

The Kommandeur



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From the President Charles Marshall

Hello fellow AHIKS members!

My article this time around will focus on some of the many changes taking place in our Society; changes I'm sure you'll agree are for the better. First I'm very excited to announce our new Ratings Officer, Kenneth Oates! As a long-time member of both AHIKS and AREA, Kenneth has the ideal background for the position, and I'm confident he'll do an outstanding job. His background in mathematics and statistics is just what our Society needs in a Ratings Officer. Kenneth has also been published in both *The General* and *Operations* magazines. Congratulations, Kenneth, and welcome aboard!

While there are quite a few different methods for conducting a game, whether it be by mail, email, the AHIKS forum, or a dedicated game aide such as Vassal, Cyberboard, or Aide De Camp, I know there are some folks out there (myself included) who still enjoy the tactile sensation of physically pushing little bits of cardboard around on a board. Even while using a computer-based aide like Cyberboard, I still have the physical version of the game set up on my game table. I like to see the whole board sometimes, something which isn't possible with a computer aid like ADC. Someday, things might change, but, for now, my standard operating procedure is to write down my moves and either translate that data into a game aide or send it to my opponent in an Excel or Adobe Acrobat OOB file.

A few weeks ago it dawned on me that a useful resource might be a library of OOBs posted onto the Members Only side of our website. Many of you may already have all the OOBs you need but perhaps not. So we've built a new page simply titled "Orders of Battle." Again, log in to the Members Only side of our site and you'll see it listed there. Currently there are only a handful of OOBs, some of which are different versions of the same game, but my hope is that, as you tap into this resource, you might also have a few of your own that you would like to donate to the cause!

If so, simply email them to our webmaster (that's me!). That email address is wm@ahiks.com. Hopefully with your help the library will grow, and it will become a valued resource, much like the UCP. What's the UCP, you might ask? It's the Unit Counter Pool. Lost a counter, chart, or playing aide from your favorite wargame? Go to the UCP page on www.ahiks.com and see if we have it. If so simply email Brian Laskey, the UCP custodian and request the missing part. We have many other great features and resources just for you, the member, on our website. I encourage you to make use of them! Our AHIKS Forum continues to grow in users, and, while being a great communication tool, it has also become a place to play games online! We've had matches of **Air Force**, **Submarine**, and **Fighting**

Wings; currently a learner's game of **Wooden Ships and Iron Men** is underway. **Richthofen's War** is up next, so, if you're interested, log in and see what's happening. While you're there, check out the other areas of interest: wargame design, rules interpretation, After Action Reports (similar to *The General's Series Replay*), and even just a place to chat about hobbies of all kinds. (Check out the pictures of some of the models Match Coordinator Rice has built and posted to the "Off Topic Cafe.") Cool stuff!

We also have our own dedicated online Die Roller which will roll nearly any combination of die sides and numbers to accommodate your game. The results are automatically emailed to your opponents (without even having to type in their email addresses!) and stored in the database as a "roll history" page. Constantly rolling the same die sides/number combination? You can "save" it as a default roll so you will see your page appear with that combination each and every time you open the page. I haven't found a die roller out there that offers what ours does, and it's just for you, our valued members. And to think that all of it is free! Not a bad deal.

Well, enjoy these features, get some good rolls but most importantly, go have some fun out there!!!

Happy Wargaming!



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: 4 June 2011.

Alan Poulter
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NEW BOARD WARGAMES

Avalanche Press

"Panzer Grenadier: Go For Broke" is a book supplement for the **Panzer Grenadier** series, with 20 scenarios depicting the actions of America's most-decorated regiment, the 442nd. It has 20 scenarios on actions featuring America's toughest fighters in the last years of the Second World War. "Go for Broke" needs ownership of **1940: The Fall of France, Elsenborn Ridge, and Battle of the Bulge** to play all of the scenarios.

August 1914 is the first game in the **Infantry Attacks** series, the World War One equivalent to the **Panzer Grenadier** series, and has forty scenarios representing actions from the opening battles of 1914 in East Prussia and Poland between the Russian and German armies.

Great War at Sea: Prizes of War is a print-n-play supplement for the **Great War at Sea** series that allows players to examine alternative battles using ship captures from other powers. <http://www.avalanchepress.com/index.php>

Canons et Cartons

Allemagne 1813, de Lützen à Leipzig is the fourth game in the **Jours de Gloire Campagne** series and covers the campaign of 1814 at the operational/corps level. http://fredbey.com/canons_en.html

Clash of Arms

Just in time for the 200th anniversary of the battle, **La Bataille de la Moscowa**, the classic GDW game covering the battle of Borodino, has been re-issued. This game started the avalanche of giant games covering famous battles at the tactical level. **American Fleets** is the eighth game in the **Command at Sea** series and covers details of all U.S.

ships and aircraft and all their weapons and sensors in **Command at Sea 4th Edition** standard. <http://www.clashofarms.com>

Critical Hit

Drop Zone Normandy is the first release for the **Advanced Tobruk** series TT ("table top") games in which all of the scenarios depict actions in Normandy by the men of the 101st 'Screaming Eagles' Airborne Division, using single maps and squad-level units.

Nordic Twilight, in the **Advanced Tobruk** series, covers the opening days of Operation Nordwind (aka the Battle of the Bulge). In the same series, **Road to Bataan** covers the fighting on Bataan in January, 1942. Still in the same series, **Lz X-ray** covers an assault on a landing zone by an entire NVA battalion in the Vietnam War.

In the **ASL Compatible** series, **Band of Brothers: Normandy** contains eight scenarios on the fierce fighting in the bocage by the 101st Airborne Division on D-Day and beyond. <http://www.criticalhit.com>

Fifth Column

Lost Battles, from Professor Philip Sabin, is forty games in one. It covers battles and campaigns in the Mediterranean and Near East from the Persian defeat at Marathon in 490 BC to Caesar's victory at Pharsalus in 48 BC. The game can be fought on three levels—the grand tactical, the grand strategic, or a combination of the two. At the grand strategic level, 1 to 4 players may refight the epic struggles of the two centuries from 350 to 150 BC. <http://www.fifthcolumngames.co.uk>

GMT

Fighting Formations is a new game series covering World War II tactical combined-arms combat at the platoon and squad levels, and the first game in the series is **Grossdeutschland Infantry Division**. The game has cards for such things as snipers, artillery, air support, or demolitions but is not card-driven. The game engine is an impulse-type back and forth mechanic whereby 'Orders' carry with them a certain cost. <http://www.gmtgames.com>

Grognard Simulations

Armored Knights: Operation Gazelle is a battalion and company level simulation of the Israeli counterattack and crossing of the Suez Canal during the 1973 Yom Kippur War. <http://www.grognardsims.com>

Lock 'n Load Publishing

Summer Lightning is a division/brigade level game on the German invasion of Poland in 1939. <http://www.locknloadgame.com/>

MMP

Out of the Attic #2 contains six reprinted articles and sixteen scenarios from the **Advanced Squad Leader** series. In the same series, **Starter Kit Expansion Pack #1** includes three new boards and eight new scenarios.

None but Heroes, on the Battle of Sharpsburg in the American Civil War is the first game in the new **Line of Battle** series, which replaces the old **Great Campaigns of the American Civil War** series. All the unit rosters and paperwork is gone. The typical (and time consuming) multiple fire phases have all been integrated into movement. <http://www.multimanpublishing.com>

Victory Point Games

No Retreat 2: The African Front: 1940-1942 takes the **No Retreat** series to the North African campaign. <http://www.victorypointgames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #268 contains **When Lions Sailed**. Designed by Joe Miranda, it covers global naval warfare in the 17th century.

Strategy & Tactics #269 contains **Falklands Showdown** which uses an adaptation of the **Red Dragon Rising** system by designer Philip Sharp.

