pieces and parts that you need to make your old favorite complete. He's also noticed that it's become a handy recruiting tool for new members! Thanks, Brian!

Interested in volunteering for your Society? We currently have two Executive Officer openings available: Match Coordinator and Ratings Officer. Both positions require some spare time, connection to the internet, and willingness to help move our Society forward into the 21st century.

The Match Coordinator will need to be on hand to accept match requests via email, mail, or the AHIKS website and post those in both *The Kommandeur* and on the Open Match Request page of the website. His primary job of course is to find opponents for requested games, but there are other secondary duties such as maintaining records of current matches, creating and distributing OOBs and IRCKS and helping out in the direction and

modernization of the MC position. While we still support those who only game by mail, we're also offering more and more web-based tools. For instance, we'd like to allow match requests to be made via an online form so knowledge of the internet and software applications is a necessary requirement of the position.

The Ratings Officer's job is to receive and record the results of completed matches. These results are stored electronically into a system, and members' rankings are updated accordingly. These rankings are then provided to the Editor for inclusion in *The K*. Here, too, we'd like to go digital and put this information on the secure side of the AHIKS website where members (only) could see the progress of their fellow gamers. This position requires attention to detail and a desire to innovate and improve the position with current advances in technology.

Any individuals interested in either of these positions should contact me at chasmash@sbcglobal.net.

Some final reminders: Imagicon in Birmingham, Alabama, is coming up soon. Once again, AHIKS' own Tom Ten Eyck will be rolling out his Panzer Commander Tournament. Those of you in the Southeast U.S. won't want to miss it! Imagicon starts May 20 and ends May 22. Official site: <http://imagicon.org/imagine2010/>. Also, our own Paul Heiser will be at the ASL convention, West Coast Melee XIV in Irvine, California. The con will start February 24 and run to the 27th. Official site: http://www.socalasl.com/site/e107_files/public/wcm_xiv-prereginfo.pdf

Until next time, Happy Wargaming everybody!

★★

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 January 2011.

Alan Poulter
grognard@grognard.com

NEWS

List of wargames published in 2010

Well in time for the award season, a list of wargames published in 2010 is at: <http://grognard.com/info1/game10.html>. Have a browse of the list and consider: was it a good year?

NEW BOARD WARGAMES

Avalanche Press

Rome at War: Fading Legions covers eleven battles of the last of Rome's legions, at the close of fourth century AD. **Confederate States Navy** is the latest supplement in the **Great War at Sea** series, covering ten hypothetical battles. Ownership of **U.S. Navy Plan Gold** is necessary to play most of the scenarios included, and **Jutland**, **Pacific Crossroads**, **Mediterranean**, **Sea of Troubles**, and **Black Waters** are needed to play all of them. It is sold exclusively via download. <http://www.avalanchepress.com/index.php>

Clash of Arms

Persion Incursion: Israel and a Nuclear Iran covers a hypothetical Israeli military campaign against Iran, uses rules adapted from **Harpoon 4** for military action. <http://www.clashofarms.com>

Columbia Games

Shiloh: April 1862 covers the iconic American Civil War battle using a game system loosely based on that used in **Hammer of the Scots** and **Julius Caesar** but without any use of cards. <http://www.columbiagames.com>

Compass Games

From veteran designer Ted Raicer comes **Storming the Reich: D-Day to the Ruhr**, covering the Allied campaign to liberate Europe from the Nazis

The Kommandeur

from D-Day to the last battle of the Ruhr Pocket in April 1945.

Imperial Japanese Navy is an expansion pack for **Silent War** containing more Japanese ships while **Steel Wolves** is a solitaire game using the **Silent War** system to cover the German submarine war against Allied shipping, covering the period from 1939 to early 1943. <http://www.compassgames.com>

Critical Hit

Expansion 6—Killing Fields for the **Advanced Tobruk System** adds new vehicles and overlays. It requires **Advanced Tobruk** and American personnel and vehicle counters to play. In the same series **Kursk—Ponyri Station Metalgods** covers battles on the Eastern Front in 1943. <http://www.criticalhit.com>

Dan Verssen Games

Hornet Leader: Carrier Air Operations covers the service life of the F/A-18 Hornet from 1983 to the present day. <http://www.dvg.com>

Field Marshal Games

Field Command: Singapore 1942 Cards Expansion is a card-based expansion for **Field Command: Singapore 1942**, which is about the Battle of Singapore during WWII. <http://www.fieldmarshalgames.com>

GMT

The latest in the successful **Commands and Colors** series, **Command and Colors: Napoleonics**, covers battles between French and British forces. **Barbarossa: Crimea** is the sixth game in designer Vance von Borries' **East Front** series and covers operational combat in the Crimean peninsula during 1941 and 1942. **The Spanish Civil War** is an operational simulation of the entire war, with monthly turns until November 1936, bimonthly thereafter. <http://www.gmtgames.com>

Grognard Simulations

Death Ride Kursk: Gross Deutschland is a platoon/company level game of the Battle of Kursk focusing on the Gross Deutschland Panzer Division. <http://www.grognardsims.com>

Hexasim

Almeida and Bussaco 1810 is the latest in the **Jours de Gloire** series on tactical Napoleonic combat and covers three battles between Wellington and Massena in Spain. <http://www.hexasim.com>

Lock 'n Load Publishing

The **World at War** series covers a hypothetical 1985 war between the major Cold War powers. **The Untold Stories** covers battles of the Canadians, East Germans, Poles, Dutch, and Belgians. <http://www.locknloadgame.com>

MCS

Battle for Baghdad is a multi-player game in which players represent different factions vying for control of the governance of Iraq during U.S. occupation. <http://www.mcsgroup.org>

OSG

The Coming Storm is the latest in the **Napoleon's Last Battles** series from designer Kevin Zucker and covers four battles from 1806/7, Jena-Auerstädt, Pultusk/Golymin, Eylau, and Friedland. <http://www.napoleongames.com>

Trenchzone

Trenchzone is a strategic game of attack and counterattack set in the trenches of World War One. <http://trenchzone.co.uk>

Victory Point Games

Dennewitz 20, in the **Napoleonic 20** series on Napoleonic battles, is an expansion kit for **Grossbeeren 20** and requires ownership of this game. <http://www.victorypointgames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #266 contains **Julian: Triumph Before the Storm**, covering the history of the Roman Empire in 4th century AD.

World at War #16 contains **Partizan**, on the struggle between the Communists and the Axis occupation forces Yugoslavia from 1941 through 1944. <http://www.decisiongames.com>

Vae Victis #96 contains **Les Batailles de St Alban**, in 1455 and 1561 during the Wars of the Roses.

D'Overlord à Berlin (not a magazine game) covers the end of the Second World War in Europe on all fronts: east, west and Italy.
<http://www.vaevictis.com/>

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

Battles Magazine #5 contains **White October—The Last Assault on Red Petrograd, October 1919**.
<http://www.battlesmagazine.com/>

Command Japan magazine #96 will contain **White Death**, a new edition of the classic 1979 GDW original.
<http://commandmagazine.jp/>

NEW DTP WARGAMES

CHS

Winter Storm is an operational-level game simulating battles in the Stalin-grad campaign.
 Email: topkat@chariot.net.au

White Dog Games

Anzio II: The Fight for the Beachhead is a solitaire or two-player game on the first weeks of the Battle of Anzio. <http://whitedoggames.com/>

NEW WEB RESOURCES

Official Rules

Here I Stand (GMT) (2010 printing)
<http://www.boardgamegeek.com/file/download/6dur0vygma/HIS-Rules-2010.pdf>

Errata

Almeida & Bussaco 1810 (HC) <http://www.hexasim.com/bussaco/errataBussaco.pdf>

Fury in the East (MMP)
http://www.boardgamegeek.com/file/download/6gumtqydb1/Fury_In_The_East_Q%26A.pdf

Historia Romana (Flavio Ezio) http://www.boardgamegeek.com/file/download/6eti4a56vp/Historia_Romana_3.0_Errata.pdf

Labyrinth: The War on Terror (GMT) <http://www.boardgamegeek.com/file/download/6gnlfqflgq/LabyrinthErrataandClarifications.pdf>

Waterloo: Fate of France (L2)
http://www.boardgamegeek.com/file/download/6fainnwp2/Waterloo_-_FoF_-_Rules_Clarifications.doc
White October—The Last Assault on Red Petrograd, October 1919, *Battles* #6 (Battles) <http://www.boardgamegeek.com/file/download/6d8ohrkf7k/BarrageTabble.pdf>

Rules Translations

Sphacterie 425 av J.C., *Vae Victis* #95 (HC)
<http://www.boardgamegeek.com/file/download/6f1n5cglh8/rulesSphacterie.pdf>

★★

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: March, 31, 2011.**

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 \$5 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.

