

The Kommandeur



Volume 46 Number 4

A Publication of AHIKS

August 2011

From the President Charles Marshall

Reminders, reminders...

Not much "new" to report this time around, but there are several reminders.

Reminder #1: Be sure to check out the AHIKS Forum! You'll find two online games in progress there: a **Wooden Ships and Iron Men** learner's game, GMed by Brian Stretcher and a **Richthofen's War Campaign Game**, GMed by Bob Best. Both games are multi-player with each turn's moves documented by images posted to the forum. You could conceivably play these games online without owning them! They are both heavily-laden with historical flavor and keen commentary from the players. The **WSIM** game features actual signal flags to replicate the crude communications of the 18th and 19th century. Four English ships are pitted against three French. (One of the English ships, mine, has already struck her colors—arrgh!) The **RW** game is almost a role-playing game in that each player has created (or copied from history) a flyer to pilot his plane. The game is much more than typical "I-go, you-go" mechanical turn taking. In the first two turns we've seen shells hitting a small French village, a German transport truck making its way to "somewhere," a British observation balloon launched and British ground troops firing on a German Albatross reconnaissance aircraft. The scenario takes place in mid 1916 with the British flying Airco DH-2s, and, although still undetected by the English pilots, the Germans are nearby in their Fokker Eindecker E-IIIs. Check in on the action and join up if you're interested. These tactical-level games (like **WSIM** and **RW**)

are ideal for online forum game-play. Small numbers of units make it easy on both the players and the GMs (and also for the webmaster). Most of the action takes place in a single location, so there's no need to show an entire mapboard as you would need in most operational or strategic level games. Plus, and most importantly, they're a load of fun!

Reminder #2: Send us your OOBs! Got a good OOB you've created? Send it to the AHIKS webmaster (wm@ahiks.com), and we'll post it to the OOB page of the website. We have a couple dozen or so already but we'd like to add more. Some games have very little in the way of PBM or PBEM aides, so, if you've created your own **Caesar at Alesia** PBM/PBEM Excel file (or similar), then by all means donate it to the cause! We need PBM/PBEM aides for the lesser known games, and this is how you can help. I'm sure many of you, like myself, occasionally use computer-based aides such as ADC, Cyberboard, or Vassal, but, if you might also like to sit down to a nice old, worn board and counters, then you'll probably have a few OOBs you've created or are looking for one. If you find an OOB on our site that you need, simply download it, save it, and print it out for PBM or attach it to an email for PBEM use. But remember that the OOB library will only get better if you take the time to send one of your own to take its place. Take a look at the list of games for which we currently have OOBs, and, if you have one that we don't, consider making a donation! Your fellow gamers will ap-

preciate it, and you'll get your name in *The K*. Think of it! *Stardom!!!* Okay, maybe not. But helping out is almost as cool, isn't it?

Reminder #3: Get involved! Let us know how we're doing. Look for VP Schneider's survey in your inbox and also printed later in this issue. Fill it out and send it back so we can determine how we can best continue to serve you. Also, if you feel the desire to "answer the call," help us out by volunteering. We're always looking to increase membership and promote AHIKS, so, if you enjoy your membership and would like to pass the word to others, send me an email and let me know. I can provide you with a promotional flyer ready for you to take along to your next local game meet-up, convention, or just to give to a buddy or next door neighbor!

Until next time, Happy Wargaming!

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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.

- 1645 Tom Boeche, Nebraska City, NE
- 1646 Andrew Patience, Little Bytham, UK
- 1647 Derek Newall, Bristol, UK
- 1648 Kenneth Li, Orem UT
- 1649 Jon Matthews, Midwest City, OK
- 1650 Johnny Wilson, Wilmette, IL
- 1651 Daniel Huffman, Perry, GA
- 1652 Tony Arena, Brooklyn, NY
- 1653 Barry Taylor, Christchurch, NZ
- 1654 Ivan Zhuko, Katy, TX

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: 14 August 2011.

Alan Poulter
grognard@grognard.com

CSR Nominees and Award Winners for 2010

Award winners are highlighted in italics in the categories below. GMT sweeps the Best Game awards, as might be expected. *Battles* again is Best Game Magazine.

Best Ancient to Napoleonic Era Board Wargame

Commands & Colors: Napoleonics (by Richard Borg), GMT Games
Julius Caesar (by Grant Dalgliesh, Justin Thompson), Columbia Games
King Philip's War (by John Ponske), MultiMan Publications, Inc. (MMP)
The Coming Storm (by Kevin Zucker), Operational Studies Group (OSG)
Washington's War (by Mark Herman), GMT Games

Best Post-Napoleonic to Pre-World War 2 Era Board Wargame

Ottoman Sunset (by Darin Leviloff), Victory Point Games
The Lost Cause (by Hans von Stockhausen), Victory Point Games
The Spanish Civil War 1936-1939 (by Javier Romero), GMT Games
The Tide at Sunrise: The Russo-Japanese War 1904-1905 (by Yukihiro Kuroda, Adam Starkweather), MultiMan Publications, Inc. (MMP)
White October—The Last Assault on Red Petrograd (issue #5) (by David Beaudlet), *Battles* magazine

Best World War 2 Era Board Wargame

Barbarossa: Crimea (by Vance von Borries), GMT Games
Beda Fomm (re-issue) (by Frank Chadwick), Consim Press
Normandy '44 (by Mark Simonitch), GMT Games
Steel Wolves (by Brien Miller, Stephen Jackson), Compass Games
We Must Tell the Emperor (by Steve Carey), Victory Point Games

The Kommandeur

Best Post-WW2 Era Board Wargame

A Week in Hell: The Battle of Hue (issue #3) (by Laurent Guenette), *Battles* magazine
Hearts and Minds: Vietnam 1965-1975 (by John Ponske), Worthington Games
Labyrinth: The War on Terror (by Volko Ruhnke), GMT Games
World at War: The Untold Stories (by Mark H Walker), Lock 'n Load Publishing
Yalu (2nd edition) (by John Hill), Compass Games

Best Magazine Game

A Week in Hell (by Laurent Guenette), *Battles* magazine
Buffalo Wings (issue #29) (by John D. Webster), *Against the Odds* magazine (ATO)
Fury in the East (by Ginichiro Suzuki), MultiMan Publications, Inc. (MMP)
Race for Berlin: The Final Struggle (issue #4) (by Francois-Xavier Euzet), *Battles* magazine
Tarleton's Quarter! (issue #28) (by Mike Joslyn), *Against the Odds* magazine (ATO)

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

Levee en Masse (by John Welch), Victory Point Games
Ottoman Sunset (by Darin Leviloff), Victory Point Games
Paying the Peiper (by Paul Rohrbach), *Against the Odds* magazine (ATO)
The Barbarossa Campaign (by Gary Graber, Alan Emrich, Carl Paradis), Victory Point Games
We Must Tell the Emperor (by Steve Carey), Victory Point Games