World at War #18 contains **South Seas Campaign**, covering the fighting across the Solomon Islands in 1942-43. Designer is Joe Miranda. <http://www.decisiongames.com>

Against the Odds Annual 2010 contains **Four Roads to Moscow**, four completely different treatments of Barbarossa, based on approaches taken by

four well-known designers, Mike Rinella, Ted Racier, Roger Nord, and John Prados.
<http://www.atomagazine.com/>

Vae Victis #98 contains **Operation Nordwind**, the last German offensive in World War II. This is a special edition that includes mounted counters for the first time!
<http://www.vaevictis.com>
 Note that *Vae Victis* magazine and games are in French but rules translations are made available via:
<http://grognard.com/vaevict.html>

Battles #6 contains **Into the Bastards!**, covering the second battle of Villers Bretonneux, 24 April 1918. Designer is Nicolas Rident.
<http://www.battlesmagazine.com/eshop/index.php>

NEW DTP WARGAMES

Firefight Games

Operation Dovecote is a two-map simulation covering the first three days of the October 1973 conflict along the Suez as the Israeli defences attempt to slow the Egyptian juggernaut.
<http://firefight-games.com>

High Flying Dice Games

This is designer Paul Rohrbaugh's new company, which is publishing the following games. New is **Devil Takes All!**; it covers the Battle of Opequon Creek, the climatic September 19, 1864 engagement during the Shenandoah Campaign. Reprints are **Blitzkrieg Challenged: The Battle of Dinant**, **Blitzkrieg Checked: The Battle of Gembloux**, and **Blitzkrieg Unleashed: The Battle of Sedan**, all games are in the Blitzkrieg in the West series, covering the early campaigns in 1940.
 Email: phrohrbaugh@hotmail.com

Minden Games

Great War Salvo! contains 84 individually rated World War I British and German warships and rules for combats. Other nationalities are planned for future expansions.
http://minden_games.homestead.com

NEW WEB RESOURCES

OFFICIAL RULES

1805: Sea of Glory (GMT)
<http://www.boardgamegeek.com/file/download/7n8bzrn1tn/1805LivingRules4-26-11.pdf>

Napoleon at Bay (AH)
http://www.boardgamegeek.com/file/download/74y0c46jh6/Napoleon_at_Bay_Rules_OCR_.pdf

Plan West (Three Crowns)
http://www.boardgamegeek.com/file/download/72nogdft2z/Rules_1.1_Plan_West.pdf

ERRATA

Age of Napoleon (Phalanx/Mayfair)
http://www.boardgamegeek.com/file/download/78l8sswona/AoN_QAmanual_v5.pdf

The Alamo, VV #97 (HC)
<http://grognard.com/errata1/alamo.txt>

Allemagne 1813, de Lützen à Leipzig (CeC/Hexasim)
<http://www.boardgamegeek.com/file/download/7nm3xs75gs/errata1813.pdf>

Axis and Allies: Pacific (Hasbro)
http://www.boardgamegeek.com/file/download/72jrx4r3i/A%26A_Pac40_Q%26A_%28BGG%29.pdf

Baltic Gap (MMP)
<http://www.boardgamegeek.com/filepage/66752/blatic-gap-errata-pdf>

Battle of the Ebro (*Vae Victis*)
<http://grognard.com/errata1/ebroqa.txt>

Flying Colors Series (GMT)
<http://www.boardgamegeek.com/filepage/63791/living-rules-erratafaqclarifications>

From Overlord to Berlin (HC)
<http://grognard.com/errata1/overber.txt>

Gettysburg (Warfrog)
http://www.boardgamegeek.com/file/download/72mhz35rmg/FaQ_Gettysburg.pdf

King Philip's War (MMP)
http://www.boardgamegeek.com/file/download/71apk19wqk/KPW_Errata.pdf

Labyrinth: The War on Terror (GMT)
<http://www.boardgamegeek.com/file/download/75ogs9llc8/LabyrinthErrataandClarifications.pdf>

Wilderness War (GMT)
<http://grognard.com/errata1/ww3.txt>

RULES TRANSLATIONS

Les batailles de St Albans, VV #96 (HC)
<http://vaevictis.histoireetcollections.com/bonus/St%20Albans%20Rules.pdf>

Battle of the Ebro (*Vae Victis*)
<http://grognard.com/info1/ebrorule.txt>

Champs de Bataille series (HC)
<http://grognard.com/info1/champs.pdf>

Operation Nordwind, VV #98 (HC)
<http://vaevictis.histoireetcollections.com/bonus/NordwindEnglishRules.pdf>

★★

The VP's Corner by Bert Schneider

Sometimes life's hectic pace has a higher priority than hobbies.

I've not been the best player this spring and summer. I'm not just talking about my combat die rolls. My opponents have sent me their moves, and I have not been very responsive in my return moves. I know it is no excuse, but life really has taken a full swing at all of my hobbies, including wargames. My poor wife needed assistance on two fronts: she needed help with her final project for school, and then she needed help getting around since she broke her toe. Then came our daughter's graduation at UC Berkeley. We spent some time with her in some of the most beautiful country around. We lucked out with the weather for her graduation on May 14th but ended up with some drizzle on the other days. We visited Muir Woods, which if you haven't done so, you need to see; what beautiful, giant Redwood trees. I was hoping to get a face-to-face wargame in with our President since I would be in the neighborhood, but Charles spent the weekend camping with his family, a very important endeavor!

My wife and I have also had to contend with weeks on end of perpetual plumbers at our home. Our home was cursed with polybutylene pipe. So we had to have plumbers come into our home (it is taking weeks of hard work) to replace all of our internal plumbing with new pipe. Polybutylene is a type of plastic used heavily from the late 70s until the mid 90s for water pipes. Since the material was inexpensive and easy to install, it was hailed as "the pipe of the future." However, lawsuits were filed because the pipe was defective, causing hundreds of millions of dollars in damages. In a sense, our home is a time-bomb! Since our home didn't spring a leak during the time period for the class-action lawsuit, we have to pay for the replacement ourselves. As I'm writing this article, the inside of our home still looks like Swiss cheese. After the inspector approves the plumbing work, the contractor is going to put back the dry wall pieces and retexture the walls and ceilings. I will have to repaint everywhere the plumbers had to cut out. After the

plumbing is replaced, the next chore is to rebuild our master bathroom.

One of the best things about AHIKS is that most members are very forgiving and understand that sometimes there are more important things going on in one's life than wargames. My opponents graciously stand by for my moves and understand that sometimes other priorities pop up. I'm glad I found AHIKS several years ago. I can really say that without AHIKS, I don't think I would be really enjoying this hobby at all. AHIKS has so much to offer. AHIKS not only provides me with tangible services like our forum, opponents match-ups, counter pool, *The K* newsletter, our die-roll service, etc. AHIKS also provides a chance to connect with people with a variety of backgrounds, interests, and hobbies with a common theme: we all like to play wargames. In this day and age where everyone wants to be "your friend" on social networks it really is nice to know you can join a group that allows its members to enjoy the hobby that brings them together.

★★

Stack Academie Con by Cory Wells

Well, it seems to be the year of board game conventions for me. This time I headed for Montreal, Quebec, Canada for the Stack Academie Con (April 15-17, 2011), put on by my friend Marc Guenette. From my conversations there, it seems Montreal used to have a healthy gaming community but things sort of slacked off in the last ten years or so. Marc wants to bring it back again.

A gaming friend of mine, Grant LaDue, and I took a train from Niagara Falls, Canada, to Toronto and from there to Montreal. It was a comfortable trip. The convention was held in a modest hotel with not much extra in the hotel except maybe free breakfast in the morning, but there were more than enough restaurants within walking distance of the hotel. The gaming was held downstairs in two semi-small rooms. The con was very intimate in this respect. Many of the locals were there as well as gamers from around the country. Some were from GA, NY,

and the New England states; others were from Ontario, Nova Scotia, and Quebec.

We got there a day early so we could relax and have dinner. We were able to get into some games that we may not have got to once the weekend started.