Book Review

by Tom Oleson

It can also be interesting to read fiction about campaigns you are interested in, and if the Winter War between tiny Finland and the huge USSR is one such, "Blood Sweat & Bears" should please you. Translated from the Finnish, and published by Brassey's (UK), it is a fictional, comedic story of a Finnish commando operating for the most part behind the porous enemy lines. Pretty good maps! Gives a good insight into the special conditions of that memorable campaign. It cost me £13.

★★

From the Editor

This is another issue where we have an abundance of articles. Again, the web version is larger than the print version and, of course, in color. Our thanks go out to those who contribute. Why not something from you?

There are three officer positions open. Give some thought to contributing some time to the Society. Your contribution will be appreciated by many.

This newsletter has changed very much since the first one in 1966. It has changed a good deal since my first issue in June 2002. At that time we had Regional Directors and no internet version of *The K*. The print was larger because there was not enough material to fill 12 pages. Your editor is the only remaining officer, although support officers Bob Johnson and Bill Perry are still with us. The three members who joined then are still AHIKS members: Art Dohrman, David Clemons, and Allen Evenson. The Perpetual Fund was in place, started by Bruce Monnin and Frederick Kraus, but almost no one knew much about it, including the Treasurer.

January and February are interesting months in AHIKS in relation to the paper *Kommandeur*. Some members want to change to the electronic *K*, but forget to tell anyone. Some want to keep getting the paper *K*, but forget to send in their money. Some people say, "Dues??!" All this even though it is printed in the December issue every year. Very interesting.

Tom



The Mediterranean 2010

by Omar DeWitt

The ship pulled out of Malta's harbor at 4:30 PM. At about 9 PM we went by the island of Stromboli, which has an active volcano. The island was visible in the dark, but there was nothing else to see, no sparks, no colored plumes in the dark.

The ship anchored off shore at Agropoli, which was the southernmost point of the Salerno invasion area in Italy. After a half-hour talk by Don Miller, we got into the ship's boat and



Don Miller and Carlo D'Este

went ashore. Another nice day. The group stopped at a war memorial near the beach where the 36th Division landed, then walked down to the beach, which looks like all other beaches, now. A few of the locals were there in swim suits, walking or lying in the sun. After making a stop at the Archaeological Site at Paestum, we had another long lunch.

We were taken to Borgo Barizzo to see the site of the "burned bridge" that stopped the German advance down the Sele River. The bridge has not been rebuilt, but two other bridges are nearby. If the Germans had come down the other side of the river, the entire landing would have been in great danger, since they could have driven right down to the sea.

The Tobacco Factory, which we visited next, is now in disrepair and



Tobacco factory

fenced off, but it is still standing. During the bitter fighting, it changed hands several times. The problem with the Salerno landings was too much territory, not enough troops. It was a close run thing. Clark, the U.S. commander, did not want a naval bombardment before the landing; he wanted surprise. There was no surprise. Kesselring had figured out where the Allies would land—at the end of the aircraft range from Sicily. Clark also did not cooperate well with the Navy. He did have a good publicity staff of 50 some people.

The following day we bussed up the mountain, around hairpin turns, on the two-lane road to Chiunzi Pass. Everyone got out of the buses, took a few pictures, asked "What happened here?", which no one could answer, and got back on the buses. Apparently this was the target site for Darby's Ranger force, which landed at the far left of the landing site. A long bus ride for a small sight.

We had a smaller lunch than the day before, and we ate with two employees of the ship. They do not have a yearly contract, but do have an idea of their schedule for the next four or five months. When they are on the ship, their duty is essentially 24 hours a day. We visited Pompeii again. Sue and I went off on our own to revisit a few sites and retake some photos. The site is still an exciting place to visit, and there were fewer people there this time. Americans are easy to spot because of their girth. The normal sized people could be from anywhere.

Sunday's trip was quite interesting. The Abbey at Monte Casino has been rebuilt, and it was visible from time to time as we drove to San Pietro. The village of San Pietro was built on the side of a steep hill, as are many villages and towns in Italy. It

was abandoned after the war, so it was one of the few things we saw that had verisimilitude. It was a steep climb up to the church and another steep climb up to the town itself. We were accompanied by a dog belonging to people who lived below. The streets, of large, flat stones, were about 10 feet across. The houses were also of stone. The village was not large, but the fight there must have been horrific.



The church at San Pietro

During the fighting, the citizens of the village retired to an underground cavern, which we visited. It was several hundred yards from the village. Small "rooms" were chipped out of the rock on the sides of the walkway. It was not an attractive place to live, but it was much better than being in the village.

After lunch, the lunches were always much too large, we drove up to Monte Cassino. The Poles, who took the Abbey in 1944, have a cemetery nearby. Well over a thousand are buried there. When the Russians moved into Poland in 1939, they captured thousands of Polish soldiers and sent them to Siberia. After Hitler invaded Russia, Stalin released the Poles who eventually ended up in the North African campaign and then in Italy. Our group left a wreath in the cemetery.

Several busloads of people were at Monte Cassino. Although I had seen pictures of the Abbey, I had not appreciated how massive it is. It is four or five floors high and has a very large footprint. Large areas open to the sky are inside. A wall of stairs lead up to the main church, which has been re-decorated as it was before the bombing. It also contains an Herbarium that sells various herbs, and a souvenir shop. The



Monte Cassino from the Polish cemetery

view from the “balcony” was indeed impressive, although it was very hazy. One of the members of our group said that there were only eight monks in the building, and three of them were sick. There is a maintenance staff, of course.

That was the best day of the trip because we were able to actually see objects that were pertinent to the campaign.

On the last day of the trip we bussed to Anzio. There is a small museum in the town, but it is only one smallish room in the museum the city runs. A local man met us as we got off the busses. He was 17 or so when the



Anzio museum

Allies landed in 1944, and he befriended them. His English was good, and he was rather excited with our being there. Most of the items in the museum were letters and photos behind glass in frames. Posters, movie banners, manikins in uniforms, some rusted guns and communication items were there. A short movie on a DVD in English could be watched.

The landing zone for the U.S. at Anzio is now a military base. My understanding was that it is owned by the U.S., but we saw only Italians. Permission to visit had to be gotten ahead of time, and we were accompanied by two “police” while we were there. The busses drove to two spots on the beach;

Carlo spoke to us at both of them. His assessment was that the landing force of two enforced divisions was too small to do much of anything; if four divisions had landed, they could have taken the Alban Hills and ended the campaign fairly quickly. Eventually, there were six divisions on the beach before the breakout. Sue gathered several shells and some sand from the beach, as did several other visitors. [She is willing to sell these valuable items. Ten dollars for a shell and five dollars for five or six grains of sand. Plus handling, packing, and postage, of course.]



The editor trying to make friends

After lunch, we made a visit to the U.S. cemetery, and a wreath was laid. Thousands of dead; our thanks go out to them.

That evening on the ship there were a series of parties. The National WWII Museum had one, followed by the Captain’s farewell party. Road Scholar had a short party where we mainly had a group photo, and Lila passed out small gifts to us all. Sue and I got a small, carved boat. Of course there was dinner. The DeWitts chose prime rib. During all of this we managed to get our bags packed.

★★

12.4 REINFORCEMENTS

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

- 1615 Peter Tsang Fournier, Canada
- 1616 Bill Gustafson Seattle, WA
- 1617 Robert Hawkins Mooresville, NC
- 1618 Stewart Nairn Glasgow, UK
- 1619 Soup Zahn Lakewood, CA
- 1620 Ross Jefferson Tiller, OR
- 1621 Gareth Lodge Edinburgh, UK
- 1622 Max Miller Phoenix, AZ
- 1623 Greg Aleknevicus, Victoria, Canada



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

User name = “AHIKS”

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

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

This is the last time this notice will be published in *The K*. Read page one.

Secretary's Notes Bob Best

Today is January 20, 2011, and I would like to wish all of you a Very Happy New Year! It seems like we were just starting 2010, and now here we are beginning 2011 already. Boy how time flies! And now might be a good time to talk about the projects worked on during 2010 by your Executive Committee.

