

The Kommandeur



Volume 46 Number 2

A Publication of AHIKS

April 2011

From the President Charles Marshall

Well, it's spring, everyone, (or at least it is here in Northern California!) and much like the seasonal changes that spring brings, we have our own changes occurring here in the Society. The first one I'd like to mention is that we have a new Match Coordinator! Duncan Rice will be replacing me as interim MC and Paul Qualtieri, our last permanent MC, effective immediately. Duncan has done volunteer work for us in the past, promoting AHIKS by handing out promotional flyers at the Bottiscon Convention last year so it comes as no surprise that he would volunteer for the position. I think he'll do a fantastic job, and I look forward to working with him to make the task of match coordination more efficient than ever. If you've made a request in the last four months you probably noticed that we have a new dedicated email address for the Match Coordinator: MC@AHIKS.COM. That address will continue to be valid, but your requests will now go to Duncan and not me. Feel free to email Duncan with your requests, comments, or questions about specific matches. Welcome, Duncan!

Have a question about the AHIKS website? Send it to WM@AHIKS.COM. This is another dedicated email address for the AHIKS webmaster. And speaking of the AHIKS website, I want to remind everyone that the Members Only side of our website requires a username and password for admittance. The choice of username and password is now up to you. Since February we have pulled the plug on AHIKS-

created passwords that change every two months. If you haven't already done so, I'd like to ask you to take a few moments now to create your own username and password. Your user name can be anything you wish, but we ask that your password be a minimum of 10 characters in length and a combination of letters and numbers. Both your user name and password will be case sensitive. To get set up, simply send your choice for username and password to WM@AHIKS.COM. Please include your name and member ID as well. Once received, we'll make sure you have access to everything found on the Members Only side of the site: *The K*, the Member's Guide, our Online Die Roller, and more.

Speaking of the Online Die Roller, I'm extremely pleased (and relieved) to notify you that our new and improved Die Roller is ready to roll (pun intended). You will find it on the Members Only page. Next to the "AHIKS DIE ROLLER" logo and dice image you'll notice two links; one for the original version and one for our new and improved version. I wanted to leave the original version active just in case there are those who would like to finish a game with it rather than switching to the new one, but I'm sure you'll find it an easy transition. All members who are signed up to use the current version will automatically be able to use the new one, and it is exactly like the original, only better. How? First, you will now be

able to join a game created by you or your opponent. In that way, the roll history will be viewable by all players involved in the same game. Also, all players involved in a particular game will have their email addresses appear automatically in the "Recipients" box of the roller page, which means you'll never have to manually type in your opponent's email address to send him your rolls. It will already be there! The new version will also display the number of sides selected for every roll. This information will show up on the results page, the email sent to each player, and on the history page. And finally, the new version features a "defaults" function. When you set your defaults, you can customize how your die roller page appears every time you open it. Say, for instance, that you require the sum of two six-sided dice for your combat results. Your default set would look like the picture at the bottom of the page.

Now your first roll on the page would automatically appear as shown every time you opened the roller page. You can also set a default for a modifier if needed, and the default set may be applied to up to 10 rolls. I think you'll find it a significant improvement over the current die roller.

As you can see, good things are happening in the Society. If you have any comments, questions or suggestions, please send them my way! CHASMARSH@SBCGLOBAL.NET

Have a good one, everybody, and Happy Wargaming!

Number of Dice

2

Type of dice:

6 sided

Total the dice?

Yes: No:

Modifier:

+0

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: 26 March 2011.

Alan Poulter
grognard@grognard.com

NEWS

Bad news about Up Front

On March 6th, Brian Youse from MMP said on Consimworld:

"Recently, we were able to agree with Wizards of the Coast/Hasbro on extending a number of the licenses that we hold from them. Unfortunately, with the status of **Up Front** in the air, that license was not continued. WotC/Hasbro could not estimate when, if ever, they would be able to work through the legal issues surrounding ownership of that game that have prevented us from producing anything for the last five years. We regret that we will not be involved in the future of **Up Front**. We are very grateful to Andy Maly and Ken Smith for all the hard work that they put into **Up Front** for us. It was a pleasure working with them, although the results did not pan out. We are big fans of **Up Front**, and we hope it is able to thrive somewhere else.

"We really do not know anything about its future, and there is no point speculating here about it. If speculate you must, please do so in the **Up Front** folder, not here."

NEW BOARD WARGAMES

Avalanche Press

Black Waters is a new game expansion in the **Great War at Sea** series, containing scenarios on American plans to fight Germany. Ownership of any **Great War at Sea** series game is required to play some of the scenarios and **Mediterranean**, **Jutland**, and **Plan Red** to play all of them.

Iron Wolves is a new module in the **Panzer Grenadier** series adding the Lithuanian Army. This module is not playable by itself, but requires ownership of **White Eagles**, **Eastern Front**, **Road to Berlin**, and **Battle of the Bulge**. **Workers & Peasants** is a

new supplement in the **Panzer Grenadier** series based on the battles of 1941. Ownership of **Eastern Front Deluxe Edition** and **Road to Berlin** are required to play some of the scenarios and **Sinister Forces**, **Elsenborn Ridge**, **Battle of the Bulge, 1940: the Fall of France, August 1914**, and **Arctic Front Deluxe** to play all of them.

Fading Legions is the second game in the **Rome at War** series and covers battles at the close of the fourth century AD.

www.avalanchepress.com/index.php

Critical Hit

Peleliu—White Beach One is an ASL compatible historical module, covering the 1st Marine Regiment's battles on Peleliu. **Metalgods at Ponyri—Devil's Domain** is the latest in the **Advanced Tobruk System** and covers battles at Kursk.

<http://www.criticalhit.com>

Grognard Simulations

Death Ride Kursk: 3rd Panzer is the second game in the **Death Ride** series and covers battles at Kursk.

<http://www.grognardsims.com>

MMP

Out of the Bunker is a package of 14 ASL scenarios from the ASL Fanzine *Dispatches from the Bunker*, and the **ASL Map Bundle** is a collection of more than 50 ASL geomorphic mapboards (boards 1-52 and t-z).

<http://www.multimanpublishing.com>

Naval Warfare Simulations

Modern Naval Conflicts: 1970's is a detailed naval wargame covering the hypothetical major naval battles of WW3 with the ability to create unlimited scenarios.

<http://forums.navalwarfare.net/showthread.php?600-Modern-Naval-Conflicts-Series-Information-and-Downloads>

Status Belli

New from Status Belli. **The Time of Troubles 1605-1612** covers the tragic events in Russian history during the early 17th Century. This is from a Russian publisher, so we don't have complete info whether a full-English version is available (the components do include English).

Victory Point Games

We Must Tell the Emperor Expansion Kit includes new scenarios, event cards, and counters that enrich game play in the solitaire game on Imperial Japan during World War Two. **Battle for Moscow Expansion Kit** extends the original solitaire game to early March, 1942, when the spring thaw brought the Soviet winter offensive to an end. **No Retreat! Solitaire Expansion Kit** adds more Event cards and counters to the original solitaire East Front World War game. **Moons and Monsters Expansion Kit** is for **PAR-SEC** and allows more space to be discovered, plus additional rules, counters, and cards.

Legions of Darkness is a solitaire, fantasy **States of Siege** series game where the player must survive the relentless attacks from monsters for three days and two nights — till reinforcements arrive.

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

NEW MAGAZINE WARGAMES

Strategy & Tactics #267 contains a double-sized game, **Russian Civil War**, a remake of the original 1976 SPI multi-player wargame

World at War #17 contains **Leningrad '41: What If Manstein Attacked?**

designed by Joseph Miranda.

<http://www.decisiongames.com>

Against the Odds #30 contains **Lash of the Turk** on the period in history when all of Christian Europe felt threatened by Suleiman the Magnificent, Turkey's greatest sultan. Designer is Andy Nunez. There is a second, subscriber only, bonus solitaire game in this issue.

When the West Came East examines the First Crusade of 1097-99 AD.

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

Vae Victis #97 contains **Alamo 1836**, which is playable by two players or solitaire.

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

Note that *Vae Victis* magazine and games are in French but rules translations are made available via:

<http://grognard.com/vaevict.html>

NEW DTP WARGAMES

CHS

Fighting Steam is a simulation of naval combat during the U.S. Civil War. Designer is Jim Zoldak. The

game is available directly from CHS.
Email: topkat@chariot.net.au

Paul Rohrbaugh

Six Days of War: The 1967 Arab-Israeli Conflict uses the same design and scale as designer Paul Rohrbaugh's earlier game **Operation Kadesh: The 1956 Arab-Israeli Conflict**.