Best Expansion or Supplement for an Existing Game

ASL Action Pack #6: A Decade of War (by Charles Fortenberry, Charles Kibler, Bob MacNamara), MultiMan Publications, Inc. (MMP)
Combat Commander: Battle Pack #3—Normandy (by John Foley), GMT Games
Conflict of Heroes: Price of Honour—Poland 1939 (by Uwe Eickert, Michal Ozon), Academy Games

Imperial Japanese Navy (Silent War series) (by Brien Miller), Compass Games
World at War: Operation Garbo (by Nils Idemalm, Mark H Walker), Lock 'n Load Publishing

Best Board Game Graphics

A Week in Hell (*Battles* Magazine)
Conflict of Heroes: Price of Honour (Academy Games)
Labyrinth: The war on Terror
Normandy '44 (GMT)
Steel Wolves (Compass)

Best Professional Game Magazine

Against the Odds (ATO)
Battles Magazine
C3i magazine
Strategy & Tactics
World at War

Best Amateur Game Magazine

Alea
Le Franc-Tireur
Line of Departure
No Turkeys
Simulacrum

Best Historical/Scenario Article

50 Years War—a scenario for Warriors of God (*Operations SI* #3)
Brewster Buffalo in WW2, J.D. Webster, *ATO* #29
How Not To Do It: Dieppe 1942 (*S&T* 265)
Joel Toppen, History of the Peloponnesian War (*C3i* #24)
Wagram, Frédéric Bey, *ATO* #28

Best Game Review or Analysis Article

David Hughes, Sleeping with the Enemy: Pro German Bias in WW2 Wargaming (*Battles* Magazine)
Getting more Beda out of your Fomm: opening strategies for Afrika II, Alan Murphy (*Operations SI* #3)
John Foley, Asia Engulfed (*C3i* #24)
Mark Herman, Washington's war, Art of asymmetrical Strategy (*C3i* #24)
Richard G. Simon, Nothing Gained But Glory (*Battles* Magazine #4)

James F. Dunnigan Design Elegance Award

Labyrinth: The War on Terror

Clausewitz Award HALL OF FAME

Richard Borg

NEW BOARD WARGAMES**Avalanche Press**

"Winter Soldiers" is a book supplement by Mike Perryman in the **Panzer Grenadier** series, featuring 30 new scenarios from the Battle of the Bulge. No other Series games or supplements are required to play its scenarios.
www.avalanchepress.com/index.php

Clash of Arms

The Emperor's Fleet is the ninth supplement in the **Command at Sea** series and gives details of all Japanese ships and aircraft from the Second World War. Based on the **Black Sea Black Death** game system, Jack Radey's game **Borodino '41** on the Eastern Front has been reprinted.
<http://www.clashofarms.com>

Compass Games

Proud Monster Deluxe is a reprint of Ty Bomba's games covering the entire Russo-German War from Operation Barbarossa in June of 1941 to 1944.
<http://www.compassgames.com/>

Critical Hit

All ASL compatible are new editions of **Hells Bridgehead** on a vital clash at the Psel River, **Third Bridge** at Arnhem, and **Berlin, Final Days**.
<http://www.criticalhit.com/>

Decision Games

Two new monster games are **Axis Empires: Totaler Krieg!** and **Axis Empires: Dai Senso!**. The first, an all-new edition of **Totaler Krieg!**, and the latter, a new game, fit together to cover the entire Second World War. There are more options to explore the critical pre-war period from 1937 to 1939.
<http://www.decisiongames.com>

Europa Simulazioni

Strafexpedition 1916 covers the Austro-Hungarian front and features an interactive impulse system.
<http://italianwars.net/>

GMT

Case Yellow, 1940 recreates the opening campaign in which Blitzkrieg was used upon the Allies. Designer is Ted Raicer. **Infidel** is the second game in the **Men of Iron** series, and covers the major battles of the early Crusades era between Christians and Muslims.

Nightfighter covers night air fighting tactics during the Second World War, using a new 'blind' system, with an umpire controlling the attacking forces. Designer is Lee Brimmicombe-Wood. **Sun of York** is a card game on the battles fought during The Wars of the Roses (1453-1485). All the historical battles are included, as well as a campaign system allowing players to fight out the Wars, one battle at a time. Finally, **Battle Pack #4: New Guinea** covers 12 scenarios between 1942 and 1944 and is a **Combat Commander** expansion. It requires **Combat Commander: Pacific** to play.
<http://www.gmtgames.com/>

Grognard Simulations

Death Ride Kursk: 11th Panzer is the third game in the **Death Ride Kursk** series and features the 11th Panzer Division during the German attack at Kursk in July 1943.
<http://www.grognardsim.com/>

Hexasim

Germany 1813, from Lützen to Leipzig, is the latest game in the **Jours de Gloire Campagne** series and covers the Napoleonic campaign of 1813 at the operational level.
<http://www.hexasim.com>

Lock 'n Load Publishing

Space Infantry is a solitaire game of squad-level combat in the future which consists of a series of missions that can be played individually or as a campaign. **World at War: Paris is Burning** includes French forces in the fight against the Warsaw Pact. It is an expansion for **World at War: The Untold Stories**.
<http://www.locknloadgame.com/>

MMP

None but Heroes is a game on the Battle of Antietam and is the first game in a new **Line of Battle** series, covering tactical combat in American Civil War. The designer is Dean Essig. **Karelia '44** is an operational level game on the last major campaign of the Russo-Finnish Continuation War and is the 14th game in the **Standard Combat** series. **Guderian's Blitzkrieg II** is a reprint of the 8th game in the **Operational Combat** series.
<http://www.multimanpublishing.com>

Red Sash

Mistral is the first game in a new **Sea Lords** series and covers naval combat in the Western Mediterranean during the War of the Austrian Succession.
<http://redsashgames.com/>

Three Crowns

Plan West covers the first days of the German invasion of Poland.
<http://www.3cg.se/>

Victory Point Games

Gettysburg: The Wheatfield is the first game in the **Tattered Flag** series which mixes historical miniatures with board games. This game covers the struggle for The Wheatfield during the Battle of Gettysburg. **The Alamo Remembered** is a solitaire or two-player game on the battle for the Alamo. **Assault on Galactus Prime** is a two-player game driven by "deck-building."
<http://www.victorypointgames.com/>

Worthington Games

Victoria Cross II is a reprint of the original game on the battle of Rorke's Drift with new graphics and counters instead of blocks. It also covers a new battle, Isandlwana. **The Guns of August** covers the first three months of World War One in the West, before trench warfare stalemated tactics.
<http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #270 contains **American Revolution**, a strategic-level game on the War of Independence. Designer is Joseph Miranda.

World at War #19 contains **The Hardest Days**, a solitaire game designed by John Butterfield on the crucial days of the Battle of Britain.
<http://www.decisiongames.com>

Against the Odds #32 contains **Birth of a Legend**, on the Seven Days' Battles during the Civil War. Designer is Micheal Rinella.
<http://www.atomagazine.com/>

Vae Victis #99 contains **The Battle of the Downs, 1639**.
<http://www.vaevictis.com/>
 NOTE that *Vae Victis* magazine and games are in French but rules translations are made available via: <http://grogard.com/vaevict.html>

Cory Wells at Consimworld Expo

I can't believe it, but here I am again, writing about another game convention I attended June 6 to 12 in Tempe, AZ. It was listed in *The Kommandeur* for a few months. It just so happened that I had a gig (a job) in Las Vegas on the 11th. So here was another opportunity for me to see what CSWcon (consimworld) or monster game con was all about.