One project that we had high hopes for during 2010 was to be able to post all of the back issues of the Avalon Hill *General Magazine* on the AHKS website. We had hoped to make it available to members for their personal use and enjoyment. I know that the AH *General* magazines are posted at another website, but that site's copyright statement of who owned the copyrights to the magazine did not quite ring true, so we decided to try and locate the true owner of the AH *General* copyrights. Copyright ownership is quite important, especially with all of the legal suits going on right now against forums and individuals who post copyrighted material on the web. It turns out that the true owner of the AH *General* magazine's copyright is Wizards of the Coast. We contacted them to see if AHKS could acquire rights to put the *General* magazine on our website for our members' use. Wizards of the Coast declined our offer and advised that they would vigorously defend their copyright to the fullest extent of the law, so this project did not come to pass.

We were more successful in developing and implementing an automated application form for perspective new members. The ability to fill out a data entry screen by prospective new members who visit our website and then have the website transmit the data to the Secretary for membership processing has made the application process easy. It increased the number of new membership applications quite dramatically. Since April 2010 our recruiting efforts coupled with our automated membership application process has resulted in 42 additions to our membership.

Another project that was done by the Exec Committee was to update and revise the AHKS on-line dice roller. There were a few cosmetic changes on the data entry screen that many of our

members may have noticed, but the real changes made a more robust and reliable dice roller with new and updated behind the scenes programming. This is now in place and operating.

Our AHKS social networking program was also updated. There is more information presented on each member's profile, and a better mapping system is now in place. Membership in the AHKS social network is slowly increasing. You will find a number of members posting there now.

Membership in AHKS can mean many different things to our members. Whether membership is just for nostalgia and good memories as you read your current issue of *The K*, or you are the most active gamer playing the newest game releases and looking for reliable opponents. The Executive Committee wants to make AHKS comfortable for you. Our goal is to provide members with the tools to have a great gaming experience no matter what you want from AHKS. We have the ICRK sheets and game aids for folks who still snail mail games with their opponents. We have a state of the art dice roller for those who want to play games by email or on line. We have a social network available for those who like the Facebook style experience. And, we also maintain the AHKS forum for those who want to host tournament style game play or run games like the **Air Force** and **Submarine** games that have been played there. The forum is also there for communications with other gamers and your Executive committee.

We know all of our members want different experiences and different levels of interaction with AHKS, and that is as it should be because *everyone* should enjoy our hobby in the manner that best suits them.

With that said, I would like to say one thing. I was surfing one of the public wargaming forum sites the other day and came across some posts by a few of our members. It was an interesting discussion about ideas for new AHKS projects. One of our members was asking what happened to the "Meet The Member" program

that was run for a couple of issues in *The K* awhile back. Another member posted a new form that would reinstate this program and a third member said he would take it to the Exec Committee to see if he could get it approved. So far, nothing has been received about this proposal by any member of the Executive Committee that I am aware of.

I like to see our members discussing AHKS no matter where they choose to do it. I do believe that the above members do not check into our AHKS forum site regularly or maybe not at all. This is ok and it certainly isn't necessary that any member use any of the services AHKS provides. However, had they logged into the forum, there is a "Suggestions" topic that is monitored by the Exec officers, and they could have proposed their suggestion there. The committee could have received the proposal and responded back to them right there on the forum. By taking the few minutes necessary to log onto the AHKS website and ask their question, they could have received an answer on what happened to the old "Meet The Member" program rather than let it linger on the public board in hopes that someone like me who has the answer might stumble over it and have the ability to post an answer there for them.

So, in response to the question asked by these members, here is what I remember about "Meet The Member" program.

All of the "Meet The Member" forms that were received by our editor were published in *The K*. The Exec Committee thought that this was a good idea even if we did not have any new "Meet The Member" forms to publish. The Executive Committee thought that the best way to try and continue this program was what turned into the current AHKS Social Networking Application on our website. Members can join the Social Network and post about themselves and their gaming wants and desires. We currently have about 35 or so members who have posted at the Social Network, and they are available to meet and "chat" with there.

I personally think the proposed program of posting member resumes in *The K* as recommended by AHKS

member Randy Heller is a good idea. It introduces the member to the club at large and by posting it in *The K* it brings this information to all of our members including the ones who do not have a computer or who do not wish to use the Social Networking application we have on the website.

There is one requirement that must be met in order to run this program, and that requires the participation of the membership. We cannot print what we do not have! So in order for Mr. Heller's proposal to be successful we need members to contribute their information. I will start this off here today and be this issue's "Meet the Member."

In order to continue the program, I invite Mr. Heller to submit his resume for inclusion next issue. In fact I invite everyone to submit their resume, and I will insure they get published here. I also invite all of our members to take a look at the AHIKS website and see what is new there. And please, if you have any suggestions, proposals, complaints or comments, take a couple of minutes and post them on the forum. The Executive Committee officers monitor the site, and we can respond to you in a timely fashion.

Here is Mr. Heller's "Meet the Members" proposal form taken from his posting on that "Other" public gaming forum.

To get to know others, it would be great to see the start of a "Meet The Members" program within the pages of *The K*. (This was done within the IGA years ago and was very successful.)

Essentially, the member's name is announced, with the following information:

- Age
- Address
- Background
- Year Started Gaming
- Approximate Number of Games Owned
- Favorite Game
- Reason
- Least Favorite Game
- Reason
- Pet Peeve
- Hobbies
- Most Memorable Gaming Experience
- General Comments

Of course, it would be possible to list other notables, such as %

time spent solitaire gaming vs. f-t-f vs. email and AHIKS W/L record, etc. Basically, it's wide open.

Include the questionnaire as an attachment or enclosure and submit for publication on a space available basis, at least one or two per issue.

MEET THE MEMBER

I am going to just write this out in narrative fashion, but I will try to cover all of the items listed in Mr. Heller's proposed format.

Bob Best, AHIKS # 552.

Currently holding the AHIKS Secretary position.

I am 62 years old and I am married. My wife's name is Sue. We've been together for 43 years and married for 41 years. We have two daughters. Sasha is the oldest. She has her PhD in neuro-psychology and works with returning war vets who suffered head injuries in our latest middle-east wars. She is also a gamer. Our youngest daughter, Ashleigh, is a History major at the University of Nevada. She has been gaming since childhood also. Sue and I have been retired for 11 years now. Sue was a systems analyst and program manager for a major multinational oil company. I had a career in law enforcement and retired from the California Highway Patrol.

My other hobbies include collecting early Colt double action revolvers. I have written a book on these early double action models, and the



book is now in its third printing. I am currently working on a second volume that covers the use of these guns by the Army and the Navy of the period. I have done considerable research in the National Archives and the Connecticut State Library where Colt's records are housed. History is another interest of mine. I maintain a reference library of several hundred volumes on military studies from the Civil War through Vietnam. I have also had several articles published in various collector firearms publications, and I am a member of the Colt Collectors Association and the Smith & Wesson Collectors Association. I also frequent the Colt Collectors forum on the web. You can often find me there. My "handle" is COLT-DAGUY. That stands for COLT Double Action GUY. You may see that same "handle" on the AHIKS forum! ☺

I also like World War II era "Warbirds." Sue and I are plane sponsors for the Collings Foundation's B-17 "909." We hope to ride the B-17 from Phoenix over to San Diego during this year's air show touring season.

Role-playing is one of my favorite forms of gaming, and I get plenty of opportunity to reenact western history by participating in Cowboy Action Shooting events. This is a very popular sport where adults dress in costume and reenact western historical gunfights. CAS clubs across the nation sponsor these events, and it gives you a chance to meet people and "relive" the old west as shown in both Hollywood movies and history. If I did not exceed my allotted column size there is a photo of my CAS persona "Nevada Bob" shown below.

Another role-playing event that I attended was the 1st "Bomber School" hosted by the Collings Foundation. This was a 3-day experience where we got to be the crew of their B-24 bomber "Witchcraft." It included gunnery school and an orientation on bomber operations, followed by an actual bombing mission where we dropped practice bombs on a target from the "Witchcraft." Collings Foundation had reenactors acting as the school staff and ground crew for the event. We fired 50 caliber machineguns and were issued blank ammunition to fire at "enemy" planes attacking the bomber on the way

(Continued on page 8)

(Continued from page 7)

to target. Think "12 O'Clock High" here. It was a way cool role-playing game! 😊 I wrote an article that appeared in *The K* about it with photos that was published awhile back. A great role-playing game experience!