Email: phrohrbaugh@hotmail.com

Saxon Games

Anzio: The Bloodiest Beachhead covers the Anzio landings in Jan. 1944.
<http://mistersmith.magix.net/public/>

White Dog Games

The Last King of Scotland, from designer Dennis Bishop simulates the Tanzania-Uganda War of 1979 involving President Idi Amin Dada.
<http://whitedoggames.com>

NEW WEB RESOURCES

Free Games

Airborne in my Pocket (Emmanuel Aquin)
<http://www.boardgamegeek.com/boardgame/42651/airborne-in-my-pocket>

Frontline Logistics (Mark Ainsworth)
<http://www.thewargamer.com/grognard/frontlog.zip>

Official Rules

Clash of Monarchs (GMT)—corrected Playbook
<http://boardgamegeek.com/filepage/64625/com-playbook-update-two-oct-09-set-up-changes>

Errata

Battles of Napoleon: The Eagle and the Lion (Fantasy Flight)
http://www.boardgamegeek.com/file/download/6kildmruj7/BoN_-_FAQ_%28by_Gzavatwar%29_-_V1.6.pdf

Königsberg '45 (Three Crowns)
http://www.boardgamegeek.com/file/download/70p0xroba6/RULES_ERRATA_104-1.pdf

Labyrinth: The War on Terror (GMT)
<http://www.boardgamegeek.com/file/download/612yzgm5c2/LabyrinthErrataandClarifications.pdf>

Liberty (Columbia Games)
http://boardgamegeek.com/file/download/6m6b4czse9/Liberty_FAQv1.4.pdf

Plan West (Three Crowns)
http://www.boardgamegeek.com/file/download/70oim0xmxm/RULES_ERRATA_103-1.pdf

Spanish Civil War (GMT)
http://boardgamegeek.com/file/download/6gwvxli12l/TSCW_errata_22_Jan_2011.pdf

Star Borders (VPG)
http://www.boardgamegeek.com/file/download/6iv312sh18/sb_faq.pdf



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.



New Match Coordinator: Duncan Rice

I have been elected by the AHIKS officers to serve as the Match Coordinator for our venerable organization. I requested the position because organizations like ours require volunteerism to survive. A few people have been helping the club along, and we have over 40 years of operation, thanks to them. Charles Marshall has been covering a number of the tasks for a while, and it's time for others to take a bit of the load for him. I hope that I'll be able to provide the service that I myself have come to expect in the last two decades. I thank Charles and Bob Best for their help in getting settled.

I've been a wargamer for perhaps thirty years and have belonged to AHIKS for fifteen or twenty. Currently I am playing mostly **Advanced Squad Leader Starter Kit** using VASL. I also play a little **Up Front** and **Advanced Squad Leader**. I'm trying to convince myself to take the plunge into **ASL** vehicle rules. I have a few other military history related hobbies. I moderate the forums for *Armchair General Magazine* and write the occasional book review for the Weider History Group. I build plastic models and one day I'll be brave enough to enter them in an IPMS show. Outside of military history I coach Judo and am working slowly on a second degree in English literature.

I'm currently in the process of updating the match request list. Some of you will have received email from me already. Please take a careful look at the list and let me know if you have any deletions, corrections, or additions to your listing. It is particularly important to look at the codes included with your listing. I've noticed that the codes in *The K* and the codes on our website don't agree. This might need a little untangling. Feel free to tell me your preferences in longhand. There are a few listings that look like they can be matched. I'll be contacting people to find out if these matches can be made but take a look at the list and let me know if you see any that suit you. If you have any requirements or comments, I can soon be reached at MC@ahiks.com.

Good gaming!
Duncan Rice

Prezcon Report by Cory Wells

As an AHIKS member I thought I would give a report on the Prezcon held in Charlottesville, Virginia, in late February. It was my first time to attend, and I was excited and looking forward to 6 days of gaming. I want to also report I was not the only AHIKS attendee there. Roger Eastep, Randy Heller, and I got together for a few games while there.

The Convention is a mix of Euro-type games, old AH and SPI classics, and newer games from companies like GMT, Columbia, and a few others. They had a table with games you could take out (after you signed for them) so you could play them and see if you liked them or not. These were a mix of older Euro games and wargames like Columbia's block games.

So I have to start by saying my first game at the con was with Roger Eastep, and we played the new game release of **Julius Caesar** by Columbia. I had played **Hammer of the Scots** a few years before with Roger at Niagara Boardgame Weekend in Ontario, Canada, so I had an idea of how the game system works. I took the Romans and Roger had the troops of Pompey. Roger and I are equal in terms of game expertise which is not saying much, but we do have a good time playing and that's all that really counts. My Romans were taking a beating, and it looked like it was all over but the screaming for the Romans, but all I had to do is take one more city and I would win. It came down to the last battle and my dice served me well. You can't ask for more. The second game we played was **Richard III**, another Columbia game, and this time it was Roger's Lancaster troops against my Yorkish troops. I was really taking a beating by Roger's Lancaster armies, and it all gravitated to London on the last turn. Roger set up a major siege of the castle. Again Roger's dice went cold on him and York prevailed. It's a good game but it didn't light my fire.

I will not run down, blow by blow, all the games I played, but I will list them. I played my very first SPI game ever with John Bernardo. We played the classic, as I was told, of the "Blue and Gray" quad game that has four modules to it. We played the **Chatta-**

nooga battle. I lost that one, but it is a fun game for being as old as it is.

I guess I was feeling my oats and got into a few tournaments. The first one I got into was **Kingmaker** by AH. I knew nothing about this game but wanted to learn it no matter what happened. So I submitted my sacrificial self for slaughter against the champion Justin Thompson just so I could learn the game. Of course I got killed, but it is a fun game and I wondered why I had never tried it in the past 30 years. I have learned it now and will work on my champion moves for next time.

Another game I always wanted to play was **Gettysburg 88**, the anniversary game from AH. This game is very easy to learn but oh so hard to master. I got a licking in this one, but I got to use and play all the optional (or most of them) rules in the game. It was designed to be an introductory game for nongamers, but it's not as easy as some may think to play. It takes planning and chance taking. I recommend that you try this game if you have it. Very fun game.

In the meantime Randy Heller and ex-AHIKS member Bruno Sini-galio were hot in battle of AH/L2 **Deluxe Bitter Woods** tournament. Many players were involved in that game as well as the AH/L2 **The Russian Campaign** game. It took all the DBW and TRC tournament attendees three days to get it done and have a winner. Each day I would go into the room and see who was advancing to the top. It took 3 days for the final.

The winners were Bill Monroe and Forest Pafanberg in DBW and the winner of TRC was John Ohlin.

One last game tournament I got into was GMT's **Washington's War**. I played (and love) its predecessor **We the People** and figured I had a handle on this game. I had played my first learning game of **WW** a few weeks earlier, so I was feeling like I could handle it.

We had a two hour limit and so when time was up you ended it there. I took the Americans and my opponent (a nice southern man from Virginia whose name I forgot) took the British. I was holding my own and

making advances and doing well until someone came in the room and announced that someone with such and such car had to move it from the front of the hotel. Of course it was my opponent so he scrambled to find his keys and ran out the door. In the meantime precious time is clicking by, and when he got back we only had a few seconds to end the game. I never got to use my major campaign card and take that last colony. I had 8 colonies to his 6 and the Brits win on a draw. All in all it was a learning experience and one I will get back to next year.

Prezcon is right in the middle of the winter doldrums and is a great excuse to get out and enjoy some gaming. I recommend it highly. There are many conventions going almost every month of the year and there should be one close to most of the members in AHIKS. So if you are dying to play your favorite game FtF with someone, I do recommend finding a convention near you.

★★

If you wish to read the web version of *The Kommandeur*, which is in color and usually longer, contact Charles Marshall, whose address is on page 12.

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: May, 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.

The VP's Corner by Bert Schneider

The Craving for Face-to-Face Wargaming

Call it nostalgia, call it a yearning for a sense of belonging, or call it whatever you want. There is something special about playing your favorite wargame, face to face. Other than the last couple of years (when I decided to get back into wargames since joining AHKS), the last time I played a face-to-face game was back in the very early '80s before I got married. A great deal has changed since then, but the "thrill of victory and the agony of defeat" as Jim McKay use to say on the Wide World of Sports is much more accentuated when playing a face-to-face game as opposed to playing via email.

If I'm playing a strategic- or operational-level wargame, playing by email is akin to the general and senior staff members plotting out the next move at higher headquarters. Depending on the time scale, this can seem somewhat realistic (especially for games where the time scale is several months for each turn). But if your game play approaches real time, for some reason it just doesn't seem the same as face-to-face play. Perhaps it's the sense of "instant gratification" that drives me to enjoy face-to-face games, so I can see an immediate effect. Or, it could be that since I'm over 50 years old, unless I write everything down, I tend to forget, and the next time I respond to a move I end up missing something or repeating myself.

While strategic and operational wargames lend themselves to playing via email or mail, somehow playing a tactical game (squad, company, or individual ship or plane) does not lend itself to playing remotely (unless it is in real time). Conducting company-level maneuvers in **Panzerblitz**, where each move represents six minutes, just does not seem right when each move could take up to several weeks!