I arrived on Tuesday the 7th and checked into the Tempe Mission Palms Hotel, which is a bit pricey for a week, but if it's the only Convention you attend, then it's not bad. Free wireless for the PC and plenty of good and tasty restaurants within walking distance of the hotel. Prior to the con I had made arrangements with Nathan Kilgore (designer of **Iron Tide** Battle of the Bulge game) to play-test his new creation of **Salerno**. It's a great and fun game using hidden or unknown strength chits when going into battle. Engaged units or divisions are unknown until they pick a battle chit from a cup. It's a unique "fog of war" tool. I took me three days to finish that game only because of so many distractions of other fun games being played by others. I had to wander around watching and asking hundreds of questions. Monster game con is exactly that. Games that take up or cover two to four tables with one map. I remember one game called **Case Blue** of the German and Russian front in WW II. *Huge* map!!! Other games played were **Twilight in the East**, **War in Europe**, and many Napoleonic and American Civil War games.

After most of the gaming day was over Nathan, Ian Scholfield, Jamie Shanks, and I played one of my favorite games: **Swashbuckler**, an old Yaquinto game of man to man sword fighting and bar brawling. I won the first night but they all ganged up on me on the second night. You get a chance to flip tables, swing from chandlers, pull rugs out from under people, throw chairs and beer mugs, and slap someone in the face with your hat. It's a fun game.

Another person I made arrangements to meet was our own Vice President of AHIKS, Bert Schneider. He promised me to play a learning game (for me) of **PanzerBlitz**. I have had that game for years but because it's an oldie but a goodie no one really wants to trace their foot steps back to this gem. Bert and his friend Marty are great teachers, and I was doing OK for awhile, but in this particular scenario (#6) the Russian armor units have to exit the third board in 10 turns. It was obvious I was not going to make it, but I took some German Panzers before I quit. I need to play this one again down the line.

Bert also introduced me to another game: **Boots on the Ground**. A Modern day military operation of seeking out terrorists hiding in buildings and on the street. It's man vs. man with teams of 6 soldiers. The game can be played with one person playing one (or two) of the teams against an opponent who plays the al-Qaeda terrorist, or two gamers can play teams against al-Qaeda, in which one gamer takes one team and the other takes another, or the game can be played solo. It's a fun game and you get the feel of how uncertain things are over there in battle.

I did more watching and asking than I did playing, but all in all it is one of the best conventions I have attended. John Kranz does not spare the cost on attendees. Free game raffles at the opening ceremonies and every morning giving away brand new games and magazines with John giving a rundown of what events were scheduled that day. Did I mention free breakfast every morning? Not your typical Comfort Inn type breakfast. I mean full out waffles and omelets made in front of you. This is a first class game con. I sure hope I can make it again next year. I just wish they had it in the winter months so I could get out of the eastern cold-front blizzards.

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From the Editor

The next issue will also be delayed. Sue and I are traveling again and won't be back until October 11. The deadline for that issue will be October 12.

The conventions seem to have gone well. I would guess that the attendance at Heat of Battle V in New Orleans was between two and three hundred, probably nearer two hundred. If you live near New Orleans, you might consider attending next year. The setting is pleasant, and the museum itself is quite impressive.

This issue has a much larger web version. It is getting too difficult to fit what we have to print in 12 pages. The web version runs 25 pages this time. Don't forget, you can always print out your issues from the web version.

Cory



Battle for Normandy at WWII Museum's Heat of Battle V.



Cory and Bert

The Ratings from Kenneth Oates

WHAT DOES OUR RATING MEAN?

Last month, as I was learning the process and updating completed games, I asked myself this question. Just what does our rating mean? Is it a status symbol? Does it denote rank? Or prowess in one or many games? Is it an indicator of reliability, representing our integrity even when in an obviously desperate situation? Just why do we rate the games we play?

I think it is a little different to each gamer, and a definition that each one of us has to come to on his own. In my case it is probably a little of all of these, in some degree. I feel our rating is an indicator of each individual's integrity. The win-loss column is of less importance to me as the reputation we build over years (and decades). Our hobby is relatively small, true, but it is sufficiently large enough and spread out over the planet that we often do not necessarily personally know our opponent. Thus for me the rating gives me an idea of the reliability of the gamer I am about to commit a large part of time to for a contest. Your mileage may vary, or you have an entirely different take on the ratings, their value, meanings, etc., which is fine. But like your credit rating, it is one you should be proud of and guard its accuracy. Think about it when you start your next match.

GAMES REPORTED

In every issue of *The K*, I plan on providing a listing of the games which have been reported, not necessarily the names of the winner/loser (probably the winning side, though) which have been reported since the last issue. This shows the games *do* come to a conclusion!

Game Title	Publisher	Games Played	Winning Side
Waterloo	AH	2	French (1)
			Prussian-Anglo Alliance (1)
Bull Run	AH	2	Union (1)
			Confederate (1)
Panzer Leader	AH	2	Allied (1)
			German (1)
Battle for Moscow	VPG	2	Russian (2)
Afrika Korps	AH	4	Allied (2)
			Axis (2)
Russian Campaign	L2	2	Russian (1)
			German (1)
ASLSK, Scenario S10	MMP	1	Italian
Raphia	GDW	3	Ptolemy (1)
			Antiochus III (2)
Battles for the Ardennes		2	Americans (2)
Total Games Reported		20	

REMINDERS

Send results reports to me by email or snail mail in addition to Duncan. Either is acceptable. This will expedite the updating of your rating.

There are a number of games which have the same name, are by different publishers, or have different versions/editions by the same publisher. I have four different editions of AH's **Gettysburg**, as an example. **Napoleon The Waterloo Campaign** (the block game) was published by both AH and Columbia, I have both, as another. Titles are recycled, so please include the publisher's name and edition when sending in your report.

Thanks for the support and words of encouragement during the first couple of months. Good gaming!

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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: October 12, 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.

Games Wanted

I wish to buy the following games: **Afrika Korps** AH, **Russian Campaign** AH, and **Anzio 77** AH. Also, I would like to buy a copy of the rules to **Anzio** AH 77. Call 1-815-942-1002 between 9am and 7pm IL time. William Osmanson 412.

Secretary's Notes Bob Best

For many of us, gaming slows in the summer months as we go on vacations and do more things out of doors as we enjoy the nice weather. I hope all of you are enjoying a Really Fun summer! ☺

Earlier this year member Randy Heller suggested that we re-institute the "Meet the Members" column here in *The K*. The original column was discontinued due to lack of participation by the membership. At Randy's request we started up the column again with my "Meet the Member" profile. In the next issue we published Randy Heller's "Meet The Member" profile. There was no Meet the Member profile published last issue as we had not received any new profiles. This issue we do have a new Meet the Member profile to introduce in this issue. Dennis Sheppard #804 writes,

My name is Dennis Sheppard (804). I joined AHIKS a very long time ago but fell out of the organization due to other outside commitments. Now I find myself with some free time to commit to the best hobby in the world, wargaming. I am 61 years old and a disabled Veteran from the Vietnam War with a Purple Heart and lots of memories and photographs (over 300).