The first game I played was **Merchants of Venus**, an old AH game of inner space travel of selling and buying products from other planets and galaxies. Sort of a train game in space. I was lucky to play two games of that before everyone moved off to play other things. The next game to play was GMT's **Sword of Rome**, a 2 to 4 multiplayer game of the battles for Italy and Sicily. The players are the Gauls, the Greeks, the Etruscans, and of course the Romans. It was a fun game and one I would like to play again.

I saw many games being played over the weekend. GMT's **Wilderness War**, **Combat Commander**,

Atlantic Storm, **House Divided**, **Race for the Galaxy**, **Escape from Colditz**, **Twilight Struggle**, **1960 Making of a President**, **Memoir '44**, **Waterloo**, **Battle Star Galactica**, **Age of Empires III**, and **Hammer of the Scots**, to name a few.

One of the nice touches was on Saturday night; a party of us not from the area went out for some fine Montreal cuisine. It was a long wait at the restaurant but worth it. The food was exceptional.

Another touch of class was Marc having a door gift for everyone on the last day of the Con. This was really a nice door gift. You either got a issue of *Battles* magazine (which is about \$40) or a GMT game. It's just going to get better from now on.

I have been trying to make all the conventions people keep urging me to attend. It just so happened that I was off that weekend so I was able to go, but for next year I am going to make sure I am off for this one again. Good gaming.

★★

New Rating Officer: Kenneth Oates

My name is Kenneth Oates, and I am the new AHIKS Ratings Officer. This issue's column is just a note to say "Howdy" and provide some background for other members of the Society.

As a kid, our vacations took in lots of historical sites. These included the battlefields of Vicksburg, the Alamo, and Lookout Mountain; today I live within an hour's drive of the first two Mexican War and the last Civil War battlefields.

My first game was given to me in 1963 when JFK was in the White House. It was a "used" (well, punched at any rate) 1958 version of Avalon Hill's **Gettysburg** with hexes. Still have it, by the way. It has four pages of "Instructions." It was considered too complicated by my friends. But I was hooked.

I went to college, but the school had no fight song. We had a "War Hymn." I fell out to formation in the morning, went to class in uniform every day, and had drill practice every fall afternoon as a member of the band. So all of my friends had a military bent, perfect for introducing... **Gettysburg** '58. It was played twice; we were freshmen with little time, but people were interested. On the way home for summer break, I bought a new game just published, AH's **PanzerBlitz**. The next three years saw literally dozens of games played with that set, with additional counter sets, do-it-yourself scenarios, hidden set ups, and homemade maps. We added AH's **Jutland** (we had a vacant room we could use to set up the battle lines on the floor, and it had two desks which were perfect for plotting hidden movement) and **Anzio** to the library.

I lost most of my gaming buddies after I graduated, took a little more time off for graduate school, and finally in 1983 joined AREA, SGS, and AHIKS to find opponents and get some playing time in. I had 25 games in my library. The best opponents, bar none, came from the ranks of AHIKS. They played to completion, and it was always about the game, not winning. In the years since, I have made friends from across the Pacific, to North America, to Great Britain.

Currently I have almost three hundred games (should cross that milestone this summer), covering just about every period from ancients to the present (the exceptions being the middle ages and the Renaissance). If pressed, my favorites would still be the old **PanzerBlitz/Panzer Leader** games, although I can be talked into an SCS or GBoH/GBACW/GCACW game without much arm twisting. I helped as the assistant **PanzerBlitz** GM during AvalonCon in the late '90s. I am presently competing in the MMP Ironman tournament, back in the middle of the pack after the first two rounds.

I have a technology background, I was the Software Manager for a local hospital, and I am strong in math and statistics. Currently, I have the time to devote to this, which is an important ingredient for this position. I was always a little frustrated in not getting my ratings back quickly, so making this process work smoother and more efficiently may be my biggest contribution. For the time being, I foresee no paradigm shifts in the way ratings are being handled, it was very well organized and run by those before me for years. Just one reminder, send the completed game results reports (including cancellations) to me at my snail mail or email address on page 12, and *not* to the Match Officer (that only slows down the process!). Good gaming!

★★

The Movie "Patton"

by Carlo D'Este

This continues the series of articles on our trip to the Mediterranean, Heroic Shores. The trip visited Tunisia, Malta, Sicily, and Italy. This talk was given after we had re-seen/seen the movie. O.D.

For the record what you have heard what has been termed The Speech is completely accurate. Only a few lines have been omitted for time reasons. It was a speech that Patton delivered countless times to the units of the 3rd US Army before the invasion of France in June 1944.

Eleanor Roosevelt thought he was the devil. Gossip columnist Hedda Hopper thought he was the greatest man who ever lived.

Frank McCarthy, the film's producer, wanted to show the ambivalence of both statements.

It took him 19 long years to accomplish this task. It was well worth the wait. The film won 7 academy awards in 1971. Best actor, George C Scott, in the role that made his name as an actor.

It also won best picture, best original musical score, best director, best cinematography, and several others.

When I wrote Patton's biography, I opened the book with the speech from the film. I did so, because, as I wrote, ask any American born after WWII what immediately comes to mind when the name Patton is mentioned, chances are they will conjure up an image of a large empty stage dominated by an American flag with the tall, uniformed, bemetaled general addressing an unseen audience.

Because of the film, this is how most people probably identify with the name Patton. The film really never could have come to the silver screen without the tenacity and the perseverance of that one man, Frank McCarthy. Frank McCarthy was a former journal-

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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.

Secretary's Notes Bob Best

Today is May 24, 2011. I am again sitting here in my den composing my bi-monthly column for the newsletter. Today is a nice spring-like day, the first one we have had in several days now. Its been raining here in the SF bay area, and we have had 20 inches of new snow in the Sierras. Quite remarkable for spring! The weatherman says we are in for still more rain in the coming week. Boy, I sure do miss the nice warm spring days where I could sit and grab some rays on the deck and read a good book while I improved my tan. The upside to the rainy weather is that I have more time to play wargames with my AHIKS friends! ☺

Speaking of wargames, I am starting a new game of Avalon Hill's **D-Day** with our editor Omar DeWitt. June 6th is the anniversary of the D-Day invasion of Europe, and it is almost upon us. I thought it might be fitting to play a game of **D-Day** in honor of the event, especially as my uncle landed on Omaha Beach on D-Day.

Two issues ago member Randy Heller suggested that we re-institute the "Meet the Members" column here in *The K*. We started up the column again with my "Meet the Member" profile, and last issue we published Randy Heller's profile. To date I have not received any additional member profiles for publication, so there will be none in this issue. Two issues ago I stated that I would publish them in my column as long as I received them from members. Well, 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.

One thing that the Executive Committee has been discussing is what is the membership playing in the way of games. Is it brand new just published games or do we tend to play our older tried and true "veterans"?

After doing some research into this, I found that it might be more difficult to determine than I first thought. The reason for this is a lack of data. On the one hand we have games requested by the members, and on the other hand we have games completed. This is a little misleading as many games that are played do not get reported as completed, and, now with the die roller, many of our members do not request a formal match. This is fine as AHIKS is

here for our members' use, and we want the services to be as easy as possible to use. The above disclaimer is just an explanation as to why the statistics I am about to present are somewhat biased as I could not find any better data.

You might remember that I presented a picture of the "average" AHIKS member back in issue 45/5 of *The K*. Our "average" AHIKS member is 50.8 years old and has been wargaming for 32 years. To add to this profile and see what our "average" member has been playing, I collected data on wargames requested by our members. It looks as if the Avalon Hill Classics come in over the current crop of newer wargames. The top honor was split three ways with AH's **Afrika Korps**, **Stalingrad**, and **Russian Campaign** coming in tied for first with 4 requests each. Check the list below for the numbers of other game requests.