To get my "fix" of playing wargames face to face, I get together with a good friend about once every other month. Marty and I tend to play just about any kind of genre or game mechanic available (we play older games along with more recent releases, and we play games from a variety of publishers). Just as important as the game play, we enjoy each other's com-

pany as much as we do playing the games. Since we live in Arizona, we have both decided to attend this year's ConsimWorld Expo 2011, in Tempe, Arizona ([HTTP://EXPO.CONSIMWORLD.COM/](http://EXPO.CONSIMWORLD.COM/)). This annual wargame event (June 6-12) covers just about every kind of wargame imaginable and includes a big focus on Monster Games (no pun intended). The entire venue takes place at the Tempe Mission Palms Hotel and is a couple of hours from my place and three and a half hours from Marty's place. We're going to spend the weekend at the hotel and expect to get our "fix" of wargaming!

Some say history repeats itself. While I subscribe to this theory, I am bound and determined not to repeat my own history. I cut my teeth on wargames, back in the early '70s. The games I played were from the Avalon Hill Game Company. I lived forty miles from the Avalon Hill office in Baltimore, Maryland. But, alas, I didn't have a car—our family was not very well to do—and I never got a chance to travel that short distance to visit what I considered the "shrine" of wargaming. I never got to attend the Origins Conventions (the first couple were in Baltimore). I played wargames in high school and in college. I was even the president of the Militaria Society at VMI (wargame club). After graduating from VMI I joined the Air Force and ended up moving all over the country. By the time I retired from the Air Force and settled down in Arizona, the wargame company I grew up with was no more.

So when I discovered the chance to attend a wargame convention in my own state (if you have not visited Arizona you should at least try; there is more to see than just the Grand Canyon!), I decided to jump on it. Call me nostalgic, call me a grown up kid, call me trying to live my past, I don't care. Given the ups and downs of life and the challenges we all are facing during these stressful and uncertain times, there is one thing I plan on doing, and that is enjoying my hobby!

★★

Euro Front

by Tom Oleson

I played three games of **EuroFront** with designer Craig Besinque, each one intended to check new ideas.

1. As you know, the German invasion of Norway costs a lot of PPs (production points) and makes them a bit weaker for what comes next, France. In the past I have tried going lighter into Norway to go earlier into France which may or may not work. It's hard for the Germans to win if the Brits establish themselves in Norway.

The German player tried leaving Norway neutral, cost-free, and would give the Germans control of the Northern Seaway important for naval balance. The Brits then invaded Norway, Sweden intervening on the German side (1/6th chance). The German player decided to ignore that result although favorable to him; see how it would play out.

France fell in May '40, but with the Brits firm in Norway and having the upper hand in Africa, the German player decided to end the experiment in April '41.

2. The experiment in the second game was for the Soviet player to dispense with Winter War against Finland, which usually costs around 150 PPs and instead to use that for an early attack on the Germans in Poland while they were distracted with Norway and France. Soviets mobilized 12/39 (1/6th chance). This worked pretty well, especially since the Soviets discovered an anomalous opportunity in the rules which Craig will correct: early Soviet declaration of war on Bulgaria—invaded by sea—which, when the game ended (Aug '40) had nearly been conquered by the Soviets, exposing still neutral Rumania from the South and East. Yugoslavia was neutral, making it hard for the Germans to reinforce Bulgaria. They could rail through Rumania but not stop there. Germany never even attacked France in this game, but the Western Allies were frustrated by phony war, preventing them from attacking anybody except Italy, also in the war. The Germans felt they could do something in Poland, but the Allies felt Italy would be conquered leading to eventual Allied victory.

(Continued on page 10)

Secretary's Notes Bob Best

Today is March 22, 2011. I'm sitting here looking out the window at gray skies and falling rain. They say spring has arrived, but it sure doesn't look like it. Here in California we are being hit with another major storm system. We are still digging out from our last event. Several inches of rain fell, and we even had snow fall in the foothills around the SF bay area. Trees have been uprooted and power is still out to some customers. The weatherman is predicting up to 7 more inches of rain by this Sunday. What happened to Punxsutawney Phil's prediction of an early spring this year!

Meet the Member

Randy Heller suggested we start a "Meet The Member" program to introduce AHIKS members to the membership at large. I started this off with my bio that was published here in my column last time, and I invited the membership to send in a bio for publication. Randy Heller sent me his bio, which I am including below. So far, Randy Heller is the only member to send me a bio for publication. I again extend the invitation to all of you who are reading this to send me a personal bio, and I will include it in my column.

I AM RESPONDING TO MR. BEST'S INVITATION IN THE RECENT K TO SUBMIT MY OWN PERSONAL MEET THE MEMBERS. HERE IT IS BELOW. THANK YOU FOR THE OPPORTUNITY.

NAME: RANDY HELLER
 AGE: BORN 2/21/1953
 ADDRESS: 113 TOLEND RD., BARRINGTON, NH 03825
 BACKGROUND: RETIRED USN MEDICAL SERVICE CORPS OFFICER, CURRENTLY TEACHING MIDDLE SCHOOL
 YEAR STARTED GAMING: 1966
 APPROXIMATE NUMBER OF GAMES OWNED: 100+
 AHIKS W/L RECORD: 2/3 WIN AND 1/3 LOSS, ON AVERAGE
 FAVORITE GAME: TAHGC **AFRIKA KORPS**
 REASON: VERY WELL BALANCED, CAPTURES THE EBB AND FLOW OF THE CAMPAIGN, MOVES ALONG QUICKLY.
 LEAST FAVORITE GAME: **THE FALL OF TOBRUK**
 REASON: DOZENS OF ARTILLERY DICE ROLLS HAVING LITTLE IMPACT ON THE GAME.
 PET PEEVE: CLAIMS OF BETTER HISTORICAL ACCURACY BASED SOLELY ON COMPLEXITY LEVEL.
 HOBBIES: READING, CLASSIC CARS, CINEMA, MODEL COLLECTING

MOST MEMORABLE GAMING EXPERIENCE: SITTING NEXT TO AVALON HILL'S TOM SHAW AT HIS RETIREMENT DINNER.

GENERAL COMMENTS: MY NAVY CAREER ALLOWED ME TO MEET MANY GAMERS FROM COAST-TO-COAST, BOTH IN INDUSTRY AND THE COMMUNITY. IN GENERAL, THESE INDIVIDUALS CANNOT BE STEREOTYPED. POLITICAL LEANINGS, TEMPERAMENT, BUSINESS SAVVY ALL DIFFER TO A SIGNIFICANT DEGREE. I THINK THAT IS GOOD, BECAUSE IT LENDS DIVERSITY TO OUR HOBBY NOT NECESSARILY SEEN ELSEWHERE. DURING THE FINAL WEEKS OF THE AVALON HILL GAME COMPANY, BEFORE THE HASBRO TAKE OVER, OUR DAUGHTER WAS PARTICIPATING IN A HS INTERNSHIP IN THEIR ART DEPARTMENT. IN ADDITION, I WAS WORKING WITH THE COMPANY TO GET MY DESIGN PUBLISHED, WHICH TURNED OUT TO BE THE FINAL COMPLETE GAME MARKETED BY MONARCH PRINTING, IRONICALLY GAME NUMBERED 911. FOR BETTER OR FOR WORSE, I WAS ABLE TO WITNESS FIRST-HAND THE END OF AN ERA. I AM GRATEFUL FOR THE EXISTENCE OF AHIKS. MY PERSONAL PREFERENCE IS TO SEE AHIKS BECOME INVOLVED IN MORE COMPETITIVE GAMING, SUCH AS THE RUNNING OF BIG PRIZE TOURNAMENTS, BUT I SUSPECT THAT WILL REQUIRE A PARADIGM SHIFT OR TWO. IN THE MEANTIME, WE SEEM TO BE SUCCESSFUL IN OFFERING A LEVEL OF CAMARADERIE THAT MOST GAMERS FIND PLEASING. THANKS TO ALL THE VOLUNTEERS WHO MAKE IT HAPPEN.

Thank you Randy for sending in your bio, and now let us introduce and welcome a number of new members that have joined AHIKS since the last issue of *The K*.

Greg Aleknevicus 1623 Victoria, Canada

Dennis F. Kahlbaum 1624 Ann Arbor, MI.

Dave E. Kristof 1625 Lebanon, OH
 William C. King 1626 Cedar Rapids, IA

Jay M. Wood 1627 Greenville, NC
 Rusty Coleman 1628 Geismar, LA
 Robert Paquin 1629 Mont St-Hilaire, Canada

Gentlemen, *welcome* to AHIKS!

As most of you know or may have read in my bio last issue, I like solo games, like **B-29 Superfortress** that is featured on the After Action Report section of the AHIKS forum. There is another new solo game that is currently being offered at pre-sale that I have written about in the past while playtesting it. This new game is

going to fit right in with my idea of a fun solo game, and it is set in one of my favorite eras, World War II.