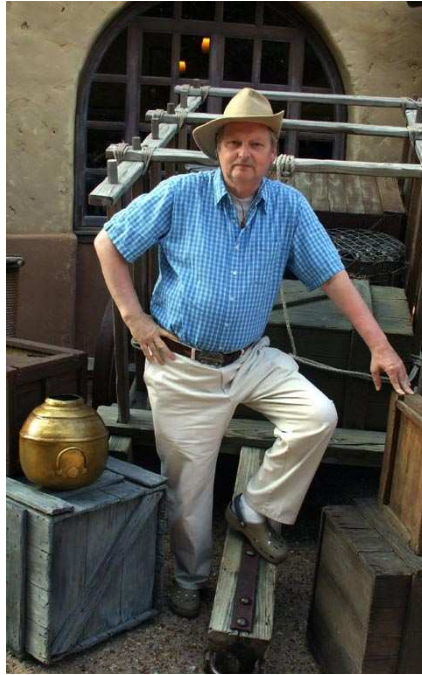
I'm currently on a veterans committee for Silver Spring Township where I live and have been their public relations volunteer for 4 years. We will be dedicating the largest Veterans Memorial within 100 miles of our community in November of this year.

My nephew introduced me to wargaming back in the late seventies when we played a game of **PanzerBlitz** and I was hooked. The company I worked for held an auction and I bought a blueprint cabinet with 7 drawers and yes there was room for 7 PBM games, I was in *heaven*. I became an AREA player and also joined AHIKS and IGA (International Gaming Association). All 3 organizations gave me great memories of wargaming. Sadly the IGA is defunct.

Besides wargaming I perform in the local area singing music from the 40s, 50s, 60s and 70s. I have been in a few plays in local theatre

and on television and film. I am the only person in the U.S. to reenact Armed Forces Vietnam Network "Good Morning Vietnam" radio show for military venues.

Glad to be back in the hobby and with a fine organization like AHIKS. I can be contacted at timelegend@hotmail.com.



Dennis Sheppard

Thank you Dennis for sharing your profile with us. And, welcome back to AHIKS! ☺

Elsewhere in this issue Randy Heller has written an article about his incentive idea to encourage members to send in their profiles for publication. Randy plans to give away a copy of his wargame **Bitter Woods**. See his article for details, and if you are interested, please send your Meet the Member contribution to me at either my email or snail mail address listed in the contacts section of *The K* or on the AHIKS website.

Let's introduce and welcome a number of new and a returning member that have joined AHIKS since the last issue of *The K*.

Mark Fogg #1644 Bracebridge Heath, UK

Tom Boeche #1645 Nebraska City, NE

Andrew Patience #1646 Little Bytham, UK

Derek Newell # 1647 Bristol, UK

Kenneth Li # 1648 Oren, UT

Jon Matthews # 1649 Midwest City, OK

Johnny Wilson # 1650 Wilmette, IL

And returning member:

Dennis M. Sheppard # 804

Mechanicsburg, PA

Gentlemen, *welcome to AHIKS!*

A New AHIKS Forum Game

A gamemastered version of Avalon Hill's **Richtofen's War** is now playing on the AHIKS forum. Current thinking is to have this be a campaign game. If things work out as planned then other mission games with the same story line will be played out. Players and aircraft will continue into the next game with damage being repaired in the lull between games.

The story line for this first game features Airco DH-2 pusher biplanes from Britain's No. 24 Squadron vs. Germany's Jasta 2 fighter unit flying the Fokker E.III Eindekker monoplane fighter. The date of the game is the afternoon of June 16, 1916, just a few days before the Battle of the Somme began.

No.24 Squadron has the distinction of being the first all-fighter squadron deployed to France during World War I. No.24 Squadron is commanded by Major Lanoe Hawker a famous World War I fighter ace and winner of the Victoria Cross. Hauptmann Otto Boelcke, also a famous German ace, formed Jasta 2, Germany's first all-fighter unit. A lot of historical research has gone into the game to make things "period correct." Players adopt a persona of their own making or use a real member of either Jasta 2 or No. 24 Squadron as their character. We have six players now and the action is just beginning.

The first mission is called "The Afternoon Patrol." Each side has a mission to accomplish and in the process bring themselves fame and glory by shooting down enemy aircraft and making "Ace" status. But they have to accomplish their assigned missions, too. The gamemaster controls all of the background "props" like balloons, anti-aircraft fire, and non-squadron aircraft.

(Continued on page 12)

Upcoming Events

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>

Aug. 31-Sept. 3, Los Angeles, CA
STRATEGICON: GATEWAY
<http://www.strategicon.net>

Sept. 2-5, Santa Clara, CA
CONQUEST: PACIFICON
<http://www.con-quest.com/>

Sept. 2-5, Redwood City, CA
CELESTICOM
<http://www.celesticon.com/prod/>

Sept. 2-3, Terre Haute, Indiana
ISU CON
<http://indstate.edu/rpguild/>

Sept. 2-5, Laurel, MD
TCEP 17
<http://barkingmad.org/>

Sept. 24-25, Peterborough, Ontario
PHANTASM
<http://phantasm.pfga.ca/index.html>

Sept. 24-25, La Porte, TX
BROADSIDE
www.beerandpretzels.webs.com/texasbroadside2011.htm

Oct. 13-16, Columbus, OH
BUCKEYE GAME FEST
<http://www.buckeyeboardgamers.org/buckeyegamefest.htm>

Oct. 21-23, Erie, PA
ERIE'S DAYS OF GAMES
<http://www.riedog.com/index.html>

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

Nov. 4-5, Hamilton, Ontario
HAMMERCON III
<http://www.hammercon.ca/>

Meet the Members by Randy Heller

AHIKS Secretary Bob Best and I are attempting to jump start The Meet the Members Program. This is an excellent opportunity to introduce yourself to the membership and to learn about other members in our ranks. As an incentive, everyone who responds to the call within a year will have his name placed in a hat. A drawing will take place, and the winner will receive a free, shrink wrapped copy of the game, **Bitter Woods The Battle of the Bulge**. So get out the pen and paper and start writing. Submissions should be forwarded directly to Bob.

What should be included? A typical template would include: Name, Birth Date, Address, Background, Year Started Gaming, Approximate Number of Games Owned, Favorite Game and Reason, Least Favorite Game and Reason, Pet Peeve, Hobbies, Most Memorable Gaming Experience, and lastly General Comments. See my personal submission printed in the April 2011 issue for an example. Feel free to delete or add to this listing.