I have also flown the C-F's P-51C Mustang fighter. There are only 5 fly-



able P-51C models in the world today. My wife gave me an hour's worth of flight time in the "Betty Jane" as a gift. A photo of me with the Betty Jane is posted below. Anyone interested in the "warbirds" and flying these great planes can find more information at this link. www.collingsfoundation.org/

Another of my hobbies is model railroading. I am interested in the

schedules and meeting day-to-day train operations with my "train crew." I have included situation cards and other daily problems encountered by real-world train crews that must be overcome. It's another great role-playing game experience! There is a photo below of Extra 5302 switching cars at Fernley taken on my model railroad layout.



Southern Pacific railroad and have modeled my 14x17 foot model railroad after that section of the SP railroad's main line located around Fernley, Nevada. We have a second home in

Another major gaming hobby of mine is the on-line gaming experiences provided by the XBOX-360 and the PS-3 game systems. I really enjoy "Battlefield - Bad Company2"

and "World At War." I play regularly with my son-in-law who is a research chemist with a major multi-national oil company and his cohorts. If you are up for a good experience come join us on line. My character's handle is "REB SOREL" and you can find me there!

Another hobby of mine is collecting U.S. Air Force shoulder patches. I collect them from the era of the U.S. Army Air Corps (1939) through the modern Air Force of today. If you have any patches to sell or trade please contact me. Patch collecting is another great hobby of mine.

Moving on here. I have been wargaming since 1960. My first wargame was AH's **Tactics II** which I still have. Counting magazine games, I have over 600 games in my wargaming library. I have been a member of AHIKS since the late 1970s.

My favorite form of gaming is role-playing. I like to role-play in the "Traveler" Universe. For those that might not know, "Traveler" is a hard science fiction role-playing game set in far future. It started back in the late 70s and has been developing for the last 30+ years. I think I have just about every early "Traveler" publication up to about 2000 or so. I have lost track of some of the smaller companies who have been doing "Traveler" since then and every now and then I find new material I don't have yet available on ebay.

The reason I like role-playing games is that you can "act out" just about anything that you have ever imagined. It is a good training tool as well. When I was a shift supervisor in



law enforcement we used to play "Traveler." One of us would act as gamemaster, and we would pass moves and story lines along from shift to shift. Usually it was a police style scenario with some players being the "cops" and others being the "bad guys." These

were great team building exercises and also increased the squad's camaraderie and moral. We developed characters that have lasted to this day and are still mentioned in correspondence with retired fellow officers. My daughters played in these games when they were kids and even now a retired fellow sergeant who used to play makes occasional comments about "burning my daughter's Barbie collection" in the game after he tumbled to her true identity! Fun memories for both of them and me too! ☺

One of the most memorable gaming experiences was a party hosted by a fellow Sergeant. He knew people at the local TV station and got them to make a video that was played on his TV during the party. The video gave out investigative leads for the players. He set the whole thing up, kind of like "host a murder" but as the "Traveler" game we were playing. The wives and girlfriends got involved and played along too as minor and major characters in our game. Fun was had by one and all. It was quite an event and I still remember it vividly! ☺

I am also currently working on a novel that features the exploits of this crew of adventurers in the "Traveler" universe. I have saved all the adventures we played and I am weaving them into what I think will be a great story line. I enjoy writing stories so this too is another enjoyable experience for me.

My role-playing carries on into my current gaming. I like solo games, like **B-29 Superfortress** that is featured on the After Action Report section of the AHIKS forum. Part of the fun of playing the game is developing the character's backgrounds. I have done this with the characters that crew the "Sweet Sue" my B-29 in the game. I have written some detailed accounts of the "Exploits of the Sweet Sue" for Steve Dixon's 30th Bomb Wing game and posted them on the forum. Here is the link to the 30th Bomb Wing for those that might be interested in reading about the other 35 players' exploits in the game. www.skdgaming.com (Pick the B-29 tab inside.)

I do this same type of character development in other solo games or games with character possibilities that I play. The adventures of the U-128 which is attacking Convoy HX-229 in the AH **Submarine** game that is being

played on the AHIKS Forum come to mind. I like to do the historical research to make them as historically accurate as possible when I write them up.

I also do playtesting of wargames and scenario design. I am currently one of the playtesters for a new solo game called **Picket Duty** designed by Steve Dixon. It puts the player in the role of a World War II destroyer Captain assigned to a picket station during the Okinawa operation in World War II. You have to fight off Kamikaze attacks and keep your ship afloat to be successful. Lots of good action with allocating damage control parties, selecting gun turrets to attack enemy aircraft, and lots more bells and whistles that make this game really interesting for me. It has reached final development stage and will be offered soon.

Flipping back up the page to review Randy's questions, I found I did not answer the following ones.

The last face-to-face game I played was a match of AH **Midway**. This was about two years ago with my cousin. We used to play this game as kids and every now and then we sit down and play it still.

99% of my games are played by email, on-line or on the AHIKS Forum. I currently have four of the SPI Quad Games going with other AHIKS players. The games include; **Arnhem** from the "West Wall Quad," **Mukden** from the "Modern Battles Quad," **Shiloh** from the "Blue and Grey Quad," and **Crusader** from the "North Afrika Quad." I have been playing these games with other AHIKS members since they came out about 25 years ago. I also am playing in a multiplayer game of AH's **Flight Leader** that is non-AHIKS sponsored.

As for my win/loss ratios, I can honestly say that I don't know what they are. Many games I play with AHIKS members have not been reported by mutual agreement as we play them for the enjoyment of the game and the camaraderie. Of the ones that are reported, I have not checked the stats in years so I can't tell you what they are. Of the non-AHIKS sponsored games I play, I don't keep track of wins and losses. I play the games for the fun of it. As I

have said many times, I could play Custer at the Little Big Horn and still have an enjoyable, fun time playing the game! ☺

Well, I hope you all enjoyed reading my resume here. Again, I invite Randy Heller to send me his resume as well as any of you that would like to introduce yourself to the membership. If I get resumes, I will see that they are published.

And, now let us introduce and welcome a number of new and returning former members that have joined AHIKS since the last issue of *The K*.

Peter Tsang # 1615 Fournier, Canada
Bill Gustafson # 1616 Seattle, WA
Robert Hawkins # 1617 Mooresville,
NC

Stewart Nairn # 1618 Glasgow, UK
Soup Zahn # 1619 Lakewood, CA
Ross Jefferson # 1620 Tiller, OR
Gareth Lodge # 1621 Edinburgh, UK
Max Miller # 1622 Phoenix, AZ
Greg Aleknevicus, #1623 Victoria,
Canada

And, returning former member,
Ron Gregory # 1366 Vienna, VA
So, Gentlemen, *welcome* to
AHIKS!

And now my bi-monthly reminder. If you have a change of address or get a 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 subscription to AHIKS is uninterrupted.

I hope everyone has a really great 2011!

Until next time, Happy Gaming to you all! ☺

★★



The VP's Corner by Bert Schneider

The Future of AHIKS

"The future ain't what it used to be."

Yogi Berra

The Past

Those of us who have traveled around the sun for many, many decades may recall some of the early days of the war gaming hobby. The market was dominated by just a few gaming companies. Wargame clubs and organizations sprang up all over. Schools were the first natural place for these early wargame hobbyist to gather (either at high schools or colleges). If a wargamer couldn't find an opponent to play nearby, opponents could be found through resources, such as the Avalon Hill *General* magazine. Those of us who played via mail, took painstaking effort to write down all the moves and combat operations and then used techniques such as the stock market results to determine combat results. The chore of playing games by mail was tedious, but we had fewer distractions in those days (only a few television channels, no Internet, no email, no texting, etc.). Of course, in the forty years since I first got involved with this hobby (I got out of the hobby in the 1980s but got back in about six years ago) our hobby has changed significantly. We have many sources of wargames. Partly due to the Internet we have seen a resurgence of the hobby not only in wargames, but in board games in general. We have many media outlets to share our wargame hobby with others (such as the AHIKS *Kommandeur*, web pages, etc.).

"The farther back you can look, the farther forward you are likely to see."

Winston Churchill

The Present

While we have some members who have been involved in war games for as long (or perhaps even longer) as AHIKS has been around, we've had some new members join our ranks. AHIKS now has close to 250 members. We are growing in terms of not only membership but in our capabilities, thanks to some fine dedicated people and the leadership of Charles Marshall.

AHIKS has a robust web page, a great newsletter, a dedicated die-roll server, forums for discussion and on-line game play, and many other services. We've dabbled with a social network map. We've added a new on-line membership application, and we are working on the next steps for better match coordination.