The new game is called **Picket Duty** and was designed by Steve Dixon, the designer of **B-29 Superfortress**. Aside from getting the opportunity to help make the game a good one, I have an advance copy of it so I can play it anytime, and this one in my opinion will be another great solitary game that will join the ranks of my "many times played" games. If you like U.S. Navy games and you like the solo game idea with an eye toward role playing, then you will most likely want a copy of this game. Here is a description of the game from the SKD Games website.

Picket Duty is a solitaire game where you, as the captain of a Fletcher Class destroyer, fend off kamikaze attacks while performing picket duty off Okinawa. The game covers the time period from late March 1945 to late June 1945. Your goal is simple - survive. The game comes with a basic game, advanced game, six historical scenarios, two hypothetical scenarios, a mini-campaign and a full campaign. Optional rules are also included. Each game turn is divided into three phases, each depicting an eight-hour period. Key crew members are depicted with certain functions, as well damage control teams. 27 types of Japanese planes are represented. Some planes have special attack capabilities. Game features include: Weather - Damage Control - Ammo and Fuel Consumption - Ship Trim and Listing - Land and Ship Radar - Air and Surface Fire Support - Ohka attacks, and more.

I can say that I have had a great time playing the game so far, and Steve Dixon has a website where he will be running a campaign game for **Picket Duty** similar to the **B-29 Superfortress** game that I played in. If you are interested in the game, go to WWW.SKDGAMING.COM. Click on the **Picket Duty** Campaign tab on the home page. Inside, you will find information on the campaign game and also a link to pre-ordering **Picket Duty**.

(Continued on page 12)

Upcoming Events

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

Apr. 8-10, Clarks Summit, PA
MEPACON XX
<http://www.mepacon.com/>

Apr. 8-10, Bellevue, NE
PRETZCON
<http://www.pretzcon.org/>

Apr. 29-May 1, Honolulu, HI
KAWAII KON
<http://www.kawaii-kon.org/>

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

Apr. 29-May 1, Oswego, NY
ARCON X
<http://arcon.squarespace.com/>

Apr. 29-May 1, Rochester, MN
GAMERS REUNION
<http://www.gamersreunion.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 20-22, Birmingham, AL
IMAGICON
<http://imagicon.org/imagine2010/>

May 20-22, Mobile, AL
MOBICON 14
<http://www.mobicon.org/>

May 27-29, Houston, TX
COMICPALOOZA
<http://www.comicpalooza.com/>

May 27-30, Missoula, MT
MISCON 25
<http://www.miscon.org/>

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

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

June 3-5, Brandon, Manitoba
PRAIRIECON XXXII
<http://www.prairiecon.com/index.php>

June 3-5, Collinsville, IL
DIE CON 11
<http://www.diecon.com/D11/>

June 6-12, Tempe, AZ
CONSIMWORLD EXPO
[http://www.consimworld.com/expo/](http://www.consimworld.com/expo/index.html)
[index.html](http://www.consimworld.com/expo/index.html)

June 10-12, Jacksonville, FL
RAPIER
<http://www.rapiercon.com>

June 15-17, Quincy, IL
QUINCON 26
www.greatrivergamingguild.com/

June 22-26, Columbus, OH
ORIGINS 2011
<http://originsgamefair.com/>

June 29-July 4, Bloomington, MN
CONVERGENCE
<http://www.convergence-con.org/>

July 7-10, Lancaster, PA
HISTORICON
<http://www.historicon.org/>

July 8-10, Hartford, CT
CONNECTICON 2011
<http://www.connecticon.org/>

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

August 4-7, Indianapolis, IN
GEN CON
<http://www.gencon.com>

From the Editor

AHIKS sent me to Costa Rica in February to see if I could find more members for our Society. I was busy at the time watching TV, but I set my programmer and Sue and I flew off to Houston and then San Jose. Our cover on this secret mission was a Road Scholar photography trip. One of the things that made this a difficult assignment was that almost all of the people living in Costa Rica spoke Spanish! I, who can order a beer in almost any language, know a little Spanish, but not a complete sentence. On the plus side, almost anyone with a camera spoke English.

The rain forests contained attractive birds but no Costa Ricans with cameras. The same was true in the mountains, although we did see a rare quetzal. At the beach, I got distracted by the female bathers, and I don't know if there were any potential members there or not. The sunsets were nice.

One of our guides was a Costa Rican with a camera, and she spoke excellent English. I told her about wargaming. She asked if there were many gamers and games. I said there were many gamers, and there were many games. Some were on just one well-known battle, such as Gettysburg. She asked, "What is a Gettysburg?" I fell senseless to the floor. Fortunately, Sue knows how to revive me and gave me some of my favorite wine. If you are interested in what it is, it is red.

Alas, the trip has to be put down as a tentative failure. Costa Rica is devoid of any person of interest. Sue and I stood up to the trip anyway, and pre-

(Continued on page 9)

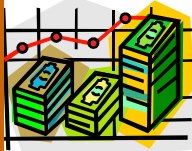
August 12-14, New Orleans, LA
HEAT OF BATTLE V
[http://www.nationalww2museum.org/](http://www.nationalww2museum.org/calendar/educational-wargaming-at-the.html)
[calendar/educational-wargaming-at-](http://www.nationalww2museum.org/calendar/educational-wargaming-at-the.html)
[the.html](http://www.nationalww2museum.org/calendar/educational-wargaming-at-the.html)

Nov. 4-6, Surrey, B.C.
BOTTOSCON & WEST COAST RUBLE-
scouterrob@shaw.ca

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

★★

Treasury Notes Brian Stretcher



“Don’t let the truth get in the way of a good story.” - Gaelic Storm

As I write this, it’s a balmy St. Patrick’s day here in Southwest Ohio, sunny skies and temperatures in the low 70s. I sit nursing what will probably be the one and only Harp’s Lager I’ll have today, beer not usually being my libation of choice. But having dropped off my 15-year-old Irish dancer this afternoon at a local Irish pub to be ogled by numerous drunken Midwesterners, I feel somewhat obligated to at least participate in the festivities in spirit, if only minimally in the flesh. I remind my daughter, championship level dancer that she is, that in order to impress a crowd, especially a drunken one, it is only necessary to dance to impressive Celtic music and finish with the last step on the last note. And the crowd will go wild!

Anyway, I fleetingly thought today of Irish contributions to military history. There’s not much more time you can spend regarding Irish military history, as there doesn’t seem to be much of it. Sure, Brian Boru defeated a Viking invasion of Ireland, but in terms of glorious Irish military victories, that’s about all I can think of. Instead, they have been relegated to the pile of usually subjugated peoples, primarily at the hands of the Empire just across the sea to the east. Ah, if only the Romans had made it to Eire in force. Then perhaps it would have been the Emerald Empire standing resolutely against Nazi Germany in World War Two! Instead, the Irish had to earn their military reputation as hard fighters in the service of many other armies, including the British, American, and even the Mexican.

So the Irish are better known for drinking, carousing, and making music than their military prowess. My mother’s maiden name being O’Brien, I certainly have no problem with that. Go back through the other side of the family, and you’ll find the Mennonite Stretchers came from England to America in the 1620s (I believe I had some relative make it as far as a corporal in the Union Army). Go further back, and there are probably Anglo-

The Kommandeur

Saxon roots. That lets me access the few Teutonic genes I have whenever necessary, say against Bob Best’s Allies in our game of **Arnhem**.

In time-honored Irish tradition, I hope you were able to knock back a few with friends today in your local pub, or in spirit if duty called you elsewhere. And so for the day Darcy’s drunken donkey won the thoroughbred race at Donegal, “*Everyone lift a glass to Darcy’s Ass! DARCYS ASS!!*” - Gaelic Storm

Book Review:

“Gettysburg, A Testing of Courage,” by Noah Andre Trudeau

I typically save the 600-page historical epics for certain times of year, such as summertime and around Christmas, when I have a little more time to read. Such was the case with this Gettysburg title, weighing in at 563 pages plus endnotes and a thorough order of battle. This book was published in 2002 and sat on my bookshelf for several years before I got around to reading it. I must say that this is one of the best military history books I have ever read.

If you have ever read “Killer Angels,” by Michael Shaara, or seen the movie “Gettysburg” (a movie version of that book), then you have a good sense of what this book is like. It takes you into the action from the standpoint of both large historical figures, such as Robert E. Lee and George Meade, down to enlisted men on both sides and even some of the civilian residents of Gettysburg. Unlike “Killer Angels,” which focused on a few primary characters, this book tells the story of the battle from the perspective of many, many individuals, from their contemporary writings and post-war recollections. But, it reads like a novel in the skillful way it is put together, moving from point-to-point in the action, weaving many individual stories into one grand story of the entire battle. From first-person narratives, you can not only visualize the action, you can hear, smell, and feel and sometimes even taste it as well (as in fresh-picked cherries from an orchard).