There were a total of 80 game requests made:

GAME	#
Afrika Korps (AH)	4
Stalingrad (AH)	4
Russian Campaign (AH)	4
Paths of Glory	3
Waterloo (AH)	3
Anzio (AH)	3
Bitterwoods (AH)	3
D-Day (AH)	3
Battles for the Ardennes (SPI)	2
Battle of the Bulge (AH)	2
Midway (AH)	2
GCACW	2
Napoleon's Last Battles (SPI)	2

There was a total of 37 games with multiple requests, and there were 43 games that received one game request.

As for the number of games completed, I only had the table posted in the Match Coordinator's section of the AHIKS Forum to go by. This table shows the completed games over the last 7 years to April 2010. It is a pretty good demographic of what our members are playing.

From the table, the top four games completed are:

GAME	NUMBER COMPLETED
Russian Campaign	27
Afrika Korps	16
Anzio	14
Bull Run	10

AH's **Stalingrad** came in with 5 completions, but overall the top games our "average" member is requesting and playing appears to be the Avalon Hill Classics **Russian Campaign**, and **Afrika Korps**, with **Anzio**, **Stalingrad**, and **D-Day** following close behind. It looks like the **Avalon Hill** in AHIKS is still valid!

A New AHIKS Forum Game

I am looking into the possibility of starting an Avalon Hill **Richthofen's War** game on the AHIKS forum. Right now it looks like we might have four players. The thinking so far is that we would run a campaign-style game where you have one or two planes, and you develop a character that is a member of a squadron. There will be multiple missions, and your pilot(s) will move up in status and rank as missions are flown and victories accrued. The game is in the early stages right now, and I would like to see how many people might be interested in playing. You can email me at b52bob@prodigy.net if you have any questions or comments and if you would like to play.

Let us introduce and welcome new and returning members that have joined AHIKS since the last issue of *The K*.

Daniel Schulz 1630, Saint Michael, MN
 Kerry R. Anderson 1631, Edmonton,
 Alberta Canada
 Michael W. Priebe 1632, Seattle, WA
 Clayton Baisch 1633, Surrey, Canada
 Jeff A. Patterson 1634, Pleasant Hill, CA
 Daniel J. Davis 1635, Tokyo, Japan
 Steve Crowley 1636, Maidenhead, UK
 Matthew Taylor 1637, Mount Airy, MD
 Paul J. Pearson, Jr. 1638, Columbus, OH
 Shannon J. McNamara 1639, Redwood
 City, CA
 John Doe 1640, Gallup, NM
 Gareth O. Scott 1641, Hornchurch, UK
 Lloyd P. Bonagura 1642, North
 Bellmore, NY
 Dave Wallace 1643, Frisco, TX

And returning members:
 Kenneth J. Rutkowski 1398, Port Austin,
 MI
 David L. McCarty 638, Edmond, TX

Gentlemen, *welcome* to AHIKS!

(Continued on page 13)

Upcoming Events

June 6-12, Tempe, AZ

CONSIMWORLD EXPO

<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/>

July 30-31, Burlington, Ontario

CONBRAVO!

<http://conbravo.com/>

August 1-7, Lancaster, PA

WBC

<http://www.boardgamers.org/>

August 4-7, Indianapolis, IN

GEN CON

<http://www.gencon.com>

August 12-14, New Orleans, LA

HEAT OF BATTLE V

<http://www.nationalww2museum.org/calendar/educational-wargaming-at-the.html>

Aug. 19-21, Cambridge, UK

CONSTERNATION II

<http://www.consternation.org/>

Aug. 25-28, Toronto, Ontario

FANEXPO CANADA

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

Aug. 26-28, Seattle, WA

PAX PRIME

<http://prime.paxsite.com/index.php>

Sept. 2-5, Santa Clara, CA

CONQUEST: PACIFICON

<http://www.con-quest.com/>

Sept. 2-5, Redwood City, CA

CELESTICON

<http://www.celesticon.com/prod/>

Sept. 2-3, Terre Haute, Indiana

ISU CON

<http://indstate.edu/rpguild/>

Sep 2-5, Los Angeles, CA

STRATEGICON: GATEWAY

<http://www.strategicon.net>

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>

★★

PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: August 15, 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.

(Continued from page 5)

ist. He was the VMI grad who rose to the rank of Brigadier General in the U.S. Army in WWII. He knew Patton well, and when he became a film producer in Hollywood after the war, he first proposed the idea of a film about him in 1951. When he wrote to Daryl F. Zanuck, then head of production for 20th Century Fox, about his desire to make a film. Zanuck knew Patton from the war and told McCarthy, "Get going on it." Nineteen years later, the film was finally made. When it at last hit the screen in 1970 it was only thanks to McCarthy and his unwillingness to abandon his dream.

That the film was ever made is something of a miracle.

Why did it take so long? The reasons are as complex as the man the film portrayed. McCarthy could not make the film without the blessing of the Patton family. And the widow Beatrice believed the media was responsible for his downfall and wanted no part of any film about him before her death (in 1953). After Beatrice's death, McCarthy renewed his attempts to make the film but although his son George Patton Jr. and surviving daughter Ruth Ellen were violently opposed to a film about their father, and at one point spiked an attempt by Warner Brothers to make it, the message was clear, not only "No," but "Hell no."

His son George, then an army colonel, also refused to be technical advisor. With the family refusing to cooperate, the Army refused to cooperate in deference to the family, who successfully lobbied for their non support.

So, the years dragged on, and nothing could move forward on the film. Eventually, however, the Patton children signed on, but the Department of Defense did not.

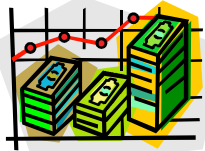
And without the cooperation of the army, McCarthy could not make the film. Then the tide came that the film could be made and the military agreed to it, the equipment that they needed to make the film was no longer available.

Finally, in the 1960s, McCarthy discovered that there was a large quantity of surplus military hardware in Spain used by the Spanish Army. Meaning that now the film could be made.

(Continued on page 11)

Treasury Notes

Brian Stretcher



WOODEN SHIPS AND IRON MEN Moves Along Swimmingly

If you haven't done so already, you may want to check out the **Wooden Ships and Iron Men** (WSIM for those who remember those old AH game acronyms) game currently in progress in the AHIKS Forum, under the Online Games Topic. I am managing a game with seven players, including El Presidente (as Captain Horatio Jauntynostriels, presently commanding the HMS Foamflogger) and our beloved Secretary as Captain Jean-Luc Picard, commanding (no, not the Enterprise) La Petite Fromage. For those of you non-Francophiles, that would translate to "The Small Cheese." Indeed, we have quite an assortment of characters handling four British ships-of-the-line against three French 110-gunners. This is a training game as much for me as a GM as it is our seven players, using the Basic Game Rules only, as we work our way through this classic game covering the Age of Sail by email and through the Forum. So far so good: we have reached Turn 5 without any major problems with issuing, receiving, or translating orders. Other than the amusing commentary that tends to run in the Forum, our commodores issue orders to the fleet only by public posting of flag signals, which the players then must interpret into movement orders which are sent individually to me. Charles has worked up an excellent graphic display showing ship positions after I post each move, so the action is easy for the players and casual readers to follow.

While the entropy of combat is taking its toll on the ships, the game remains either side's to win or lose. This training scenario is being run in anticipation of a more elaborate scenario to follow using most of the Advanced Rules, in which I plan to perpetrate much evil and confusion upon the players. All in good fun, of course!

First Impressions: OBJECTIVE: KIEV from Victory Point Games

Objective: Kiev (OK) is a 2010 release from Victory Point Games designed by the venerable Frank Chadwick many moons ago with

The Kommandeur

GDW, and somewhat more recently the designer of **Battle for Moscow** (BFM), the now classic "free" game that as far as I know is still available for download online, but also offered by VPG in a format similar to **OK**. **OK** emulates the **Battle for Moscow** system. For those of you unfamiliar with that title, think waaaaay back to the old SPI games **Kursk**, **France 1940**, and other later titles featuring a mechanized movement phase, but on a very small scale.