The Future

While we kind of know where we came from and how we got here, the real question is "where do we go from here?" I have some ideas of my own, but the fact is I don't pretend to really know what our members are interested in. I have some ideas of my own (based on the fact that I like to play wargames) but I'm just one person. For example, I would think anyone who has joined AHIKS would first and foremost enjoy playing wargames. Since this hobby requires an opponent to play a game (unless someone is only interested in playing solitaire, collecting games, or designing games), I would suspect most members like myself are always interested in challenging game play of their favorite wargame. There may be other services our members are looking for from AHIKS. For instance, I've had several members ask me if AHIKS could sponsor a tournament at a gaming convention. Is this something we want to do? The first step is relatively easy (identifying what we want to do). The second step is always the most difficult (finding someone who will volunteer to do the work).

With our growing membership, do we continue moving AHIKS into the twenty-first century? Do we reach out to more potential members? Do we try and become "The" wargame society or organization that focuses on what wargamers really want? These are all important questions, and, rather than make assumptions or dictate my personal biases, I feel we should survey our membership (and even survey wargamers outside of AHIKS) to find out what our members really want. After all, AHIKS is about all of us—not just the AHIKS Officers or special-interest groups (gee, I'm starting to sound like a po-

litical analyst). Sometime this year, the AHIKS Officers plan on conducting another survey. We want to use this survey to help us chart a course for the future of AHIKS.

"The future's so bright, I gotta wear shades."

80s band Timbuk3

★★

Unit Counter Pool News from Brian Laskey

Finally there are a few items to report. First, I'd like to thank Peter Fayers for his generous donation of various items to the UCP and the same goes to Randy Heller for his assistance in helping another member with needed counters. Secondly, please note that my email address has changed and is now AHIKS-UCP@COMCAST.NET. Also, you must include your AHIKS number when making a request from the UCP. I have been getting numerous requests from non-members, and your number is the first line of defense in keeping the UCP services in-house. Thanks.

Happy Gaming and Be of Good Cheer!

★★

Book Review by Tom Oleson

I try to read everything available about the Italian campaign in WW2, which is why I bought "A Military History of India and South Asia" published, as so many less popular books are, by a university press—Indiana U. It had useful information about the Indian role in Italy. Anybody with a basic interest not only in history but in current affairs, where India plays an increasingly important role, should find it worth reading. These are not the topics we find more often among wargames, but I found the history of the British conquest of India, the role of India and Burma in WW2, and the later Pakistan-India-China clashes to be quite interesting. Perhaps one day I will find a book with satisfactory maps. This one has a few, but not easily read. Sorry, price not shown.

★★

BOOK REVIEW: Three Cheers for the Remainder Table!

by Bill Watkins

I have a regular path through Barnes & Noble and Borders. First to the magazine rack for the British computer magazines (they come with DVDs of tons of useful software). Then to the new SF paperbacks and a swing by the new books table. Last, and most satisfying to the heart, is the remainder table.

Let's face it, books that will interest us gamers tend to migrate to the remainder table. Doesn't do much for the authors but certainly helps our pocket-books!

I've had some really good luck lately. One outstanding tech book and two very enjoyable histories. The tech book is something I've wanted for a long time. Wandering through Borders before going to see "The King's Speech" (a truly great movie if you haven't indulged already), I found a delight called "Tanks and Armored Fighting Vehicles Visual Encyclopedia." Over 1,000 color drawings for only \$9.99.

I'm already in love with this book. Decades of staring at tiny little top-down views of vehicles on ASL counters and little side-on ink blot views on most other wargame counters have left me totally frustrated. I've never found a truly useful reference in book form or on the web. This book does it for me.

It doesn't have every bit of information you might want. No production data. What you get is a well-organized listing with very clear drawings. Each two pages is a topic. The more popular tanks get a full two-page spread with different views. The remainder are two-page topics with 5 pictures of different vehicles, such as "Panzer III Late Variants."

There is a topic for the Spanish Civil War, including drawings of a T-26, BT-5 (two variations), the Pkw 1, and the Fiat L3. Topics include "Development of Prewar APCs," "Japanese Early War AFVs," and even a topic on "Defending Poland," with 5, count them *five*, Polish armored vehicles!

In 400 plus pages, you get over 200 topics like this, ranging in time from the beginning to the present. For each vehicle, there are a couple lines of commentary plus Crew, Weight, Di-

mensions, Range, Armor, Armament, Powerplant, and Performance (Speed).

Well worth it. If you can't find it at Borders, I found it online at Amazon and BAMB, published by Amber Books of London. The edition I got is 2009, reprinted in 2010.

The enjoyable histories are both by famous writers better known for other books. The first is terrific history, the second is a great read. The first is Nathaniel Philbrick's "Mayflower." Yeah, I know it was well received, but there it was on the B&N table for only \$6.98! It's a great companion for your copy of John Ponsike's newish MMP game **King Phillip's War**.

Philbrick covers far more than the Mayflower. From the first stumbling steps on the shore, he takes the early settlers of New England all the way through King Phillip's War.

It is a good read all the way through. Let's face it, this is a period of history ignored in school. Philbrick takes us through the incredible hardships, the stunning deaths, relations with dozens of Indian tribes (most of whom didn't have much use for each other), the hard business decisions being made in England, and some of the most fascinating characters I've run across in American history. I don't believe I've ever run across Benjamin Church. He has to rank as one of our great battle captains.

The author did fall down badly in one respect. I don't see how he could have avoided mentioning my family, which got here in 1629 and was involved in all the neat stuff. But, Philbrick does such a great job describing the rest, I'll forgive him.

The other book does mention one member of my family, but he describes John Hawkins as a thief. Granted, he was a thief, but he was a very good one!

The book by Tony Horwitz is "A Voyage Long And Strange." I understand Horwitz is well known for "Confederates In The Attic." I missed that one, the reviews were too cutesy. "Voyage" was such a terrific read, I am definitely going back and reading "Attic."

Horwitz tells the story of discoveries of the New World, from the Vikings through the later Europeans. Then he does something really terrific, he goes out and retraces their steps. It is a great adventure.

Can you imagine driving around following the routes of De Vaca and De Soto, of Ponce De Leon and Gosnold? It makes for an engrossing read.

Horwitz finds a family of Spanish heritage in Colorado. Don't you dare call them Mexican. They were in Colorado before there was a Mexico. They never were part of Mexico. Period. Fascinating.

My favorite was his trip to the Dominican Republic, to discover a battle fought by Columbus against local Indians. He is warned before leaving that Dominican cops are as corrupt as you can get. Don't do anything to come to their attention!

A local driver takes him to the site of the battle. On the way, they are zooming down a major highway. Oops! A cop with radar catches them. Horwitz almost has a stroke as he realizes his and other every driver is now speeding up! The driver explains the cops are so corrupt they are only given a couple of gallons of gas for their cop cars. If they were given more, they'd drain it and sell it. So, when a cop sees you speeding, speed up! He won't come after you if it means a chase!

The book is filled with lovely back-road discoveries, both now and 600 years in the past. De Soto's men can't forage food, their attacks of the previous year left the Indians nothing to plant. Present day towns celebrate history they know never happened.

Again, you are going to find stories you never knew: the massacre of Huguenots in Florida, an old Indian woman bitter at racial witch hunts. Good stuff.

I did end with one regret. I found myself wishing I were young enough to go follow and discover some of this history for myself. Too much wonderful history, too little time.