The book starts at the end of the Chancellorsville Campaign on the grand strategic scale. As the Army of Virginia moves north, the action con-

denses to the operational level. When the battle is joined on July 1, as General Heth’s troops make contact with Buford’s cavalry, the action (chapters) becomes hour-by-hour, sometimes less than an hour. There are ample maps to follow the action, well-spaced for relatively easy reference, although there never seem to be enough maps in any book for me. The book dispels many myths associated with the battle, including the one about General Heth’s men looking for shoes for his men as the reason the battle began, and discusses the probability that many such myths are the result of post-war embellishments by the surviving participants from both sides.

As the book is based on sound historical research rather than being a novelization of history, it was ultimately much more satisfying for me than “Killer Angels.” Indeed, although I knew the ultimate outcome, I found myself hoping just a bit that Pickett’s division would somehow manage to break the Federal line, just this one time. The book does not give much in the way of a post-mortem about what would have happened had Lee carried the day on July 3rd, or much of what happened immediately after. Instead, it concludes simply with a recitation of Lincoln’s complete Gettysburg address, leaving the reader to ponder his own “what-ifs.”

This is a great book for wargamers. It illustrates just why so many published wargames on the battle just don’t work. To have any chance of recreating history, a Gettysburg game cannot be at the divisional level, because units were simply not used as intact divisions in the battle. The brigade is the proper tactical level for a manageable sized game on the subject. And, to give a proper feel for how the battle was fought, a player would basically have to issue orders to his units, and then set them off on their own, because that’s how the battle was fought. Lee told Longstreet what to do, Longstreet told his Division Commanders what to do, and so on down to the brigade level. Then the brigades tried to execute tactically what their commanders told them to do. Regiments mostly operated within their brigade, although many were held back as reserves, deployed as skirmishers, or sent elsewhere in emergencies. As you

might imagine, by the time the orders got down to the field level, they were not quite the same as they were when they were issued at the top, and by the time contact was made with the enemy, it was lucky if there was any semblance of order at all. It amazes me that either side was able to accomplish anything in much of an organized fashion. Many times they were not. Success was determined by courage, as the title of the book suggests, and sometimes just dumb luck. That lines somehow held under murderous fire is hard to understand from a modern perspective. I did find one title in my collection that mostly fits the above description, **Thunder at the Crossroads**, by The Gamers. It's a brigade-level game, and much of the game revolves around issuing orders to your units and hoping they do what you want. But it still has two maps, and a lot of rules.

If you have any interest in the American Civil War at all, read this book. Funny story: it is one of few books I have ever read that I recall incorporating into one of my dreams. I dreamed I was negotiating the settlement of a civil lawsuit, which I had actually been working on in real life earlier that week. As the discussion got a little heated in my dream, I started speaking in a strong Southern drawl, and told my lawyer opponent, "Suh! I have led Pickett's Division against the Yankee line at Cemetery Ridge! Under my command, we broke that line! If you do not relent, suh, I shall break your line as well!" I have to say I awoke from that dream more than a little pleased. And one more thing I learned from the book. The name of Robert E. Lee's Chief of Staff at Gettysburg? None other than Charles Marshall! I presume no relation, but you never know.

Treasurer's Report

More dues and contributions continue to trickle in, and some funds have trickled out. A relatively new major expense for us is the cost of hosting our website. We can continue to offer free electronic membership so long as contributions make up things like hosting and programming costs. So far this year we are a little behind. I encourage all of you who enjoy your *eK* and everything our website has to offer to send

in what you think these services are worth to you. Anything would help, no matter how small.

Starting Checking Balance 1-30-11:
\$ 1,442.07

Income:
Dues: \$ 57.00
Transfer from savings: \$ 21.00

Expenses:
K Jan/Feb Printing \$ 79.65
Charles Marshall Webhost expenses
\$ 182.40

Checking Balance as of 3-30-11:
\$ 1,258.02

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

Interest Income through 2-28-11:
\$ 1.04

Contributions: \$ 21.00
Perpetual Fund Balance 3-30-11:
\$ 3,275.54

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

Interest Income through 2-28-11:
\$ 1.84

Transfer to checking account:
\$ 21.00

Operating funds in Savings
3-30-11 : \$ 5,681.41

Total balance in Savings, 3-30-11:
\$ 8,956.95

Total Treasury, 3-30-11:
\$ 10,214.97

Until next time!

★★

(Continued from page 7)

tended we enjoyed it. We can only thank AHIKS for trying to increase the size of the Society. They will soon receive my expense account.

As you may remember, I wrote about our trip to Tunisia last fall. I can really say nothing official about that visit other than what you read, but knowing what happened after I left Tunis, you can guess what my *real* purpose was. Will the same thing happen in Costa Rica? Only time will tell.

Our Treasurer is in Belize at the moment. Is he on a secret mission for AHIKS? Brian will undoubtedly bring us up to speed in the next issue in his usual modest way.

Now, back to the real world.

The Society keeps changing, and changing for the better. The web site has evolved to be very attractive and useful. The die roller program was great, and now it is improved. New members keep joining us. And, of course, we have had an on-time newsletter since June 2002, and that has changed from an all-print newsletter to a mostly-electronic newsletter. As long as members keep sending in interesting articles, it will be worthwhile to read.

I have more material from Carlo D'Este and Don Miller that I recorded on the Mediterranean trip. It will appear in future issues.

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.

1624 Dennis Kahlbaum, Ann Arbor, MI

1625 Dale Kristof, Lebanon, OH

1626 Williams King, Cedar Rapids, IA

1627 Jay M Wood, Greenville, NC

1628 Rusty Coleman, Geismar, LA

1629 Robert Paquin. Mont St. Hilaire, Canada

1630 Daniel Schultz, Saint Michael, MN

1631 Kerry Anderson, Edmonton, Canada

1632 Michael Priebe, Seattle, WA

1633 Clayton Baisch, Surry, Canada

1634 Jeff Patterson, Pleasant Hill, CA

Open Match Requests

1870	Sidney Jolly (12) GN	Rommel In The Desert	Pete Menconi (146) INV
1914 AH	John Trosky (1554) UNV	Russia Beseiged L2	Martin Svensson (1466) ED
A Victory Denied MMP	Daniel Schulz (1630) LV	Russian Campaign AH	Tim Brittain (1582) NV
A Victory Lost MMP	Ed O'Connor (1243) E	Russian Campaign AH	Ron Brooker (1252) U
Afrika Korps AH	Brian Britton (1603) ELNV	Russian Campaign AH	Paul Heiser (1051) U
Afrika Korps AH	Greg Dilbeck (1363) UFN	Russian Campaign AH	Bob Johnson (73) EM
Afrika Korps AH	Sid Driver (1567) D	SOPAC Avl	Graeme Dandy (916) E
Afrika Korps AH	Paul Heiser (1051) UN	Stalingrad AH	Joe Angiolillo (412) D
Anzio AH	Tim Brittain (1582) NV	Stalingrad AH	Brian Britton (1603) ELNV
Anzio AH	Melvin Yarwood (36) AN	Stalingrad AH	Sid Driver (1567) D
Anzio revised map/6th ed AH	Tom Oleson (111)	Stalingrad Holcombe AH	Bob Johnson (73) EM
ASLSK MMP	Barry Roy (1596) V	Sword And The Stars, The SPI	Sidney Jolly (12) GN
Battles for Ardennes SPI	Bill King (1626) EFNOVW	Tamburlaine the Great SPI	Albert Bowie (299) NE
Battles for Ardennes SPI	Tom TenEyck (826) NV	Twilight Struggle GMT	Lee Massey (1382) C
Bitter Woods AH	Greg Dilbeck (1363) UFN	Victory in the Pacific AH	Rick Rokszewicz (1108)
Bitter Woods AH	Ron Gregory (1366) EFLV	Vietnam VG	Kevin Reid (1315) E
Bitter Woods AH	Melvin Yarwood (36) AN	War and Peace AH	Tim Brittain (1582) NB
Blue & Gray I-II SPI	Melvin Yarwood (36) AN	Waterloo AH	Joe Angiolillo (412) ANO
Breakout Normandy AH	Clyde Longest (1413) CEINWV	Waterloo AH	Brian Britton (1603) ELNV
Bulge '65/'81 AH	Tim Brittain (1582) NV	Waterloo AH	Paul Heiser (1051) UM
Bulge '65/'81 AH	Bob Johnson (73) EM	We The People AH	Clyde Longest (1413) LX
Caucasus GMT	Chris Hancock (565) V	Wilderness War GMT	Gary Guyton (1015) CDENLV
Chickamauga SPI	Joe Angiolillo (412) AN		
Cobra SPI	Bill King (1626) EFNOVWX		
D-Day 61 AH	Brian Britton (1603) ELNV		
D-Day 77 AH	Greg Dilbeck (1363) UFN		
D-Day 77 AH	Sid Driver (1567) D		
Destruction of Army			
Group Center S&T	Chris Harding NE		
Diplomacy AH	Bob Herbst (1442)		
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		
Montys D-Day S&T	Chris Harding NE		
Napoleon at War SPI	Melvin Yarwood (36) AN		
Napoleon's Last Battles SPI	Bill King (1626) EFNOVW		
Napoleon's Last Battles SPI	Melvin Yarwood (36) AN		
Napoleon's Triumph 1	Barry Roy (1596) V		
NATO VG	Kevin Reid (1315) E		
Panzer Armee Afrika SPI/AH	Bill King (1626) EFNOVW		
Panzerblitz AH	Richard Passow (1453) ESL		
Panzer Leader AH	Peter Bertram (790) V		
Paths of Glory AH	Clyde Longest (1413) LX		
Paths of Glory AH	Robert Paquin (1629)		
Paths of Glory AH	Thomas Scarborough (1345) WT		
Red Parachutes Avl	Sidney Jolly (12) GN		
Red Star / White Star SPI	Sidney Jolly (12) GN		
Richthofen's War AH	John Trosky (1554) EU		