I promised Bob I would expand upon my Meet the Members submission:

Now that I am temporarily semi-retired due to the economy, I have more time for gaming. I am currently focusing on three of my favorite games for email and postal play: **Afrika Korps**, **Deluxe Bitter Woods**, and **The Russian Campaign**. I feel very confident of my gaming skills with the first two, but I'm having a little difficulty playing the Soviets competitively in **TRC**. In my opin-

ion, one sinks or swims with the Soviet initial game setup, particularly in the short game-turn tournament scenarios. Hence, I have been trying different options to come up with the best Soviet setup. It's proving to be quite a challenge, but fun.

I recently tried an area movement game for the first time with fellow AHIKS member, Roger Eastep. The game was published by Multi-Man Publishing in 2003 and focuses on Operation Market Garden. It is called **Monty's Gamble: Market Garden**. We had a terrific time with it, and after only one play I can comfortably say it is probably my favorite of the area movement system games. An understanding of the rules and past experience with **Breakout Normandy** will make the transition to **MG:MG** play much easier, because the rules to the two games are very similar. I am not a regular player of the area system games, but I do find them a welcome, occasional change. The drawback for me is that the games are highly interactive. Some find that to be an advantage. Personally, I enjoy the occasional "coke and a smoke" break during game play, something that really isn't convenient with this game system. Sometime in the not too distant future, fellow AHIKS member, Eric Seadale, and I will be trying **MG:MG** via email play.

I hope to learn more about some of my fellow AHIKS member through the Meet the Members Program. Please give serious consideration to participating. Thanks and good gaming.

★★

Nov. 4-6, Fairlee, VT
CARNAGECON 14
<http://www.carnagecon.com/>

Nov. 11-13, Winnipeg, Canada
JIMCON
<http://jimcon.ca/2011/>

Nov. 11-13, High Point, NC
MACE
<http://www.justusproductions.com/>

Nov. 11-13, Pittsburgh, PA
GASPCON
<http://www.gaspgamer.com/news/news.html>

Nov. 12-13, Halifax, Nova Scotia
HAL-CON 2011
<http://hal-con.com/>

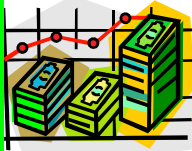
Nov. 19, Richland, WA
DESOLATIONCON
<http://www.desolation-con.com/>

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

★★

Treasury Notes

Brian Stretcher



Wooden Ships and Iron Men Training Game Drawing to a Close

We have completed ten turns of this game. One British ship and one French ship each have struck their colors, coincidentally the ships belonging to Charles and Bob, your President and Secretary respectively. A second British ship is close to striking (that of the British commodore), while one additional ship from each side has been reduced to a nearly dismantled hulk. Because both sides are nearly exhausted, the battle is slowing down a bit, and I have a feeling that the balance of power is about to shift significantly. So, I will probably pull the plug on this one before next issue so we can move on to a meatier and more dramatic scenario.

You may catch up on the action by checking the Online Games topic on the Forum, under WS&IM. Charles has done an excellent job posting maps each turn that show the positions of the ships, and, with the damage reports, one can easily follow the game turn by turn. I have provided commentary on some of the rules and the occasional tactic, as this is a learning game. Next game I will probably keep quiet, and allow the players to “sink” or swim on their own.

Next issue I will provide a brief recap of the game, and hand out some “awards.” Hopefully, I will be able to include a preview of the follow-up game, which I have tentatively titled, **El Diablo Rojo**. I could probably work in some additional players, if anyone is interested. Stay tuned!

Book Review: “Leningrad, State of Siege,” by Michael Jones Basic Books, 2008.

I read this book earlier this summer, which provided some psychological relief from the Midwest heat: most of the book takes place within the city of Leningrad during the brutal winter of 1941-42. It is difficult to comprehend the suffering that took place inside the city for the 900 or so days of the siege, particularly that first winter.

This is one of those interview style books, where the author weaves together interviews of survivors, along

with official and, in this case, relatively recently released former Soviet archives. It starts with the opening attack of Army Group North, but, as the reader is warned, this is not a military history book. The military actions merely provides the context for the situation in the city. This is mostly a story of civilian life during the siege, with military action secondary, and given relatively brief treatment. Weaving together the stories of several individuals to provide a coherent story is not always easy to do, and this one is not put together quite as well as the Gettysburg book I told you about a couple of issues ago. There are some problems with chronology, in that we get through several months with one person and then go back with another, instead of them being put together in a single coherent chronological stream. Perhaps it is a personal preference, but sometimes going back to where you were 10 pages before makes the whole picture a little difficult to follow.

Nevertheless, the individual stories are well told, and held my interest. The personal tragedies of the citizens of Leningrad are moving, and at times the dark, bitter cold truths of the siege come through almost too well. It is hard to imagine having to go out in temperatures well below zero, day after day, to search for food while being so weak with hunger that you know if you sit down to rest you won't get up. And yet, the people of Leningrad made it through, despite being deliberately targeted by German artillery and being robbed by both incompetent and horribly corrupt city officials.

I learned several things from this book that I was never aware of. First and foremost, I always thought that the Soviets successfully defended Leningrad and prevented the Germans from taking the city as winter approached in 1941. I suppose that's from those fortress hexes and doubled city defenders in all those Barbarossa games. But that isn't true. By the end of September, 1941, Hitler had already decided to not even attempt to take the city, but to starve the population by siege instead, while the main military effort went into Operation Typhoon. Not to starve them into surrendering, mind you, but simply to eradicate the population

completely. In part, that was because there was no way for the Germans to feed such a large population through the coming winter. There were times when the Soviet defenders were so weak, the Germans could have essentially walked right in, but no attempt was ever made. And of course, where the Germans did not succeed, city leaders almost succeeded for them, by ordering ridiculous and futile attacks, and hoarding all the food for themselves. Until relatively recently, the Soviets suppressed a lot of what happened in Leningrad during the winter of 1941-42, including the incompetence and corruption of the Soviet leadership, the degree of starvation suffered by the people, and the existence of looting, criminal gangs, and cannibalism.

Only with the benefit of hindsight is it clear that the Germans could have taken the city. There is no such retrospective military analysis in the book, although that possibility is clear. Shortly before I started this book, I, and many of you, I presume, received a promotional copy of issue #17 of *World at War*, which coincidentally contained an article about the Leningrad Campaign. Much of that article deals with the hypothetical attack on Leningrad itself in 1941, which is also the subject of the game included in that issue. I checked out the article after I read the book, for comparative purposes. Again, with the benefit of hindsight, it is easy to propose that Leningrad would have fallen with an all-out assault by Army Group North. Of course, such an attack would have had significant repercussions elsewhere. So the conclusion is the same: the Germans could have taken the city, and passed up an opportunity to do so in making its primary effort against Moscow instead. But such an attack could have resulted in mass casualties and had a profound effect on the rest of the war, perhaps on a global scale.

If you only like books that detail the location and activities of the 151st Panzer grenadier battalion on the 14th of August, 1941, then this book is not for you. If you are interested in the effect that war has on an urban civilian population caught on the front lines, then “Leningrad” offers some very interesting insight and is highly recommended.