★★



Monte Cassino today, looking south

CENTRAL OFFICES

PRESIDENT

Charles Marshall
129 Corte Alta
Novato, CA 94949
(415) 459-8699
chasmarsh@sbcglobal.net

VICE PRESIDENT

Bert Schneider
Oro Valley, AZ
bertnpeggy@comcast.net

TREASURER

Brian Stretcher
5282 Deer Path
Milford, OH 45150-9418
(513) 576-6466com
Doctorlaw@juno.com

MATCH COORDINATOR MSO-RATINGS

Open

EDITOR/PUBLISHER

Omar DeWitt
1580 Bridger Road NE
Rio Rancho, NM 87144-1579
(505) 891-8846
AHIKSomar@cableone.net

SECRETARY

Bob Best
PO Box 5174
Concord, CA 94524
b52bob@prodigy.net

JUDGE

Dave Bergmann
PO Box 9009
Santa Rosa, CA 95405
opusone1945@sonic.net

RATING OFFICER

Open

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

WEB SITE MANAGER

Open

WEB SITE ADDRESS

www.AHIKS.com

SUPPORT SERVICE OFFICERS

MULTIPLAYER COORDINATOR

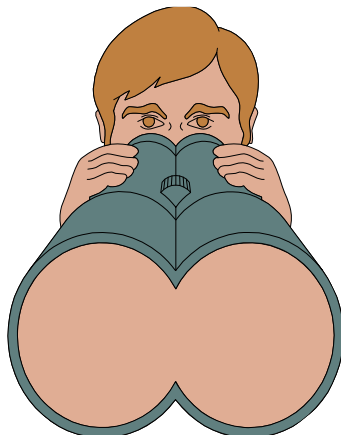
Robert Johnson
338 Lexington St
York, PA 17403
bobjinpa@comcast.net

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net



Upcoming Events



Feb. 4-6, Warwick, RI
TEMPLECON 2011
<http://www.templecon.org/11/>

Feb. 18-19, Salt Lake City, UT
SALTCON
<http://www.saltcon.com/>

Feb 18-20, St. Paul, MN
CON OF THE NORTH
<http://www.conofthenorth.org>

Feb 18-21, Los Angeles, CA
STRATEGICON: ORCCON
<http://www.strategicon.net/>

Feb. 18-21, San Ramon, CA
DUNDRACON 35
<http://www.dundracon.com/index.php>

Feb. 18-20, Ottawa, Ontario
GAME SUMMIT 2011
<http://www.gamesummit.ca/index-eng.php>

Feb 23-27, Charlottesville, VA
PREZCON
www.prezcon.com

Feb. 24-27, Mansfield, MA
TOTALCON 25
<http://www.totalcon.com/>

Mar. 4-6, Columbia, MO
RAGNAROKON
<http://ragnarokon.com/index.html>

Mar. 4-6, Platteville, WI
PLATTECON
<http://www.plattevillegaming.com/plattecon/>

Mar. 4-6, Kearney, NE
KEARNEY AREA GAMEFEST
<http://www.kearneygamefest.com/>

March 10-13, Lancaster, PA
COLD WARS
<http://www.coldwars.org>

Mar. 11-13, Boston, MA
PAX EAST
<http://www.paxsite.com/paxeast/index.php>

Mar. 11-13, Indianapolis, IN
WHO'S YER CON
<http://www.whosyergamers.org/wygms/>

Mar. 18-19, Saint Louis, MO
FEAR THE CON 4
<http://www.conplanner.com/ConventionHome.aspx?c=37>

Mar. 18-20, Stamford, CT
CONNCON
<http://www.conncon.com/>

March 25-27, New Albany, IN
(suburb of Louisville, KY)
NATIONAL BLOCK PARTY
<http://www.ohiovalleygamers.org/nationalblockparty.html>

Mar. 25-27, East Peoria, IL
SPRING OFFENSIVE
<http://www.spring-offensive.com/>

Mar. 25-27, Hickory, NC
MACE WEST
<http://www.justusproductions.com/>

Apr. 2-3, Albany, NY
BADCON 2011
<http://albanybadcon.com/>

Apr. 2-3, Granville, Ohio
DEN CON 2011
<http://www.wix.com/dencon/2011>

April 8-10, Lincolnshire, IL
LITTLE WARS
<http://www.hmgsmidwest.com>

Apr. 15-17, Carbondale, Illinois
EGYPT WARS 2011
<http://www.castleperilous.com/>

Apr. 29-May 1, Janesville, WI
2011 SPRING GAMING HOOPLA!
<http://www.gaminghoopla.com/>

April 30, May 1, Kenosha, WI
MIDWEST OPEN 2011
AREA1@ATT.net

May 20-22, Fort Worth, TX
TEXICON
<http://www.texicon.net/>

May 26-30, Doubletree Bethesda
(Washington D.C.)
NATIONAL EUROGAME CHAMPIONSHIPS
<http://www.prezcon.com/necdc/>

May 27-30, Los Angeles, CA
STRATEGICON: GAMEX
<http://www.strategicon.net>

August 1-7, Lancaster, PA
WBC
<http://www.boardgamers.org/>

August 12-14, New Orleans, LA
HEAT OF BATTLE V
<http://www.nationalww2museum.org/calendar/educational-wargaming-at-the.html>

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

★★

Carlo D'Este: A Short History of the Battle for Sicily

This continues from my trip to The Heroic Shores exploring WWII sites in the Mediterranean. I taped and wrote out speeches by Carlo D'Este and Donald Miller. This piece took place in Sicily on the drive to Syracuse. O.D.

The British landings at Syracuse and the other spots on the eastern coast were all a success. So the immediate idea was that the British 8th Army would begin driving north toward Catania. Montgomery, the 8th Army commander, had his eye on Catania as one of the key objectives. Catania sits on the coast at the base of Mount Etna and was considered by the British as the most important objective that they could take once they had secured their D-Day objectives. So in order to do this they sent their infantry units and everything north.

But unlike what happened at Drillo and other spots in the American sector, the British ran into very, very stiff resistance. The German commander who was in charge of the brilliant defense north of Syracuse, was a Colonel named Wilhelm Schmalz, and he was in command of Taskforce Schmalz. His defense was so strong and so powerful that he ceded ground very slowly and it became obvious to Montgomery very early on in hours after D-Day that it was very unlikely that he was going to get Catania either quickly or even at all. So what does he do? He decides that he is going to launch a surprise airborne operation and he alerts the first parachute brigade which is based at Kairouan, the city we went through on the way to Kasserine Pass a couple of days ago. The idea is that he is going to drop almost 2,000 paratroopers from the first parachute brigade about 1 am on July 14. He is going to drop them in front of a place called Primosole bridge, which is a bridge that spans the Simeto River, which is just a couple of miles south of Catania. If you can get that bridge and get across, Catania is probably going to fall. So he sees the Primosole bridge as the key to getting Catania. So they alert the airborne that they are going to make this drop. Now, to make a drop of the sort they decided to plan—in the dead of night—and they're going to drop them at a couple of hundred feet... I mean it's a very, very dicey, dangerous operation. So,

they undertake it. And what happens? Murphy is along for the ride. Disaster entails. Some of the paratroopers and gliders are shot down, some make wrong turns and don't make it, some turn back. If anything could have gone wrong, it went wrong with that operation. Out of the nearly 2,000 paratroopers who started, barely 300 land astride Primosole bridge.

Interestingly enough, the senior paratroop commander who was able to land, with his second parachute battalion, is a fellow named John Frost. Now some of you may recognize that name. This is the same John Frost who defended Arnhem Bridge in 1944. That famous bridge too far. John Frost and his second battalion achieved fame in 1944, but they really earned their fame, which was really little known at the time, in 1943. It was their attempt to take Primosole bridge. So they're establishing positions preparatory to launching a military operation against the bridge. Well, what they didn't know is that the Germans were thinking along the same lines. Albert Kesselring, the German Commander in Chief in the Mediterranean, was a very astute individual, and he took a look at the map of Sicily, and he, too, sees Catania as a place that he's got to hold. The next thing he looks at is Primosole bridge. He alerts the 1st parachute brigade of the German airborne division. So about the same time as the British are planning their airborne operation, the Germans are doing the same darn thing. What they would do is parachute drop the 3rd Regiment into Sicily as an advance guard. And they, too, dropped a few hours before the British at Primosole bridge.

Now, a little bit about the 3rd Parachute Regiment. This outfit was one of toughest, most gallant German units that fought in the second World War. This unit is the same one that ends up at Cassino a few months later. The defense of Cassino was really made and keyed by Lt. Col Ludwig Heilmann, who was commander of this regiment. So, here they are. There are two airborne regiments, neither knows the other is there. What ensues over three days, with some British infantry that is

brought up finally, is one of the most savage battles of WWII. It's a fight; we want the bridge; they're damned if they are going to give it up. This battle goes on and blood is shed over a period of days and ultimately what happens is that the British do not get Primosole bridge. They do not cross Simeto River. They do not get Catania. And this changes the entire strategy of the Sicilian campaign.