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

(Continued from page 5)

3. The experiment in the last game was for the Soviets *not* to dispense with WW (which they won handily at the modest cost of 100 PPs) for the organizational benefits it brings, and then to declare war on Germany mired in Norway and France (July '40—1/3rd chance). The Brits tied up the Germans in Norway. When the game ended (8/40) the Germans had not captured Brussels, were just probing into France after heavy losses, and had just lost Warsaw to a huge advancing Soviet force, so the Soviet early mobilization (7/40) proved to be an attractive strategy.

★★

Museum Visits: Texas and Louisiana, December 2010

by Omar DeWitt

The drive from Albuquerque to Texas is over some of the flattest country in the U.S. From Santa Rosa southwest, the roads are two lane. When one gets into Texas, the speed limit is 70 mph. At night, it goes waaay down. To 65 mph. It takes a little getting used to, but one can get up to 70 on a two-lane road because there is little traffic. There were lots of dead animals at the side of the road, but we saw no animals walking about.

After staying overnight in Sweetwater, we arrived in Fredericksburg, TX, a little after 11 on Dec. 7. My brother was supposed to meet us there, but we were told that he would be delayed. So we walked up to the Admiral Halsey building where the Nation Museum of the Pacific War is housed and bought our tickets to the exhibit. I had found online that there was to be a Pearl Harbor "exhibit," but it did not say when or what it would be. As it turned out, we were there exactly at the right time. We bought our tickets, walked out the door, and the ceremony started. There was a fly over. It was of two WWII airplanes, one of which looked like a trainer. They were by so fast that I didn't really focus on them.

Six or seven uniformed young people (at my age, I can't really discriminate between high school, college, and young enlistees) marched up with flags and put them in disks. There were several short speeches. A high school ROTC member read a letter from a man on the *Arizona* to his family in Fredericksburg written on Dec. 6. Three men who had been at Pearl Harbor stood up to be recognized. A group of white-haired men sang several songs throughout the ceremonies. A half dozen men and women were there with video and still cameras taking photos.

It was a nice ceremony, not overdone. About a tragedy 69 years before.

The museum is in a new building next door. We showed our tickets and went into the large museum. It starts with the conflict between China and Japan, moves into the Japanese conquest of Korea, the Japanese conflict with Russia [including Russia's devastation at the Straits of Tsushima].

The history takes you up to the point just before Pearl Harbor. At the

room dedicated to Pearl Harbor, a door opens every five minutes. Inside, the room is large, containing a Japanese midget submarine. A sound and light show presents the Japanese attack on Pearl Harbor, beginning with the destroyer attack on a Japanese midget submarine.



This tank, driven by Australians, was hit by the Japanese. At least one of the occupants escaped.

The exhibits then range from the Battle of the Coral Sea to the dropping of the atomic bomb and the surrender of the Japanese. The exhibits are very well done, with short explanations of various battles and tabletop demonstrations of other battles. There are cases of memorabilia, there are actual tanks and aircraft, there are short, written descriptions of battles. Sound tracks sound off, some real, some simulated. It is a large museum, and it is easy to get confused, although a map is given with the ticket.



On the way out we had to stop at the store. There were two games available. One looked rather trivial, although no picture of the mapboard

was given. The other was an Avalanche naval game of WWII. There was a goodly supply of books, and I bought three. There were also various mugs, models, Japanese items, T-shirts, etc.

We walked back to the motel, where my brother had arrived. At 3:30 we walked over to the Combat Zone, another exhibit. Outside were several items on display, a couple anti-aircraft guns, some depth charges, and some 16 inch shells. These shells traveled 24 miles, which really boggles my mind.

Inside there was an Avenger aircraft, which our guide discussed. Outside was a search light and a Bofors anti-aircraft gun, which he also talked about.

Inside again was a PT boat with its gas guzzling engine and plywood frame. In general, they carried an anti-aircraft gun on the rear and a small caliber gun on the front, as well as two double 50 caliber guns, not to mention the torpedoes. The crew was normally 8 to 12 men. After the war most of the PT boats were run up on the shore, dismantled, and burned or just abandoned. There are maybe three remaining.



The combat zone.

Outside again we were in the combat zone, where four or five times a year they have a demonstration with explosions, etc. There was a Duck and a landing craft LST; everything else was Japanese: guns, pill boxes, tanks. It was about a half acre of Pacific island. All of the Japanese material was shot up. They had a medium tank, although most of the Japanese tanks were light. They had developed the medium in response to the U.S. tanks, which had no trouble with the light tanks. The big problem the tanks had was lack of

(Continued on page 15)

(Continued from page 6)

Well, one good thing about the poor weather is that I have plenty of indoor time to work on my game moves. The game table next to me has SPI's **Arnhem** map laid out, and I am going to be working on a game move as soon as I finish up this article. At least there is something positive coming from all of this stormy weather we are having—plenty of gaming time! ☺

Arnhem is one of my favorite games from SPI's **Westwall** quadgame series. I currently have two **Arnhem** games in progress as I write this. The **Arnhem** game covers the jump of the Allied 1st Airborne Army into Holland to secure a Rhine River bridgehead and open a road into Germany in September 1944. As the Allied player you command the 82nd Airborne, the 101st Airborne, and the British 1st Airborne divisions plus elements of the British 30th Corps as they push up the highway from Eindhoven to Arnhem. The German player has a mixed bag of units that were thrown piecemeal into the fighting to try and cut the supply lines to the British 1st Airborne holding out in Arnhem. The game is won or lost strictly on points accrued by tracing lines of communication at the end of each German player turn. The action is fast and furious with many small en-

gagements raging across the board as play progresses. **Arnhem** has received high praise from many independent publishers, and it has been recommended for inclusion in any basic wargame library. **Arnhem** was published in the mid '70s and uses a standard set of rules for the four games included in the **Westwall** quadgame. An exclusive rules set is included for each individual game, and the exclusive rules modify and supplement the standard rules for that game.

Overall, **Arnhem's** rules are pretty clean, but there have been some confusion and rules interpretations over the years with various opponents I've played. Little errata for the game has been published except for the quadgame errata sheet published in the 19 September 1976 issue of *Moves* magazine.

In the interest of trying to make a good game better, I am including my list of potential rules questions and solutions that have been used with various opponents over the years. Comments and corrections are listed in **RED**, and the rule or section number is given at the start of each paragraph. The list is presented below.

Arnhem Errata Standard Rules

[5.24] (**Clarification**) Armored, Reconnaissance, mechanized, and self-propelled artillery units may never enter a rough, broken or forest **woods** hex, or pass through a river, **canal** or stream hexside, except through road or trail hexsides. **Ferry hexsides are considered connected to any trail in that hex.** If forced to retreat through a non-road, non-trail hexside into a rough, broken or forest **woods** hex or across a river, **canal** or stream hexside, units of the type listed above are eliminated instead.

(**COMMENT** – Forest changed to “woods” as there is no forest hexes in Arnhem. Canal and Ferry language added to cover these terrain types in Arnhem.)

Optional Rule: RR Bridges are considered to be trail hexsides for the types of units listed above. Specifically, RR Bridges in hexes 2412/2413 and 1206/1307.

[6.33] (**Clarification**) Zones of control never extend through non-bridge river hexsides, and non-artillery units may never attack across non-bridge river hexsides. All zones of control **do**, however, extend across non-bridge stream, **and canal** hexsides, and units may attack across them. (Ferry's **hexsides** are

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non-bridge hexsides. Units may not cross them as a result of combat.)

[7.42] (Clarification) Defending units do not benefit from stream, or canal hexsides unless all units attacking that defending unit are attacking across stream, or canal hexsides.

[7.62] Explanation of Combat Results (Change)

BR = Both the attacking and defending units must **retreat** one hex. The defender retreats first. [Thus, if the defending unit is surrounded by units or Zones of Control, it is eliminated.] The attacking units then retreat. **Retreating attacking units may not enter the hex occupied by the defender, and they may not end their retreat in a defending unit's Zone of Control. If forced to do so, they are eliminated instead.**

[7.71] (Clarification) In retreating, a unit may **must** initially leave an enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units **do not** negate Enemy Zones of Control for purposes of retreat.