OK is one of a series of the Campaigns in Russia series from Victory Point. These games are physically compact: **OK** comes with an 11x17 full-color map, 40 back-printed 5/8" counters, a 6-page rulebook, a turn-record card, front and back covers for the ziploc bag, a counter bag, and, although the rules say there isn't one, mine came with the teeny-tiniest die I have ever seen, all for the (relatively) low price of \$19.95 (more of which anon). The game deals with Army Group South's initial invasion of the Ukraine at the corps level for the Axis, and the Army/corps level for the Soviets. Each turn is about a week, and the game gives the Axis 7 turns in which to "run the table," i.e. capture every one of the 15 cities on the map. Capture 14 and the game is a draw, any less than 14 and the Soviets win. The designer states that the Soviets "win" by forcing Army Group Center to come to the rescue and form the Kiev pocket, delaying the advance on Moscow.

Going back to the rules, they are nicely laid out, in color, and straightforward. Anyone with any significant experience with wargaming shouldn't have any problem learning the rules, especially if they have ever played any of the games or related games mentioned above. Combat is voluntary, but no attacks can be made at less than 1-1 odds. The CRT is relatively bloodless until you get to 4-1 or better, with retreats or a step loss most common, and some exchanges, especially at lower odds levels. Units must stop upon entering a ZOC, but if they start in a ZOC, they may move directly from one ZOC to another. There are a few other quirks, too. First is the asymmetrical sequence of play. The Axis gets the usual "everybody moves, combat, mechanized (and reserve) movement sequence,"

but for the Soviets it is reversed: mechanized and reserve movement first, then combat, then regular movement. This makes for a subtle but distinct difference in doctrine between the two sides. Although two corps or one corps and one army can stack in a hex, only one unit can attack through a single hexside. These are little things that take just a bit of getting used to, so best to try a quick solitaire play through before tackling this game with an opponent.

One special feature of the game is the Soviet Tank Counterattack, which doubles the attack strengths of Soviet tank units on Turn 1, and boosts them 50% on Turn 2. So, beware sticking out the necks of those three big panzer-corps too far, lest they get chopped off. All Soviet Tank units start the game untried, as in **Panzergruppe Guderian**, which makes things interesting. The Axis also has a couple of air units to help boost odds when attacking, and the Soviets get rail movement. Finally, both sides have somewhat flexible setups, although the setup requirements leave the players with practical limitations. For example, the Axis can't attack out of Rumania on Turn 1, so most of the good units will start in Southern Poland against the Lvov sector.

I have just started play of this game by mail with Mark Fassio. It appears simple enough, even with the untried units, especially since there are only 10 of them and, once revealed, they stay revealed even if taken as replacements. Random selection of untried units should be easy, especially using the AHIKS die roller, which can be set to any number of sides 10 or less. With only about 20 units per side, simple rules, and a small map, this game plays quickly. Unlike **Army Group Center**, however, AGS will struggle to make a big penetration on Turn 1, and then the Soviet tanks come screaming at the advancing panzers, as they did in this sector historically. It makes for an interesting first couple of turns, and there is enough variation between setup, luck with combat, and where those big Soviet tank units pop up to make each game a unique experience, even with only 40 units total in play. My impression is that usually the Soviet front will break after about 2-3 turns, and then they will have to slow the Axis advance until the typical hordes of reinforcements and replacements arrive to

save the day. That means that many games will end with the game decided over who controls that last city or two.

OK seems fun, fast, and furious. Assuming my current match doesn't reveal some sort of fatal flaw in this game, I might consider running a tournament if I can get enough players interested.

And now from the grumpy old man department: I give **OK** high marks for being an attractive, easy-to-play (including by email and mail), apparently balanced, and inexpensive title. But I use the adjective "inexpensive" as a relative descriptor here. Twenty bucks is a good deal for a game these days. But consider: for your money, you get a quarter of a full-size (34x22) map and 40 pieces. To cover the entire Eastern Front at this scale, you would need all four games in the series: **OK**, **An Arduous Beginning** (Army Group Center's attack), **BFM**, and an either very recently published or soon to be published game dealing with Army Group North's drive on Leningrad. These games are not designed to mate to form one game that covers the entire Eastern Front, by the way, and there is an expansion kit in the works to include the extreme southern portion of the front near Odessa. So, in order to have the equivalent of a game on the entire 1941 Axis invasion of the Soviet Union, consisting of a standard size map, 160 or so playing pieces, and a handful of player aid cards, you would have to invest more than \$80.

I raise this point not to pick on Victory Point Games, but because as I have mentioned in my column before, it is hard for me to understand why games these days need to be expensive to the point that a tiny game at \$20 seems like a good deal. Granted, **OK** has a high-production value: big pieces, large hexes, full-color map and counters, even if it comes in a bag instead of a box. But how is this cost justified?

A typical paperback book in 1980 ran about \$4. They now run about \$8. I got my copy of **Napoleon's Last Battles** somewhere around 1980, and I think I paid \$12-14 for it, new. But, **NLB** had four 17x22 maps in four colors, 400 back-printed counters in multiple colors, 4 pages of standard rules, 16 pages of exclusive rules for the individual games in the Quad, and another 4 pages for the Campaign Game, a box, a

die, and a counter tray to boot. Physically ten times the game for no more than the same price as **OK**. And some very good games inside the box as well. Those individual "folio" games, usually part of a quadrigame like **NLB**, were available for \$5, for a while only \$3. Decision Games has recently started reissuing many of these titles at, you guessed, it, \$20.

Inflation does not account for the extreme difference in prices, a more than 400% increase in 30 years, compared to the 100% increase in other print media. I don't believe game prices need to be as much as they are. A fair price would seem to be in the \$12 range for these games. Perhaps if they were more reasonably priced, more of us who buy very few games these days would return to the market and make a few purchases, especially re-releases of old favorites to replace the now worn originals. If the publishers can justify the costs because of increased cost for better graphics, I say "so what." If **OK** was produced using 1/2" counters and a four-color, smaller size map, would it be any less fun? Do wargame rules need to be in full color? Do multi-colored units add that much more to a game? Pretty to look at, perhaps. But minimally more fun to play.

Treasurer's Report

A few dues carryovers (since I submitted my report early last time) in this report, and some always-welcome contributions to the Perpetual Fund. For those of you whom I have been holding checks for some time, I apologize. Stragglers tend to get set aside until I have enough collected to make a trip to the bank worthwhile.

Starting Checking Balance 3-30-11:	\$ 1,258.02
Income:	
Dues:	\$ 84.00
Transfer from savings:	\$ 12.00
Expenses:	
K Mar/Apr Printing	\$ 64.87
Checking Balance as of 5-31-11:	\$ 1,289.15
Perpetual Fund Balance, 3-30-11:	\$ 3,275.54
Interest Income through 4-30-11:	\$ 1.09

Contributions:	\$ 37.00
Perpetual Fund Balance 5-31-11:	\$ 3,313.63
Operating funds in CD, 3-30-11:	\$ 5,681.41
Interest Income through 4-30-11:	\$ 1.90
Transfer to checking account:	\$ 12.00
Operating funds in Savings, 5-31-11:	\$ 5,671.31
Total balance in Savings, 5-31-11:	\$ 8,984.94
Total Treasury, 5-31-11:	\$ 10,235.09

Until next time!



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.