Montgomery, whose idea it was, and whose bold plan was to seize Catania, realizes that it doesn't appear that he has any chance of seizing this key town. What does he do? The entire strategy is geared to this little thing called Mount Etna. Because Mount Etna is in the way. Catania is at the base on the eastern side. The mountains of Sicily beckon on the left. He changes his strategy. Instead of going up the coast, seizing Catania, possibly, very likely, opening the road to Messina, and ending the campaign very, very early, he is now forced to do a left hook around Mount Etna and into the savage hills and mountains of central Sicily. Now this was tailor made for the Germans. By being able to defend the mountains and passes, they were able to prolong this campaign by a considerable period of time. Even though the Sicilian campaign lasted only to 17 August. It would have ended a lot sooner if Primosole bridge had fallen in mid July.

The fact that it didn't now caused this battle of attrition that goes on for a period of days and weeks. As the Canadians and the British advanced slowly and bloodily up around Mount Etna. It made this campaign very, very difficult and very costly for both sides. The Germans adapted very quickly to the terrain here. As they did everywhere they fought. They would later do the same thing in Italy that they did here in Sicily.

Carlo D'Este is the author of several books. The four I have are "Patton, A Genius for War" (1995), "Bitter Victory, the Battle for Sicily" (1988), "Fatal Decision, Anzio and the Battle for Rome" (1991), and "Warlord, A Life of Winston Churchill at War" (2008). The publisher is Harper.

So while this is going on, Patton's Seventh Army is also advancing into those hills that we saw yesterday, and progress is coming along fairly well. But 7th Army really has no mission. The basic mission of 7th Army is to guard the left flank of 8th army, and this is totally unsatisfactory to George Patton, who feels the Americans are getting a raw deal here in Sicily. Now what compounds the problem is that the Allied Ground commander here in Sicily, Sir Harold Alexander, who is shortly to become a Field Marshall, never really gives any serious guidance to his two army commanders about what they ought to be doing. So what do they do? They take matters into their own hands. Both Montgomery and Patton felt that they had to direct the Sicilian campaign in the manner they thought best. Patton, so upset by the fact the U.S. Army has no meaningful role here in Sicily, goes to Alexander. He gets in an airplane and flies to North Africa. And all of a sudden he appears in Alexander's HQ unannounced. Here I am. He says, "General, I need a better role."

He sort of camouflages it by suggesting that there is resistance west, and he gets permission to move a military force of 7th Army into western Sicily. Which is an absolute and utter waste of time. Because western Sicily contributes absolutely nothing to the winning of this campaign. The only key objective left in Sicily is Messina, and Messina is at the opposite end of the island. But nevertheless, he feels that he's got to engage American forces. He achieves permission from Alexander, who is a little reluctant to say no to him. He also gets permission to advance the 3rd Infantry Division up toward Palermo. That's exactly what he does.

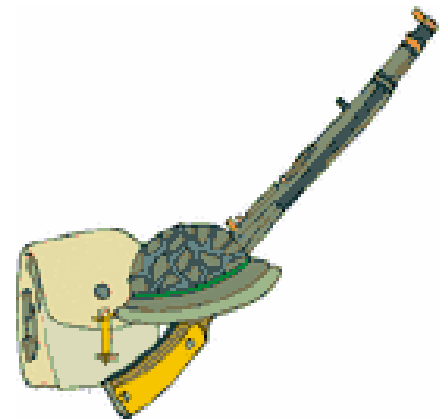
I told you a little bit yesterday about the Truscott Trot. The Truscott Trot started from the area around Licata where we've been the last two days. American forces are advancing to the west and to the north toward Palermo (where eventually they will advance along the northern coastal road) and inland where the 1st Division fights a series of really bloody battles along the mountain chain just south of the north coast. Eventually the two forces join hands when Messina falls in mid August.

That's in the future. In the meantime, another thing happens, and it changes in my opinion the entire course of the war. There is an incident not far from Syracuse where the 45th Division is advancing north, and there is a Canadian unit on their right. Montgomery decides that the road running across the advance of the 45th should be given over to the British, and he goes to Alexander and says, "I want that road." Alexander being fairly pliant and not giving any real directions about what's going on, says well, OK. The end result was that the 45th Division was ordered to give up that road and an advance that they could have made very easily. It was given to the Canadians who had a heck of a rough time. The 45th Division has to go all the way back to the landing beaches and swing a few miles to the west and begin moving north again. This whole incident infuriates Omar Bradley who is begin to develop a very, very strong anti-British bias, so strong that it later carries over to the campaign in north-west Europe. He's angry at Patton; Patton doesn't fight it. Patton believes that it is in an order that he must carry out. Patton is in trouble with Eisenhower because of the disastrous airborne drop on the 11 July when the 504th is shot up, even though it really wasn't Patton's fault at all. Patton is very reluctant to press the issue. So, Bradley begins to take a strong anti-Patton feeling and a strong anti-British feeling. Those feelings were directed specifically at General Bernard Montgomery. It was very unfortunate that this sort of grudge carries on to another campaign. Yes, it was an unfortunate incident. It probably never should have happened. Montgomery probably shouldn't have asked for that road, but on the other hand, he wouldn't have asked for it if he had gotten the kind of guidance that he should have. There is plenty of blame to spread around, but what's unfortunate is this anti-British feeling carries over into the cross channel invasion in June 1944. It carries over to the march across France. It culminates in the Battle of the Bulge. It's not a happy story, and it's very unfortunate that Bradley for all of his good qualities could not see his way clear to writing this thing off and say,

"Let's get on with it." We had enough troubles trying to battle the Germans. What we didn't need was this sort of infighting that took place. This bad feeling that was just more American than anything else. It spawned these controversies you are probably all familiar with that took place in the summer of 1944. It is unfortunate that Sicily was the place where it all began. And it all began not too many miles northwest of where we are now. This, in a very abbreviate form, is what happened.

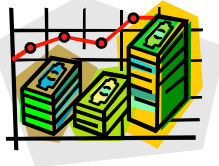
Patton takes matters into his own hands. He gets 7th Army on the move. He's able to take Palermo very quickly. Palermo falls. Meanwhile the British are struggling, mightily, in these mountains around Mount Etna. In a day by day fight against the German army. Eventually, they finally get to Messina. But not without cost. Now when we get to Messina tomorrow, I'm going to tell you a little bit more about the great evacuation, how that came about, and how that played out. For now this will give you just a very broad brush idea of how things went in the days after D-Day here in the British sector.

★★



Treasury Notes

Brian Stretcher



READ ME!!!! Dues, Part Deux

A reminder to many of you who still receive the paper edition of *The K* and have neither sent your 2011 dues nor a communication that you want to switch to the *eK*. Of 43 members who received the print *K* last year, I have received a request to convert to the *eK* from 2 (thank you very much), but payment from only 11 as of January 29 (thank you as well!). That leaves 30 who will receive this as a last issue, then no more until they cough up \$12.

Now, history suggests that those of you who don't send in your dues in time do it primarily because you *forget*, not because you don't want to be a member any more. Then Omar or I get an inquiry in July asking what happened to your *K*. **Gentlemen, we have not changed our procedures for years. We always announce dues in December with a January 31st deadline for early bird rates! So why wait???? If you want to continue to get the paper K mailed to you, send in your \$12 TODAY!!!! If you wait, you will forget again!!!**

Now, I might also remind you, especially after the wonderful December issue, that you might still switch to the *eK* this year at absolutely no cost to you. And, in return, you will frequently get more content, with full color. I realize that there are a few of you who cannot get an electronic version, and that's fine, but for those of you with at least email access, it seems a no-brainer to me. To make things even easier, AHIKS now offers access to *The K* online with your own private password. There is no longer any need to remember or look up the bi-monthly access code. Even better, if AHIKS can maintain the status quo, then you won't have to remember to renew again next year, because it will be automatic! You can always print it out at your convenience, if you prefer reading on paper rather than on screen. That's what I do. So, we are making it easier and easier to provide you with more and more!

If you still insist, your \$12 should be sent directly to me. My mailing address is listed with the Officer Contact information on page 12.

Donations

A few of you have stepped forward and answered the call for donations to help defray costs and keep general membership free. I want to personally and publically thank the following for sending contributions along with their print dues this year: **Thomas Holtz, Harold McPherson, and Albert Thomas**. Special thanks to **Richard Cottrell, Michael Kettman, and Jim Mueller**, *eK* members who acted above and beyond the call of duty and sent in separate donations.

Of Gaming, Email, and the Winter Doldrums

I have to admit a certain lack of interest with gaming in general right now, no doubt brought about in large part by the nearly perpetually gray skies, constant snow-cover, and the leaving-and-getting-home-when-it's-still-dark process that is winter here in Southwest Ohio. It is this lovely period between the bustle and distractions of the holidays and the advent of spring, when once again we can crawl out from our caves and breathe the scent of freshly mown grass, and issue red cards to soccer coaches who don't know when to shut up. But for now, it is a constant battle to fight the instinct to do nothing other than come home after work, eat, answer a couple of emails, watch a couple of hours of TV, and go to sleep (or fall asleep while watching TV). Then repeat for about 60 days.