Treasurer's Report on page 9.

Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	Russian Campaign AH	Omar DeWitt (44) V
1914 AH	John Trosky (1554)	Russian Front AH	Melvin Yarwood (36)
1914 AH	Andrew Patience (1646) ES	Russian Front AH	Michael Mitchell (1086) ETV
Adv Squad Leader MMP	Dennis Sheppard (804) E	Squad Leader AH	Melvin Yarwood (36)
Afrika Korps AH	Sid Driver (1567) A	Stalingrad AH	Brian Britton (1603) Z
Afrika Korps AH	Paul Heiser (1051) P	Stalingrad AH	Joseph Angiolillo (412)
Afrika Korps AH	Omar DeWitt (44) V	Stalingrad AH	Omar DeWitt (44) V
American Civil War VG	Shannon McNamara (1639)	Tamburlaine the Great SPI	Albert Bowie (299) E
Anzio (6th ed, rev map) AH	Tom Oleson (111)	Twilight Struggle GMT	Ron Gregory (1366) E
Anzio AH	Melvin Yarwood (36)	Victory in the Pacific AH	Greg Dilbeck (1363) P
Anzio AH	Greg Dilbeck (1363) P	A Victory Lost MMP	Ed O'Connor (1243) E
Arnhem SPI	Thomas Ten Eyck (826) EP	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Arab Israeli Wars AH	Dennis Sheppard (804) E	War and Peace AH	Andrew Patience (1646) ES
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Warriors of God MMP	Johnny Wilson (1650) C
Battle of the Bulge '65 AH	Dave Wallace (1643) EL	Waterloo AH	Joe Angiolillo (412)
Battle of the Bulge '81 AH	Derek Newall (1647)	Waterloo AH	Paul Heiser (1051) P
Bitter Woods AH	Greg Dilbeck (1363) P	We The People AH	Clyde Longest (1413)
Bitter Woods AH	Ron Gregory (1366) EFLV	World War I API	Andrew Patience (1646) ES
Bitter Woods AH	Melvin Yarwood (36)		
Blue and Grey I, II	Melvin Yarwood (36)		
Borodino SPI	Melvin Yarwood (36)		
Breakout Normandy AH	Clyde Longest (1413)		
Breakout Normandy AH	Johnny Wilson (1650) C		
Bull Run AH	Paul Heiser (1051) P		
Caucasus GMT	Chris Hancock (565) V		
Chickamauga WEG	Joese Angiolillo (412) E		
Cobra SPI	Bill King (1626)		
D-Day 61, 65, 77 AH	Brian Britton (1603) ELV		
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		
Empire of the Sun GMT	Johnny Wilson (1650) CT		
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		
Fortress Stalingrad S&T	Chris Harding (1591) E		
GCACW AH	Clyde Longest (1413)		
Gettysburg 64, 77, 88 AH	Paul Heiser (1051) P		
Golden Horde:			
Kulikovo ATO	Albert Bowie (299) E		
Grand Fleet	Daniel Davis (1635) CAS		
A House Divided			
1st ed. GDW	Andrew Patience (1646) ES		
Jutland AH	John Trosky (1554)		
Kriegspiel AH	Dave Wallace (1643) EL		
Luftwaffe AH	John Trosky (1554)		
Midway GDW	Bill Scanlan (275) E		
Midway GDW	Melvin Yarwood (36) P		
Napoleon at War SPI	Melvin Yarwood (36)		
Napoleon's Last Battles SPI	Melvin Yarwood (36)		
Napoleon's Last Battles SPI	Bill King (1626)		
PanzerBlitz AH	Dennis Sheppard (804) E		
Panzer Armee Afrika AH	Bill King (1626)		
Panzer Leader AH	Dennis Sheppard (804) E		
Richthofen's War AH	John Trosky (1554)		
Russia Besieged L2	Michael Paul (1578) P		
Russian Campaign AH	Paul Heiser (1051) P		

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	Z: Zuntzu

Match Coordinator

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

Treasurer's Report

Little activity this period. No income other than tiny interest, one expense beyond the last K.

Starting Checking Balance 6-1-11: \$ 1,289.15

Income: \$ 0.00

Expenses:

K May/June Printing \$ 64.79

Charles Marshall, die roller upgrade \$ 180.00

Checking Balance as of 8-1-11: \$ 1,044.36

Perpetual Fund Balance, 6-1-11: \$ 3,313.63

Interest Income through 7-31-11: \$ 1.67

Contributions: \$ 0.00

Perpetual Fund Balance 8-1-11: \$ 3,315.30

Operating funds in CD, 6-1-11: \$ 5,671.31

Interest Income through 7-31-11: \$ 2.86

Operating funds in Savings, 8-1-11: \$ 5,674.17

Total balance in Savings, 8-1-11: \$ 8,989.47

Total Treasury, 8-1-11: \$ 10,033.83

The treasury continues to creep down, although very slowly. Without major new projects on which to spend our money, or big influxes of capital, creeping up or down slightly through the year is probably about where we want to be. Until next time!

★★

Tom Oleson at the WBC

This was my 21st straight year at what some call "doncon." I arrived 6 AM Friday at Philadelphia airport, departed the hotel at noon a week from the following Sunday. The first few years, it was "Avaloncon," promoting Avalon Hill games, although others could be played, mostly SPI. It's an ideal place to take the pulse of the hobby.

Now, those early AH games, with few exceptions, are relegated to a very minor role, while the vast majority play Euro games. So, is our hobby dying out, or flourishing? *Both!*

For several years I have been one of a dwindling band of mostly older "grogard" players who on the first Saturday start playing the AH classics, which, every time there is a survey, form the majority of games for which AHIKSers request matches. Only a few new faces; only a few young faces. Most agree that in a few years this part of the con will probably be history. That it has gone on this long is due in large part to the fact that Don Greenwood himself is an uber-grogard. Many AH games, like **D-Day** or **Stalingrad**, haven't been seen in years. Somebody told me last year and this year that there was one game played of SPI's **Panzergruppe Guderian**, and that it also would benefit from the sequel phenomenon increasingly popular. Randy Heller provided a T-shirt; written on the back was "Bitter Woods World Tour," listing the evolution of that game from its AH inception in 1998. It is one of the final AH games still popular. Another is **Breakout Normandy**, also with a new version, which immediately sold out. **Turning Point Stalingrad**, once fairly popular, has been gone for years.

For a game to keep playing as an official tournament, it must not only have at least 16 participants, but it must be in the top 100 of total participants. Players are fickle. A few years ago **Anzio** doubled its usual participation when I introduced the 6-turn Sicily scenario, and some requested a tournament just for that. Not played at all this year. Someone came around trying to drum up participation in the **Tigers in the Mist** tournament, in danger of falling below the line. Others lamented the absence of the once-popular **Storm over Arnhem** and **Monty's Last**

Gamble. If somebody is not twisting arms, these marginal games (**Anzio** among them), can't compete. With its charismatic guru Tom Gregorio and his equally charming son always there, **Russian Campaign** is in no danger for now.