- 1635 Daniel J. Davis, Tokyo, Japan
- 1636 Steve Crowley, Maidenhead, UK
- 1637 Matthew Taylor, Mount Airy, MD
- 1638 Paul J. Pearson, Jr., Columbus, OH
- 1639 Shannon J. McNamara, Redwood City, CA
- 1640 John Doe, Gallup, NM
- 1641 Gareth O. Scott, Hornchurch, UK
- 1642 Lloyd P. Bonagura, North Bellmore, NY
- 1643 Dave Wallace, Frisco, TX
- 1644 Mark Fogg, Bracebridge Heath, UK

Open Match Requests from Duncan Rice

1914 AH	John Trosky (1554)A	Stalingrad AH	Brian Britton (1603) EV
ASLSK MMP	Barry Roy (1596) V	Stalingrad AH	Joseph Angiolillo (412)
A Victory Lost MMP	Ed O'Connor (1243) E	Tamburlaine the Great SPI	Albert Bowie (299) E
Afrika Korps AH	Sid Driver (1567) A	Twilight Struggle GMT	Ron Gregory (1366) E
Afrika Korps AH	Greg Dilbeck (1363) PF	Victory in the Pacific AH	Rick Roksiewicz (1108)
Afrika Korps AH	Paul Heiser (1051) P	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
American Civil War VG	Shannon McNamara (1639)	Waterloo AH	Joe Angiolillo (412)
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Waterloo AH	Paul Heiser (1051) P
Anzio AH	Tim Brittain (1582) V	Waterloo AH	Paul Warnick (1430) V
Anzio AH	Melvin Yarwood (36)	We The People AH	Clyde Longest (1413)
Bitter Woods AH	Greg Dilbeck (1363) PF	Wilderness War GMT	Gary Guyton (1015) CAELV
Bitter Woods AH	Ron Gregory (1366) EFLV		
Bitter Woods AH	Melvin Yarwood (36)		
Blitzkrieg	Tim Brittain (1582) V		
Blue and Grey I, II	Melvin Yarwood (36)		
Borodino SPI	Melvin Yarwood (36)		
Breakout Normandy AH	Clyde Longest (1413)		
Bulge 65, 81 AH	Tim Brittain (1582) V		
Bull Run 1st ed AH	Paul Heiser (1051) P		
Caucasus GMT	Chris Hancock (565) V		
Chickamauga WEG	Joesepe Angiolillo (412) E		
Cobra SPI	Bill King (1626)		
D-Day 61, 65, or 77 AH	Brian Britton (1603) ELV		
D-Day 77 AH	Greg Dilbeck (1363) PF		
D-Day 77 AH	Sid Driver (1567) A		
Destruction of Army			
Group Center S&T	Chris Harding (1591) E		
Drive on Paris Gamers	Bill Scanlan (275) E		
Eurofront 2 Columbia	Pete Menconi (146) V		
Fire in the East / Scorched Earth	Daniel Davis (1635) CAS		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
For The People	Barry Roy (1596) CVT		
Fortress Stalingrad S&T	Chris Harding (1591) E		
GCACW AH	Clyde Longest (1413)		
GCACW AH	Gary Guyton (1015) CAELV		
Gettysburg 64, 77, or 88 AH	Paul Heiser (1051) P		
Golden Horde: Kulikovo ATO	Albert Bowie (299) E		
Grand Fleet	Daniel Davis (1635) CAS		
Jutland AH	John Trosky (1554)		
Kreigspiel	Tim Brittain (1582) V		
Kutuzov	Barry Roy (1596) CV		
Luftwaffe AH	John Trosky (1554)		
Midway GDW	Bill Scanlan (275) E		
Midway GDW	Melvin Yarwood (36) P		
Napoleon's Triumph 1	Barry Roy (1596) V		
Napoleon at War SPI	Melvin Yarwood (36)		
Napoleon's Last Battles SPI	Melvin Yarwood (36)		
Napoleon's Last Battles SPI	Bill King (1626)		
Panzer Armee Afrika AH	Bill King (1626)		
Panzer Leader AH	Peter Bertram (790) V		
Paths of Glory GMT	Clyde Longest (1413)		
Paths of Glory AH	Thomas Scarborough (1345) T		
Richthofen's War AH	John Trosky (1554)		
Rommel in the Desert Columbia	Pete Menconi (146) V		
Russian Campaign AH	Ron Brooker (1252) P		
Russian Campaign AH	Paul Heiser (1051) P		
Russian Campaign AH	Tim Brittain (1582) V		
Russian Front AH	Melvin Yarwood (36)		
Squad Leader AH	Melvin Yarwood (36)		

Match Codes

A: ADC2	P: Postal Mail
C: Cyberboard	S: Slow Play
E: Email	T: A.C.T.S..
F: Fast Play	V: V.A.S.S.A.L.
G: Will Gamemaster	X: Non-rated Game
L: Learning Game	

Match Coordinator

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

The Match Coordinator's office has been going through some housekeeping recently. Everyone on the match request list has been emailed and asked if their requests are current. A number of people on the list have been matched. Thirteen matches were made in April and ten in the first three weeks of May. There are two members who my email provider might be blocked by. Can Thomas Scarborough and Rick Roksiewicz please add MC@ahiks.com to their allowed contacts and drop me an email? Three members didn't get back to me, and their listings remain for now. But please remember that one function of AHIKS is to provide a pool of reliable opponents. The match request list should reflect people who are willing to play the games that they have listed. I'm happy to add, drop, or change listings as often as you like. It's OK to touch bases with someone to discuss if a game or system will work and under what conditions before committing to a match. But you need to communicate. Trying to make pairings with people who choose not to communicate makes our match request system less effective. The coding system has also been cleaned up. It should be a bit easier to understand now. If you have any requirements not included in the system let me know. I keep notes on the requests when needed. Finally, I ask that folks take a bit of responsibility for their own listings. I can almost guarantee that I've made mistakes on the match request list. Please take a look and make sure your own listings are accurate and notify me of any additions, deletions, or changes. And now my wife has put down a fresh cup of tea, and I have a turn of **In Sight of the Volga** to work on. Good gaming!

[Duncan Rice](#)

From the Editor

As usual, the August issue will be delayed because of the WBC. The deadline is August 15 for that issue. If you attend, please send me a short (or long) report on your thoughts and what you saw. The rest of us are interested.

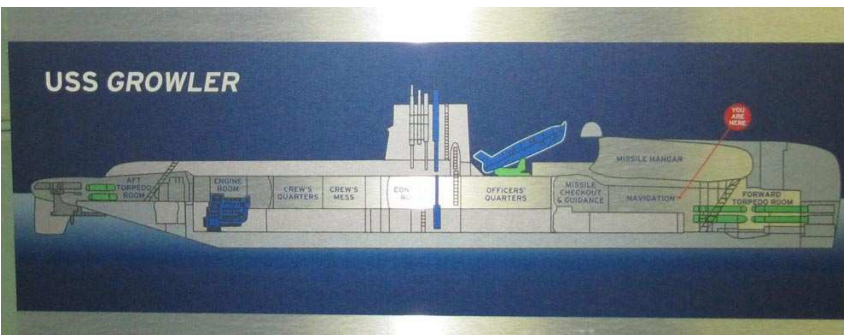
It seems to me that I read somewhere that there was a new WWII site in London. Sue and I visited the Cabinet War Rooms site some time ago, so that wasn't it. We will be visiting London this fall. If you have any information on that new site (assuming I'm not just imagining it), I would appreciate it if you could let me know.

In early May, we were in New York City and visited the aircraft carrier Intrepid. The entry cost for seniors is \$20 and there is an AAA discount. This allows you to visit the submarine Growler on the other side of the pier from the Intrepid. Deciding to visit the sub first, we passed through a mock hatch [to see if we got stuck] and got in the winding line. There were only four Caucasians in that line, and two spoke only French! Everywhere we went in New York people were speaking other languages, except the Black people, who were speaking a strange English.



This device carried an atomic bomb.

The Growler was a diesel-powered strategic-missile submarine. It had two atomic bombs carried to the target by two Regulus nuclear cruise missiles.



The device looked something like the V-1. Inside were the narrow passages and tight doors of all submarines. The largest cabin, belonging to the captain, was much smaller than the room I am now sitting in. Enlisted men slept in bunks four high; it was not easy to see how they would turn over. The Growler had torpedo tubes fore and aft. It was full of old electronic equipment, stuff that today would fit in a thumb drive.



Flight deck, Intrepid.