[8.41] FINAL PROTECTIVE FIRE (Clarification.)

Rule 8.41 language unchanged. Definitions for "...A successful attack..." and "Adverse results from the previous combat phase" added.

Note: First, an artillery unit about to be attacked or otherwise in enemy ZOC cannot offer FPF regardless.

Definition: "...A successful attack..." in the current combat phase would be:
1) If attacked by a ground unit and forced to retreat. A Br result would apply in this case.

2) Attacked by barrage and suffering a result as indicated under 8.15 (D2 or better).

3) Displacement during the current combat phase.

Note: Conceivably, an artillery unit that had been attacked but that repulsed that attack could offer FPF in an enemy attack that would follow, assuming the phasing player would sequence his attacks in such a way to permit it.

Definition: "...Adverse results from the previous combat phase..." would have to mean in the rare case of suffering a Br or Ar result from a forced adjacent attack in its previous combat phase; purely barraging artillery units do not suffer adverse results.

[9.0] Ground Support Points PROCEDURE: (Clarification)

Ground Support Points may be used during any combat phase, exactly as if they were artillery and can function as Barrage and FPF. **The Ground Support Points shown in each scenario allocation are the total points available per phase, not per game turn.**

Example: A Player has ten Ground Support Points allocated in a given Game-Turn. When he is the phasing player, he may use these **ten** points as Barrage Strength Points. When he is the non-phasing Player, he may **again** use these same **ten** Points as FPF. **He has ten points to use as the Phasing Player and another 10 points to use as the non-Phasing Player.**

Arnhem Exclusive Rules Folder

[11.1] (Clarification) Effects on Combat

Units occupying, entering or retreating into City hexes may reduce all remaining retreat results by **up to two** hexes. **The defender has the choice of reducing results by one or two hexes.**

Thus a remaining retreat of **D1, D2** or **BR** may at the owning players option, become "no effect", **D1** or **D2** results. **A1** or **A2** may also be reduced by one or two hexes or treated as "no effect" results in the same way by the attacker. All "elimination" results are treated normally. A **D3** **must** result in a retreat of at least one hex, and a **D4** **must** result in a retreat of at least two hexes. In all other ways, units in City hexes are treated as though they were in normal town hexes. (Airborne artillery receive no reduction.)

[11.3] NEGATION OF SPECIAL COMBAT EFFECTS

All units receive the above benefits, except when **surrounded** (with all six hexes adjacent to the unit occupied by Enemy units or Enemy Zones of Control, or Prohibited terrain hexsides.)

(Example—A Unit in hex 3521, Oosterbeek, would be considered surrounded if Enemy Units or Enemy Zones of Control occupied hexes 3520, 3620, 3621, and 3522 as the Hexsides of hexes 3420 and 3421 were prohibited hexsides.)

When surrounded, **only** Allied airborne and glider units receive the special benefit. In **all** cases, attack

against units in city hexes are resolved using the "Town" differential Line on the Integrated Combat Results Table.

[12.0] (CLARIFICATION) Highway Bridges are non-RR bridges over **rivers**. Canal Bridges are non-RR bridges over **canals**. (Quad Game Errata from 19 Sept. 76, *Moves Magazine* #29)

[13.21] Assisting in River Crossing and Assault. (Clarification)

When during any Allied Movement Phase, the Engineer unit is adjacent to any River hexside the Allied Player may use it to allow airborne and glider units to cross the River in that or subsequent Movement Phases. This is done provided the Engineer expends no additional Movement Points during the Allied Player turn, and is free of Enemy Zones of Control. **The Engineer unit may move up to its full movement allowance prior to the River crossing but may move no further once a River crossing is made. Only one River crossing location per movement phase may be made by the Engineer unit. Any number of airborne Units may cross at this location.**

[17.34] Lines of Communication may never be traced through unbridged River or Stream, or canal hexsides. **Bridges that have not yet been subject to a demolition attempt by the German player can be used to trace a line of communication.**

[18.16] ALLIED GROUND SUPPORT POINTS (Clarification)

Game-Turn One: none.

Game-Turn Two: three **per phase**.

Game-Turn Three: seven **per phase**.

Game-Turn Four: three **per phase**.

Game-Turn Five: three **per phase**.

Game-Turn Six: none.

Game-Turn Seven: three **per phase**.

Game-Turn Eight, Nine, and Ten:

none.

[18.22] (ADDITION) The German BrDf (2-2-7) **must** be placed in hex 2621. (Quad Game Errata from 19 Sept. 76, *Moves magazine* #29)

MAP (Clarification) Hexside 2120-2121 is a canal bridge for all purposes. (Quad Game Errata from 19 Sept. 76, *Moves magazine* #29)

MAP (CLARIFICATION) The stream hexsides shown between 0105/0205 and 0210/0310 are considered to be canal hexsides for all game purposes including bridge demolition.

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TERRAIN EFFECTS KEY

(Clarification) Definitions for stream and canal hexsides are the same in the game. Any rule referring to a stream hexside applies for a canal hexside.

I would like to hear from anyone who plays **Arnhem** or any of the other SPI quadgames who may have made a similar listing of rules corrections. I think they would be helpful to gamers today who play the old classics, as the designers of the games are no longer available to answer questions on them. I think there are a number of the SPI quadgames that have been deemed "unplayable" over the years that with a little "rules tweaking" can become very playable today. I plan on posting this list in the AHIKS forum "Wargame Rules Interpretations" Section also, and I encourage others to post their lists there as well.

The **Wooden Ships and Iron Men** game is just about to start on the AHIKS forum. If you have a desire to play, I'm sure that Brian Stretcher, our Treasurer who is hosting the game can find a spot for you. The first game is to be a learning game using the basic game rules, and features two battlelines, one French and one British, passing each other through a foggy night at sea. I'm developing my crew's character now, and I'm working up their stats just like in a role playing game. It looks to be lots of fun! ☺

Again, I would like to encourage all of you to stop by the forum and visit us there. Also, if any of you have ideas, suggestions, or comments please stop by and say "Hi." The forum is also available for anyone who would like to start a game there. Please come by and join us! ☺

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 on page 12 of *The K* 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 is enjoying the spring season!

Until next time, Happy Gaming to you all! ☺

★★

Book Review

Bitter Victory, The Battle for Sicily, 1943

by Carlo D'Este

666 pages, maps, photos

(c) 1988

\$ 17 Harper Perennial

Reviewed by Omar DeWitt

Most of what I have read about the battle for Sicily has dealt with the specific battles that took place on the island. This book steps a bit backward and looks at the whole Sicilian campaign.

Bitter victory indeed. This campaign was one of the most inept in WWII. Although the invasion of Sicily was on the books before the North African campaign was concluded, there was no one group in charge of planning the campaign. And there never was. Harold Alexander was the designated leader of the campaign, but he never led. Planning was in the hands of three or four groups around the Mediterranean and was accomplishing nothing useful until Montgomery got tired of the confusion and stepped in with his plan. Throughout the campaign, Montgomery did what he wanted, and Alexander OKed it.

The landings, of course, were on the southeast coasts of the island. Why not elsewhere? Had they landed at Messina or across the straits at San Giovanni, the Allies would have isolated the troops on Sicily. The coastal defenses in the area were poor, the Italian troops were not eager to fight, and supplies were low. However, the Allies were not interested in taking any risks.

Tactical air support was almost nonexistent. Tedder's air group was concerned with being "independent" and gave no hints as to how, when, or where they would help the ground forces! The air forces did fairly well in eliminating the Axis air force, but did very little to support ground warfare.

The British got ashore with little difficulty, although they lost most of their ground transportation at sea. Their advance up the east coast was therefore slow, and although aided by para drops and a few sea landings, got bogged down by tenacious German defense, aided by the drop of German paratroopers. The Germans could drop para-

troops because they knew when the Allied air units were at lunch!

Montgomery then made one of the crucial errors of the campaign by moving westward and taking the Vizzini-Caltagirone road away from the U.S. Bradley's corps had been in a good position to envelope the Germans. By the time the U.S. had moved back to the beaches and the Canadians had moved in, the Germans were ready for them. Alexander just nodded. Patton accepted it.

Alexander had been skeptical of U.S. abilities since Kasserine and wanted to use them only as a guard to Montgomery's left flank. Patton finally got out from under Alexander's power and went on to capture Palermo, an essential waste of time. Had he attacked further east, he might have captured Messina much more quickly, for another German group from Italy didn't get there for another two days. Although Patton was obsessed with getting to Messina first, there is no evidence in his writings that Montgomery was in a race; he just wanted Messina taken.

And then, all of the German and Italian soldiers and their equipment escaped across the strait.