Everybody likes the Euro games, or what you could also call "social games." One of my best **Anzio** opponents disappeared for a while, returned proudly as the winner of the **Elkfest** tournament. Another couldn't decide whether to blow off the **Anzio** final to defend his **Rail Baron** championship.

But if, for instance, your game is **World at War**, *your* hobby indeed is flourishing. Again it had 32 participants in a very elaborately organized tournament. This game started out in 1974 with **Third Reich**. A few years ago, both **Totaler Krieg** and **Europe Engulfed** started on the same road, ETO, and then a Pacific add-on, but neither one was seen this year. My friend Craig Besinque, designer of **EuroFront** and other fine block games, says that his big Labor-of-Love ETO game started out as something he wanted to play himself. Without this individual inspiration, games don't get designed, and once published, go soon to the back shelf.

Every year there are several new Russian Front games with their eager designer close by, ready to explain why his deserves to prosper, but I don't recall seeing most of them after a year or two.

The pleasant designer of **Unconditional Surrender—WW2 in Europe** hovered by his game, ready to explain it to people like me. I wonder, in a few years, will 32 people be playing it, or like **Totaler Krieg** and **Europe Engulfed**, zero? This is not to say, of course, that these games are necessarily inferior, or that they are not played on the internet.

A few years ago I was dragooned into testing Rick Young's **Leaping Lemmings** game, this year marked waaaaay down on the GMT table.

For me the best parts of the con are some very tense matches coming down to the wire. In my match with Robert Frisby, who later took second place (Mark McCandless took first), he was nice enough to point out that I

AHIKS Membership Survey from Bert Schneider

While we've done quite a bit over the past couple of years to move AHIKS forward, we'd like to hear from you. What are your interests? What would you like to see AHIKS provide its members? And while you are at it, tell us a little about yourself.

PLEASE FILL OUT THE SURVEY FOUND ON THE FACING PAGE AND MAIL TO ME NO LATER THAN 1 OCT 2011 AT THE FOLLOWING ADDRESS:

Bert Schneider
12520 N Lantern Way
Oro Valley, AZ 85755-8953

Or, if you prefer, you may fill out the form, scan it in (or just type your responses), and email it to me at the following address:
bertnpeggy@comcast.net

had forgotten to take Taranto, a possible game loser. I was glad the next turn to be able to return the favor pointing out that he had left unguarded a river hex South of Cassino. I prefer to avoid games without this courteous sportsmanship.

Inevitably there is downtime during and between matches, when one makes new friends and renews old friendships, often sharing intimate details about family and job.

It's also fun to discuss their games with the designers. Dean Issig (spelling?) of OSG was often near his monster **Syria 1941** game. He agreed with my theory that Germany missed a bet by not airlifting troops there. He says even a single regiment might have made all the difference, and he is thinking of including that as a what-if.

The con proper begins with a huge auction, and the last few days there is a very active vendors' section, where you can find all the latest games. I always find a new color or configuration of die to add to my assortment. Bruno Sinagaglio likes to roll with "helper" dice. Erik Lawaetz opines that he can win mixing 'em up, and he is right. For me, Soviets have to be red, Germans black, and so on. Doesn't always help!

(Continued on page 13)

Purpose: This survey is anonymous. The AHIKS leadership is very interested in understanding the nature of our society and what your wargaming needs are.

Demographics

Age: ____ Years playing wargames: ____ Years an AHIKS member: ____

Number of PBEM/PBM games played in the past year (check one): None <5 5 – 10 More than 10

Computer access (check all that apply): 1. Own and use a computer 2. Have access to the Internet

Computer literacy:

- 1) Only web surfing and email use
- 2) Casual user of bundled and/or store-bought programs (word processing, spreadsheets)
- 3) Confident with advanced applications (web design, image processing, database manipulation, etc.)
- 4) Programmer

Wargame Interests

Era (circle all that apply):

- | | | |
|------------------------------|-----------------------------|-------------------------|
| Ancients | Gunpowder (Pre Napoleonics) | Gunpowder (Napoleonics) |
| Gunpowder (Post Napoleonics) | World War I | World War II |
| Post WW II through 1970s | | 1980s to current |
| Sci-Fi | | Fantasy |
| Hypothetical | | Other |

Type (check any and all that apply):

- Strategic Operational Tactical Individual or Squad Level

Mechanism (circle all that apply):

- Board with counters Miniatures Blocks Computer Card driven

Method of Play (circle all that apply):

- Solitaire Face to Face Mail Email Computer aided (i.e. VASSAL, Cyberboard, etc.)

AHIKS Membership Needs

- | | |
|---|--------|
| Require only one Username and Password for all AHIKS.com web pages. | YES/NO |
| I need to find opponents. | YES/NO |
| I can readily find wargame opponents through AHIKS. | YES/NO |
| Membership is climbing! Do you feel we need a Recruiting and Retention Officer? | YES/NO |
| AHIKS marketing material (for tournaments, shows, and game stores). | YES/NO |
| Have a Members-only online Match Request form. | YES/NO |
| Player feedback/ratings (like feedback on eBay). | YES/NO |
| Play by play status of games (online "Series Replay"). | YES/NO |
| Links to other wargame related web pages on AHIKS.com. | YES/NO |
| We should change "AHIKS" to something else (move away from the name "Avalon Hill"). | YES/NO |
| I am willing to volunteer my services for AHIKS. | YES/NO |
| If "YES", how would you like to help? : _____ | |

Value of AHIKS

Given AHIKS has grown in both membership and services over the past year. If AHIKS were to offer additional services to benefit members, how much would you be willing to spend for annual dues?

- \$0.00 \$5.00 \$10.00 \$15.00

Please provide any comments here (such as other suggested services you'd like to see):



X XX



AHIKS



International Wargaming Society

46/4

*(Continued from page 6)*

The game should run like a quasi-roleplaying game, which is a different twist for a board game. If this at all tickles your imagination, you should stop on by the "On-Line Games" section on the forum and take a look. I think the narrative alone so far would be worth your time. ☺

If anyone has an interest in the game or just wants more information, you can email me at b52bob@prodigy.net

The **Wooden Ships and Iron Men** game is now into some heavy ship-to-ship gun action. One ship is adrift and burning and several others have taken a heavy beating. Lots of great narrative there too, and Charles Marshall is posting great shots of the map and players' ships for each turn. Brian Stretcher, our Treasurer, is hosting the game. The current game

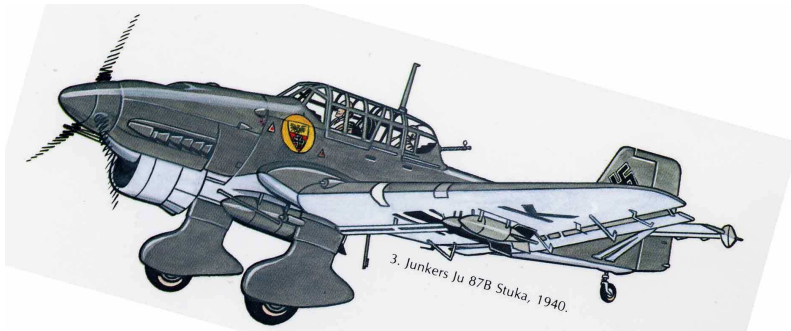
is a learning game using the basic game rules and features two battle lines, one French and one British passing each other through a foggy night at sea. It's a lot of fun come join us! ☺

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! ☺

And now my bi-monthly reminder. If you have a change of address or get a new email address please contact me at the address listed on page 12 so that we can update the membership roster. As the Secretary, I will update the roster and forward your new information to the Editor and the Match Coordinator to make sure your subscription to AHIKS is uninterrupted.