Across the pier we took the elevator to the flight deck of the Intrepid, where two dozen various planes sat. At least three MIG fighters in strange orange and blue markings were sitting there, along with U.S. jets and helicopters. Patrons were not encouraged to actually touch the aircraft. The upper housing was open for inspection, and there we learned the Intrepid was commissioned in 1943 and that Spruance of Midway fame was the first commander. More aircraft were on the hangar deck, as well as sound and movies.

Our visit to the Midway aircraft carrier in San Diego was probably better because they had more docents around discussing the different aspects of aircraft carriers. However, it was an interesting visit.

Om

(Continued from page 7)

McCarthy hired 4,000 Spanish soldiers as extras and as a bonus the film served as four months of practical maneuver experience for the Spanish Army at the expense of 20th Century Fox. But that presented another problem.

The Spaniards were darker and shorter than American troops. McCarthy said we had to use about 100 of the permanent population of ski bums and the like—English, Germans, and Scandinavians—who were male camp followers of film companies. We had to put them out in front of the Spaniards for shots close to the action. Now you know how that was done.

That was not however, the end of McCarthy's problems with the Spanish Army. Here's what he said, "When we showed the script to the Spanish Army, they refused to believe that our portrait of Patton was accurate, for where Patton was a bastard, George C. Scott depicts him as a bastard. They wouldn't make it."

They wouldn't use the Army to make the film because of the comradeship of arms. I had to get the authenticity and the portrayal of Patton certified by the us army's Historical Division before they'd agree. "

OK, so we're that far ahead.

But we're not there yet.

The first order of business was to produce a script, and that proved to be its own nightmare. A lot of fingers delved into this pie. Columnist Robert S. Allen, a former colonel on Patton's Third Army staff did some writing. As did another author named Willingham, some of you might have heard of him, and another young writer named James Webb, now known as the Senator of Virginia. Next McCarthy commissioned a rising 23-year old writer named Francis Ford Coppola to write the script. Coppola's only military experience however was serving in the band at the NY Military Academy before, in his words, he deserted.

The first time McCarthy met Coppola, "He came in with a beard, dressed as a hippy. I asked him if he knew who Patton was. He said, 'World War II wasn't he?' " The producers likewise paid \$75,000 to author Ladislav Farago for the rights to use his biography "Patton, Ordeal and Triumph."

To be continued



International Wargaming Society

46/3

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(Continued from page 6)

A **Wooden Ships and Iron Men** game is now underway on the AHIKS forum. Lots of great narrative there, and Charles Marshall is posting great shots of the map and player's ships for each turn. If you have a desire to play, I'm sure that Brian Stretcher, who is hosting the game, can find a spot for you. Read his column for details. It's a lots of fun; come join us! ☺

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 let us know. The forum is also available for anyone who would like to start a game there. Please come by and join us! ☺

I don't know about the rest of you, but I am getting kind of long in the tooth, and gray is appearing in what little hair I have left. Being that old, many of my games were bought back when the hobby first got started about 1960. Going to the game closet, I pulled out my original copy of AH's **D-Day** a few days back in anticipation of my game with Omar, and low and behold I found that my **D-Day** game was the original 1961 edition. Inside the box I also found a copy of Avalon Hill's original Play-by-Mail instructions on how to conduct a wargame by

mail for those folks who did not have face-to-face opponents.

Keep in mind this was before AHIKS was even thought of (AHIKS started in March 1966), and the World Wide Web didn't exist. Computers were room-sized things that very few people owned so the only option in playing a non-face-to-face wargame was by mail and Avalon Hill devised a pretty interesting way to resolve dice rolls for the combats by mail. Before the famous ICRK (International Combat Resolution Key) devised by AHIKS and computer dice rollers that you find on the web now, we used Avalon Hill's Stock Market reports to resolve combats. Somewhat time consuming but they got the job done! The Play-by-Mail sequence and how to resolve combat with Stock Market quotes originally designed by Avalon Hill is on pages 14 and 15. This is the second edition of the rules from 1964! Just a bit of nostalgia for all you "older" gamers. ☺

Below is the sheet "Grid Coordinates for all Play-By-Mail Games" published by Avalon Hill. This sheet gives directions for adding coordinates to older first-generation AH games that do not have them. A real

time saver if you own the older non-grid-marked game maps to make sure you get the grid numbers right!

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 would like to take a moment and say *thank you* to all of the men and women who have served or are now serving in our armed forces. We owe you all a real debt of gratitude for keeping us free! Thank you one and all for your service.

I hope everyone is enjoying his spring season!

Until next time, Happy Gaming to you all! ☺

GRID-COORDINATES FOR ALL PLAY-BY-MAIL GAMES

D-DAY

Print letters A through UU along the east edge of the board, starting in the northeast corner. Print numbers 1 through 49 along the south edge and the northern coastline, starting in the northeast corner. For instance; row L bisects Dusseldorf, Antwerp and Ostend; row 25 bisects Amiens, Biancon and Nice. Examples: Dunkirk is M-22, Sedan is Q-18, Brest is V-43, Bordeaux is LL-44 and Marsailles is TT-31. (New D-Day mapboards with grid-coordinates printed on them are now available - \$3.00 per board.)

STALINGRAD

Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners and start row 1 in the southwest corner. For instance, row J bisects Helsinki and Lake Beloe; row 27 bisects Lake Peipus, Smolensk, Kharkov and Stalino. Examples: Helsinki is J-26, Leningrad is K-31, Moscow is S-34, Stalingrad is HH-36, Warsaw is Z-31 and Sofia is TT-3.

WATERLOO

Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners;

start row 1 in the southeast corner. For instance; Row V bisects Nivelles and St. Gery. Row 27 bisects Wavre and Quatre Bras. Examples: Waterloo is E-43, Nivelles is V-38, Quatre Bras is X-27, Ligny is FF-13, Fleurus is JJ-13.

AFRIKA KORPS

Grid-coordinates are already printed on the Mapboards. Examples: Msus is 0-13, Tobruk is G-25, Matruh is I-51, El Alamein is L-59.

TACTICS II

An official military-style grid system has been printed on the mapboard. The first number is always the horizontal line; the second number the vertical line. Examples: Red First Army Group Headquarters is 15-5, Blue First Army Group Headquarters is 25-44.

GETTYSBURG

An official military-style grid system has been printed on the mapboard. The first number is always the horizontal line; the second number the vertical line. Examples: Little Round Top is 22-13, Culp's Hill is 14-16, Wolf Hill is 15-20.

BATTLE OF THE BULGE

Grid-coordinates are printed on the mapboards. Examples: Sedan is I-53, LaRoche is Z-28, Bastogne is DD-32.

Play-by-Mail

INSTRUCTIONS

The Play-by-Mail system differs only in that each game must be played simultaneously on two tables - one in each player's home. Therefore, opposing players must send each other written records of all movement and combat. Movement of all Units is recorded on an Order of Battle sheet; all combat is recorded on an Operations sheet.

HOW TO RECORD MOVEMENT

After you - as attacker - have moved all the Units you choose to move in your Turn, you must make a written record on your Order of Battle sheet of the exact grid-coordinate location of every Unit. For example, A Unit you have moved to MSUS, in an Afrika Korps game, would be recorded as O-13, DERNA would be B-14, etc.

HOW TO RECORD COMBAT

Because of the separation of opponents, combat is not resolved by the roll of the die. Instead - you obtain the result of each battle by consulting the New York Stock Exchange report that is printed daily in the business financial section of your newspaper. You look up the closing quotations for a pre-selected day's stock transactions. The result of each battle is determined by the last digit of the Sales-in-Hundreds column for the particular stock(s) you have pre-selected. Occasionally, closing quotations are printed in a late edition of the same day. But in most cases closing transactions are printed in a morning edition of the following day. Closing transactions are printed identically all over the country thus opposing players know the results of combat at approximately the same time. However, in the event of discrepancies, printing or otherwise, players must abide by the results shown in the defender's edition.