Von Liebenstein, a German naval officer, did a brilliant job of organizing the escape. The Allied air and naval forces did an abominable job of stopping them. One German was killed and a couple barges were sunk. Most of the evacuation was done in the daylight.

Carlo D'Este writes well and documents the book extensively; some pages are almost half footnotes. I enjoyed reading the book and seeing the battle from a slightly different viewpoint.

The paperback I read was in poor shape. It was a new book, but the print was not crisp. The text could be read OK, but the many maps were almost impossible to read. I emailed Harper about the situation, but, of course, received no reply.

★★



(Continued from page 11)

gasoline, which went mostly to aircraft and ships. The Japanese would dig pits for the tanks, and bury them up to the turrets. Hard to kill, but they didn't go anywhere. The turrets turned 360 degrees, where the turrets of the U.S. tanks turned much less.



Japanese medium tank

The last stop was in a Quonset Hut [made in Quonset Point in North Kingstown, RI], which contained medical equipment. The U.S. had accumulated masses of medical equipment prior to the expected invasion of Japan in 1945. It was then stored in County Seats throughout the U.S. as a precautionary measure. The material we saw had been stored in Fredericksburg.

My brother, Wayne, recommended our dining spot that evening, a German restaurant where we ate too much. Wayne is a nice guy, although he doesn't play wargames.

Breakfast was in two rooms adjacent to the registration desk. The two rooms had been a house in the 1800s. There was a short description of the house and the people who had lived there. Mueller is the only name I remember. We said goodbye to my brother and drove off toward New Orleans.

Except for the first 40 miles, the trip to Lafayette was on Route 10. Not very exciting. The speed limit was 70 for most of the trip. For lunch, we stopped at a Sam's. After buying gas, we went in to get an ice cream sundae. Their ice cream machine wasn't working, so we bought two pizza slices. I wondered if their ice cream machine was out of order all winter. At one spot the traffic going the other way was backed up over five miles, just inching ahead. We did not notice what caused the backup, but we were happy we were not in that line of traffic.

In Lafayette we stayed at a Drury Motel, which was four or five floors high. From 5:30 to 7 they served free food (!). Since we had had a large

lunch, we decided to have our dinner there. Egg rolls, spiced chicken nuggets, baked potatoes, salad, chips and salsa, hot dogs, and, much to our surprise, alcohol. I ordered a wine, which came in a four ounce plastic glass. The woman behind the bar said I could have only two more! They also served beer and mixed drinks.

For breakfast they offered sausage, scrambled eggs, waffles you make yourself, sweet rolls, bread and bagels, orange juice, coffee.

The drive to New Orleans, which we figured would be an hour and a half, took three hours. Route 10 runs for many miles through the swamps. The road is on cement stanchions and is two lanes in both directions. On one long stretch our traffic was stopped, then it speeded up for a few minutes, then stopped again. Quite often in such cases we never do find out why the traffic slows down; sometimes it is just a rise in the road. It took over a half hour to get by the spot where one lane was closed and men were doing something to the bridge.

Our room was ready when we got to New Orleans. We unloaded the car, parked the car, and decided to take the trolley to the French Quarter. We were walking down the street approaching the corner. A medium-sized dog was tied by a leash to a sign on the corner. As we were coming up, the dog looked at the door to the building on the corner, got down on the ground, and wagged its tail a little. I figured its owner was coming out of the building. He was. He came out and kicked the dog under its chin. I was aghast; Sue said, "Hey!" The man looked to be in his thirties, was obviously drunk, and seemed ready to take on two people in their 70s. He started saying, "What did you say?" several times. Sue said she was talking to her husband. We walked on. We couldn't help feeling sorry for the dog. We take good care of our animals, but we know other animals have a tough time with their owners.

To get on the trolley, one needs \$1.25 in exact change. There is a slot into which one can put a dollar bill if he is adept. I finally managed. The driver was a member of the one third of Americans who are obese. He was amazingly large; who makes clothes

for these people? Do they cost twice as much? The trolley was very noisy with some THUMP THUMP THUMP coming from under the vehicle.

According to our map, the French quarter is a square of blocks 6 by 14. There were a fair number of tourists walking about. There were many balconies. A few pedestrian-only areas were cordoned off. Along one street there seemed to be a musical group on each corner, hoping for handouts, of course. A blue-grass group, a New Orleans' jazz group, and a group with a bass.

For lunch we stopped at an Antoine's Annex and had a small quiche each; I also had a cup of French onion soup that was quite good.

We passed a Tanner gallery and were intrigued by his paintings. He does only one painting: leafless trees with a colored background. The artist was in residence, and I asked him if he added leaves in the springtime. He said, "No." Each painting was available in various sizes. I was taken with a picture with an orange/red background, and Sue liked a square picture with a bird in silhouette standing on a bare branch. We took photos of the artist and his associate in front of a three by nine foot picture, the same picture I bought in the four by twelve inch size. They also gave us some dining suggestions, after Sue asked.

The Jean Lafitte national park is in the French Quarter. There is a visitor's center and the "park" itself has a brick surface and contains four or five trees and a fountain. It is situated among three tallish buildings. We looked around; I bought a book on the battle of New Orleans.

We took a walk along the water. A paddlewheel boat was about to start boarding. As we walked by, a chubby woman on the top of the boat started playing on a steam organ. She did a fairly good job, but the organ was very loud, and the sound followed us down the shore.

The next morning we walked over to the National WWII Museum and got our tickets. The movie started at nine, so we hung out in the main room until it started. The room was very large. A C-47 was hanging from the ceiling, along with a Messerschmitt 109, a Spitfire, and a P-47. The C-47 had flown in several years ago and been transported

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The National WWII Museum

to the museum. The wings had had to be removed to get it into the building, then they were reattached. On the floor were a Sherman tank, a halftrack, a jeep, and several artillery pieces. Against another wall were two boats for transferring soldiers to the beaches. We talked with a docent (who had been in WWII); he had been at the museum since 2000. He said that the landing craft was not original but had been rebuilt by volunteers from specifications.

The movie, which the museum had made, was called "Beyond All Boundaries." The screen was as wide as one of the walls (50-60 feet?). Three other smaller screens rose and dropped into the floor from time to time. The topic was WWII in thirty minutes. The sound was great, and when the Tiger tank came on the screen the seats actually shook. It was narrated by Tom Hanks, who is a strong supporter of the museum. Seeing the movie was worthwhile.



German Air Raid Shelter

Concrete structures such as this were designed to protect German workers from Allied bombing attacks, and were thus generally concentrated though out railway marshalling yards or other routinely bombed industrial targets. Weighing in at five tons each, the conical design proved to be cheaper and more effective than underground shelters. The Germans also built structures similar to these on a much larger scale to accommodate up to 500 people.

The museum is broken up into parts. It starts with Prelude to War and the Home Front. The museum is in New Orleans partly because it is the home of the Higgins Boats. Higgins made landing craft and a few PT boats, but without the landing craft, the U.S. and Britain would not have done much in WWII. There is a War in the Pacific section, including Pacific D-Days and the Atomic Bomb. The museum originally was oriented toward D-Day in Europe, so there is naturally a section on that aspect of the war.

Not everything is covered; the Mediterranean is missing. But what they cover is done well, with interesting displays, sound, personal interviews on tape, motion picture clips, and lighted maps. The museum is building two new buildings to house more of WWII and will eventually cover three city blocks.

There are three shops, one sells games. The games are very limited, **Axis and Allies** variations and **Mem-oir '44** and its variations. Many military books on WWII are for sale, but they are not organized well, and the selection seems to vary from shop to shop.

On our last day, Saturday, a Wake Island game was being demonstrated. At nine, a ten-minute lecture was given stating the situation on Wake at the time it was invaded. We went out to the demonstration area where the game was already set up. It was a miniatures game, and the table was about 12 feet by 20. Depicted were two of Wake's islands, assumedly the two that the Japanese attacked.



Wake Island Game

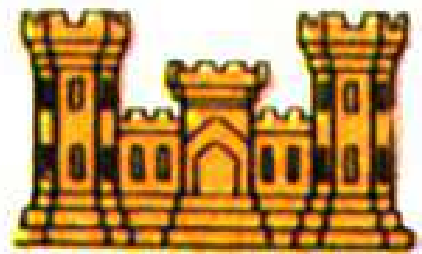
The Japanese naval forces are in the upper right.

There were conferences between the players until 10, when the game started. Since this was a miniatures game, there were several tape measures about. Distances were measured, dice were rolled, tables were consulted, dice were rolled again, and eventually the results of the fire was announced. By 11:30, four turns had been completed. Two Japanese destroyers had been sunk, many Japanese soldiers killed.

In the actual battle, the U.S. won the first part of the battle. The Japanese retired and returned a week later with more soldiers, who overran the U.S. defenders.

Quite a few people stopped by for a minute or two to watch the action. The younger kids seemed more interested. After two hours, I had observed enough, and Sue and I left.

★★



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