This time of year makes it somewhat more difficult for me to find the desire to work on my wargame moves, especially those email moves that seem to say, "Respond NOW!" They don't really say that, and if anything my email opponents are more than kind and patient. But, there seems to be an implied urgency to moves made by email that doesn't exist by regular mail, and I don't think I particularly like that sense of urgency. It does not fit well with my style of play, which normally includes sitting on a move for a week or two while my response percolates. And, it pleases me enormously when my email opponents take weeks to respond as well. That gives me the time to breathe and work on other things, including other games, in my ponderous and deliberate fashion.

There are a lot of other things I would love to do and have not been able to find the time to do for months: play some computer games, work on a model airplane, and maybe even run through an old or new game solitaire. But no, it's under a blanket on the couch for me about 9-10:00 each evening. I am lucky that today, a Sunday, is a rare sunny one here, or all you probably would have gotten from me this time is a statement from Omar that I am on hiatus! More like hibernation. Sunny and in the mid-thirties, and yet my shoe-covered feet are still freezing here in the study.

So, I will simply ask you to be mindful of the demands of life on your various opponents as you play. We do not all want to respond within a couple of days, and some of us cannot respond within a couple of days, or even a couple of weeks. If you want or expect a fast turnaround time, make sure you and your opponent understand that before you start play, so that neither of you loses patience with the other. And, if you need to be uncharacteristically slow, just let your opponent know. We are all friends here, and friends understand.

See you in the spring!

Treasurer's Report

We have some income to report this time with dues and contributions. I no longer have to hold contributions to the Perpetual Fund until some account matures, so your contributions can now go in directly and add to our tiny interest earnings right away! Note that I am adjusting the report dates for income and expenses. The bank reports interest as of the last date of each month, these reports are due to be sent to ye editor as of the last date of the month, and I don't get the statement in the mail until a few days later. So, the reported interest amounts will lag behind a month each issue. In addition, I have apportioned the interest earnings between the Perpetual Fund and the Operating Funds based on the relative percentage of each at the start of the month. In that way, I can track the amount each separate source of funds earns in the event we ever split or draw upon those funds, even though all of the funds are in the same bank account right now.

Starting Checking Balance 12-1-10:
 \$ 1,448.00

Income:
 Dues: \$ 117.00

Expenses:
 K Nov/Dec Printing \$ 82.33
 Bill Watkins
 (2009 Ironman Plaque) \$ 40.60

Checking Balance as of 1-30-11:
\$ 1,442.07

Perpetual Fund Balance, 12-1-10:
 \$ 3,192.82

Interest Income through 12-31-10:
 \$ 0.68

Contributions: \$ 60.00

Perpetual Fund Balance 1-30-11:
\$ 3,253.50

Operating funds in CD, 12-1-10:
 \$ 5,699.35

Interest Income through 12-31-10:
 \$ 1.22

**Operating funds in Savings,
 1-30-11:** \$ 5,700.57

Total balance in Savings, 1-30-11:
\$ 8,954.07

Total Treasury, 1-30-11: \$ 10,396.14

Until next time.

★★



Hadrian's Wall

This space is waiting for a few words from you.

As AHKS 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 AHKS become totally cost free. Give it some thought. Send Brian Stretcher a couple of dollars.

Brian Stretcher
 5282 Deer Path,
 Milford, OH 45150-9418

Open Match Requests

1870	Sidney Jolly (12) GN	Paths of Glory AH	Clyde Longest (1413) LX
1914 AH	John Trosky (1554) UNV	Paths of Glory AH	Thomas Scarborough (1345) WT
A Victory Lost MMP	Ed O'Connor (1243) E	Red Parachutes Avl	Sidney Jolly (12) GN
Afrika Korps AH	Brian Britton (1603) ELNV	Red Star / White Star SPI	Sidney Jolly (12) GN
Afrika Korps AH	Greg Dilbeck (1363) UFN	Richthofen's War AH	John Trosky (1554) EU
Afrika Korps AH	Sid Driver (1567) D	Rommel In Desert	Pete Menconi (146) INV
Afrika Korps AH	Paul Heiser (1051) UN	Russia Beseiged L2	Martin Svensson (1466) ED
Anzio AH	Tim Brittain (1582) NV	Russian Campaign AH	Tim Brittain (1582) NV
Anzio AH	Melvin Yarwood (36) AN	Russian Campaign AH	Ron Brooker (1252) U
Anzio revsd map/6th ed AH	Tom Oleson (111)	Russian Campaign AH	Paul Heiser (1051) U
ASLSK MMP	Barry Roy (1596) V	Russian Campaign AH	Bob Johnson (73) EM
Battles for Ardennes SPI	Tom TenEyck (826) NV	SOPAC Avl	Graeme Dandy (916) E
Bitter Woods AH	Greg Dilbeck (1363) UFN	Stalingrad AH	Joe Angiolillo (412) D
Bitter Woods AH	Ron Gregory (1366) EFLV	Stalingrad AH	Brian Britton (1603) ELNV
Bitter Woods AH	Melvin Yarwood (36) AN	Stalingrad AH	Sid Driver (1567) D
Blue & Gray I-II SPI	Melvin Yarwood (36) AN	Stalingrad Holcombe AH	Bob Johnson (73) EM
Breakout Normandy AH	Clyde Longest (1413) CEINVV	Sword and the Stars,	
Breitenfeld SPI	Mark White (842) FNO	The SPI	Sidney Jolly (12) GN
Bulge '65/'81 AH	Tim Brittain (1582) NV	Tamburlaine the Great SPI	Albert Bowie (299) NE
Bulge '65/'81 AH	Bob Johnson (73) EM	Twilight Struggle GMT	Lee Massey (1382) C
Caucasus GMT	Chris Hancock (565) V	Victory in the Pacific AH	Rick Roksiewicz (1108)
Chickamauga SPI	Joe Angiolillo (412) AN	Vietnam VG	Kevin Reid (1315) E
D-Day 61 AH	Brian Britton (1603) ELNV	War and Peace AH	Tim Brittain (1582) NB
D-Day 77 AH	Greg Dilbeck (1363) UFN	Waterloo AH	Joe Angiolillo (412) ANO
D-Day 77 AH	Sid Driver (1567) D	Waterloo AH	Brian Britton (1603) ELNV
Destruction of Army		Waterloo AH	Paul Heiser (1051) UM
Group Center S&T	Chris Harding NE	We The People AH	Clyde Longest (1413) LX
Diplomacy AH	Bob Herbst (1442)	Wilderness War GMT	Gary Guyton (1015) CDENLV
Drive on Paris Gamers	Bill Scanlan (275) E		
Eurofront 2	Pete Menconi (146) INV		
For The People	Barry Roy (1596) CVT		
Fortress Stalingrad S&T	Chris Harding NE		
GCAW MMP	Clyde Longest (1413) LX		
GCACW AH	Gary Guyton (1015) CDEINLV		
Gettysburg '88 AH	Paul Heiser (1051) UM		
Golden Horde:			
Kulikovo ATO	Albert Bowie (299) NE		
Invasion America SPI	Lee Massey (1382) C		
Jutland AH	John Trosky (1554) U		
Kutuzov	Barry Roy (1596) CV		
Luftwaffe AH	John Trosky (1554) EU		
Midway Avl	Mel Yarwood (36) U		
Midway GDW	Bill Scanlan (275) ENU		
Monty D-Day S&T	Chris Harding NE		
Napoleon at War SPI	Melvin Yarwood (36) AN		
Napoleon's Last			
Battles SPI	Melvin Yarwood (36) AN		
Napoleon's Triumph 1	Barry Roy (1596) V		
NATO VG	Kevin Reid (1315) E		
Panzerblitz AH	Richard Passow (1453) ESL		
Panzer Leader AH	Peter Bertram (790) V		

Match Coordinator

To accept one of the listed matches or have a new match listed email to:
MC@AHIKS.COM

Match Codes

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

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												

<p>* Enter any or all of the following codes:</p> <ul style="list-style-type: none"> ● 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 	<p style="text-align: center;">AHIKS Match Coordinator</p> <p style="text-align: center;">MC@AHIKS.COM</p>
--	---