OPERATIONS SHEET:

After completing the Order of Battle sheet, you - as attacker - finish your Turn by preparing a written account of each individual battle. First, you fill in the important information required at the top of the sheet such as Turn, Army, and Date-of-Turn. Secondly, you fill out Sections 1, 2 and 3 in the following manner:

SECTION 1 - COMMENTS: Any questions or comments regarding your opponent's previous Turn should be indicated here.

SECTION 2 - REPLACEMENTS: Information regarding the accumulation and/or taking of your Replacement Units should be written here. Also you must place, on your Order of Battle sheet, an asterisk beside each Unit you reclaim from the dead pile for your Replacements.

SECTION 3 - ATTACKS: Each battle must be listed here separately in the order in which you want them to be resolved. Space is provided for 5 separate battles per Turn -- use other side if additional space is needed.

(a) **Attacking Units:** List every Unit that is attacking for each particular battle.

SALE-IN-HUNDREDS (last digit)		PLAY-BY-MAIL COMBAT RESULTS TABLE										SALE-IN-HUNDREDS (last digit)														
BATTLE ODDS		2ND EDITION										BATTLE ODDS														
1	A Elim	1-6	A Elim	1-5	A Elim	A Elim	1-4	A Elim	A Elim	1-3	A Elim	1-2	A Elim	1-1	A Elim	2-1	Exchange	3-1	Exchange	4-1	D back 2	5-1	D back 2	6-1	D back 2	1
2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	2
3	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	3
4	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	4
5	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	5
6	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	6
7	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	7
8	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	8
9	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	9
0	A Elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	0

Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

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- (b) **Defending Units:** List every Unit you are attacking for each particular battle.
- (c) **Battle Odds:** List the exact battle odds for each particular battle.
- (d) **Name-of-Stock:** List a specific Stock as your die-roll for each particular battle. You must select a different stock for each separate battle. You have the choice of selecting any Stocks you want -- we recommend that you pick the more familiar ones that would be listed even in the most abbreviated Stock Market report. **Caution:** avoid selecting Stocks that are listed more than once. In the event this occurs, sometimes unexpectedly, you must abide by the highest Sales-in-Hundreds listing.
- (e) **Closing-Transactions-Date:** You may select any future day you wish as long as it is at least one day after your Date-of-Turn. A Turn is not valid if the envelope postmark date is later than 3 P. M. of your Closing-Transaction-Date. There is no penalty for an invalid Turn. When notified, you simply forward a new Closing-Transactions-Date.
- (f) **Disposition-after-Combat:** When Exchange, Movement-after-Combat, and Retreat situations are imminent, you should make the following notations: encircle Units in column (a) you wish removed in an Exchange; enclose in a box Units in column (a) you want moved-after-combat; and state the exact square(s) you want losing Units in column (b) moved to in a Retreat.

SECTION 4 - BATTLE RESULTS: You - as defender - complete your opponent's Operations sheet in the following manner:

- (g) **Stock/Sales-in-Hundreds:** List the Stocks (from column (d)) in the same order with their corresponding Sale-in-Hundreds figures copied from the newspaper listing of closing transactions.
- (h) **Results-of-Battle:** List the actual results of battle you obtain from the Play-by-Mail Combat Results Table by matching up the last digit of the Sales-in-Hundreds figure with the proper battle-odds column. For example, Sales-in-Hundreds of 832 in a 4 to 1 attack means Defender Eliminated.
- (i) **Retreat:** List the exact square(s) you want losing attacking Units in column (a) moved to in a Retreat.

PLAY-BY-MAIL COMBAT RESULTS TABLE

The Play-By-Mail Combat Results Table, printed on the last page of this Instruction Folder, is a re-design of the die-roll table and compensates for the fact that the last digit of the Sales-in-Hundreds column presents 10 different results. Make sure your opponent has this 2nd edition table... it supercedes the table printed on the original (Afrika Korps Play-by-Mail) set of instructions.

PLAY-BY-MAIL ROUTINE

STEP 1: Player A takes his Turn in the normal manner.

STEP 2: Player A fills out his Order of Battle sheet in duplicate.

STEP 3: Player A fills out Sections 1, 2 and 3 of the Operations sheet in duplicate.

STEP 4: Player A mails both Order of Battle/Operations sheets to Player B. In addition, starting with his 2nd Turn (and all Turns thereafter) he also returns, in the same envelope, one of his opponent's Order of Battle/Operations sheets of the previous Turn.

STEP 5: When Player B receives the Player A Turn in the mail, he moves his opponent's Units as directed by his opponent's Order of Battle sheet.

STEP 6: Player B fills out Section 4 of his opponent's Operations sheet-moving opponent's units as directed by the results of battle.

STEP 7: Player B takes his Turn following the same procedure outlined in Steps 1, 2, 3 and 4.

STEP 8: When Player A receives the Player B Turn in the mail, he moves his opponent's Units as directed by his opponent's Order of Battle sheet.

STEP 9: Player A fills out Section 4 of his opponent's Operations sheet - moving opponent's Units as directed by the results of battle.

Repeat the above routine for the remainder of the game.

Afrika Korps example:

OPERATIONS FOR <u>2000</u> ARMY		DATE-OF-TURN <u>March 17</u>			
(a) Attacking Units	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(e) Closing Transaction Date	(f) Disposition after Combat
1. <u>Littorio</u>	<u>50 Inf 150</u>	<u>4-1</u>	<u>Ford</u>	<u>March 20</u>	<u>Retreat to P-17</u>
2. <u>God of 100</u>	<u>90 Inf 18</u>	<u>6-2</u>	<u>Food Fair</u>	<u>3/20/64</u>	<u>Retreat to L-21</u>
(a)					
(a) Stock/Sales-in-Hundreds	(b) Results of Battle	(c) Retreat: Attacking Units to			
1. <u>FIELD - 118</u>	<u>Elim - 50 inf 60</u>	<u>---</u>			
2. <u>Food Fair - 20</u>	<u>Elim - 100 inf 18</u>	<u>---</u>			
(b)					

New York Stock Ex
March 20, 1964

Stocks Div.	Sales in 100s	Open	High	Low	Close
FoodFair .90	20	20 3/4	20 3/4	20 1/4	20
FdGMkt .76f	45	15 1/2	15 1/2	15 1/4	15
FdGMkt pl.40	2	11 1/2	12	11 1/2	12
FMC Corp 1	51	54 3/4	54 3/4	54 1/4	54
FoodMart .70	18	16 1/2	16 1/2	16 1/4	16
Poste M .15	7	13 1/2	13 1/2	12 3/4	12
Ford Mot 2	412	57 1/4	57 1/4	56 3/4	56

Attacker fills in Operations sheet as in (a). Defender completes Operations sheet in (b) recording results of combat shown in Stock Market report (c).

"THE AVALON HILL GENERAL"

Players that desire Play-by-Mail opponents may obtain them by subscribing to "The Avalon Hill General." A full-year subscription of this bi-monthly magazine entitles you to advertise, free of charge, in the Opponents Wanted column. Complete information available upon receipt of a stamped, self-addressed envelope.

PLAY-BY-MAIL REPLACEMENT PARTS

Instruction Folder \$.15
Order of Battle/Operations Pads (please specify game)..... .50

To order, please enclose a check or money-order in the proper amount ... \$1.00 minimum order. Sorry, no C.O.D.'s please. Mail to:

THE AVALON HILL COMPANY 210 West 28th Street Baltimore 11, Maryland

AHIKS MATCH REQUEST FORM

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

Name _____ AHIKS number _____ Date _____

Address _____

Phone _____ email _____

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

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

Additional instructions/comments:

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

* Enter any or all of the following codes:

A: ADC2
 C: Cyberboard
 E: Email
 F: Fast Play
 G: Will Gamemaster
 L: Learning Game
 P: Postal Mail
 S: Slow Play
 T: A.C.T.S..
 V: V.A.S.S.A.L.
 X: Non-rated Game

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As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps lower the dues. A few dollars from you could help AHIKS become totally cost free. Give it some thought. Send Brian Stretcher a couple of dollars.

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