I hope everyone is having a *really* great summer!

★★



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(Continued from page 3)

NEW DTP WARGAMES

High Flying Dice Games

Slim to None covers the 1942 battle along the Slim River in northern Malaya.

Email: phrohrbaugh@hotmail.com

NEW WEB RESOURCES

Free games

March on Kyiv

<http://thewargamer.com/grognard/marchk.zip>

Official Rules

1805: Sea of Glory (GMT)

http://www.boardgamegeek.com/file/download/7rlw5vemhz/1805_Living_Rules_6-20-11.pdf

The Caucasus Campaign: The German-Russian War in the Caucasus, 1942 (GMT)

http://www.boardgamegeek.com/file/download/7v760t8y4s/TCC_LivingRules-1.pdf

Tannenberg 1914 (Three Crowns)

http://www.boardgamegeek.com/file/download/7vlhjn7xou/Rules_1.1_Tannenberg_1914.pdf

Errata

Allemagne 1813, de Lützen à Leipzig (CeC/Hexasim)

<http://grognard.com/errata/1813.pdf>

Caesar's Gallic War (Worthington)

<http://www.boardgamegeek.com/filepage/53894/clarifications-and-errata-june-8-2010>

Königsberg '45 (Three Crowns)

http://www.boardgamegeek.com/file/download/70p0xroba6/RULES_ERRATA_104-1.pdf

No Retreat: the Russian Front (GMT)

<http://www.boardgamegeek.com/file/download/7s6sm6ec64/NoRetreat-Rules-FINAL.pdf>

Red God of War: Operation Mars 1942 (Avalanche)

http://www.boardgamegeek.com/file/download/7oxre6sbvq/Red_God_of_War_Errata.pdf

Steel Wolves (Compass)

<http://www.boardgamegeek.com/filepage/68951/steel-wolves-initial-errata-and-faq>

Rules Translations

Commandos sur Saint Nazair (VV)

<http://www.thewargamer.com/grognard/comsurnz.pdf>

Tempête sur l'Europe, 1939-1945,

Vae Victus#66 (HC)

<http://www.thewargamer.com/grognard/tempest.pdf>

★★

(Continued from page 10)

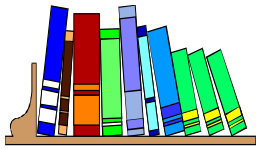
Air fare + car rental + hotel + con fee + miscellany = about \$2,400 for me. If you could drive to the con, probably half that. For the first time in decades, I caught a bad cold. Even if off in my room, the arctic blast of the air conditioner affects me negatively. The hotel is OK. Staff is friendly. Parking lot always full. They lay out some ad hoc snack bars which are not bad; reasonably priced, but I don't think the Lancaster Area has any Michelin stars—yet.

Once again attendance set a new record, with participants from all 50 states* and 12 foreign countries.

*But, Don, how about American Samoa? Bet you didn't get *that!*

★★





**Castles, Battles, & Bombs:
How Economics Explains Military
History.**

by Jurgen Brauer, Hubert Van Tuyl
The University of Chicago Press, 2008
Hardcover: 385 pages. \$29
Reviewed by Duncan Rice

**This review originally appeared on
the Armchair General Website
[http://www.armchairgeneral.com/
castles-battles-and-bombs-book-
review.htm](http://www.armchairgeneral.com/castles-battles-and-bombs-book-review.htm)**

When I first picked up this book I assumed that it would be about the commonly discussed issue of how competition for resources leads to armed conflict. I was wrong. *Castles, Battles, & Bombs* uses six cases to examine military history using economic principles such as opportunity cost, substitution, etc. This is a very general survey, and the case studies run the gamut from the 11th to the 20th centuries. The authors admit that it is a preliminary, surface application of this kind of analysis and they don't make any claims of prediction, but the approach is novel, and an interesting new way for armchair generals to look at military history.

Castles, Battles, & Bombs begins with a discussion of economic theory. The preface suggests that the book's chapters can be read in the order in which they appear or readers may turn to the section that interests them and come back later to the discussion of economics as "a surprisingly delectable dessert."

I suggest the first method. There may be some initial trepidation upon seeing chapters with headings such as "The Case of Capital-Labor Substitution and France's Force de Frappe," or a chapter dedicated to economic theory but don't let this turn you off of the book. Economic theory is discussed in a way the layman can understand easily, although someone with a little more economics acumen can process it more deeply. Regardless of your level of sophistication, a thorough reading of the economic theories in the book will greatly enhance the rest of it. You should use the chapter on economics as an appetizer, rather than as a "delectable dessert."

The Kommandeur

Each chapter analyzes a historical case in depth, using a single economic principle; there are six cases and six economic principles in all. The end of each chapter discusses the other principles in less detail—a paragraph or two—and presents a matrix that cross-references the effect of each principle on such considerations as manpower, logistics, and operations. I found myself flipping back and forth between the section I was reading, the first chapter, and the closing matrix. If it sounds like I read *Castles, Battles, & Bombs* as if it were a textbook, perhaps I did, but it helped enhance my understanding and enjoyment of the material. Okay, I admit it—I used a highlighter too.

One case the book applies the principle of substitution in examining France's entry into the nuclear arms club. The explanation goes something like this: After World War II France remains vulnerable because of its geographic position. France also does not want to be dictated to by its Anglo-American allies, but it cannot compete using a conventional force: the scale of conscription necessary is expensive and unpopular. Conventional forces are also limited in their ability to strike deep and are therefore limited in their use as a deterrent. France chooses to become militarily independent and break into the superpower hegemony by developing its own nuclear weapons program. Applying the economic principle of substitution, the authors examine the question of France shifting its military and security spending from conventional forces to nuclear weapons, and whether its nuclear weapons program should replace its conventional force or simply supplement it.

I found *Castles, Battles, & Bombs* challenging and entertaining, but I felt that some areas were not explained as fully or deeply as they could be. Discussions were left hanging at times. Also, the book looks backward, drawing examples from history, and I felt some arguments were manufactured to fit conveniently, when other explanations might work better. But the book is admittedly a first look at using economic principles to explain military history. In the future, perhaps there will be a forward-looking work that attempts to

Book Review

The Last Stand, Custer, Sitting Bull, and the Battle of the Little Bighorn
by Nathaniel Philbrick
466 pages, maps, photos (c) 2010
Viking
Reviewed by Omar DeWitt

There are some battles that keep generating books. I'm sure this is not the last book that will be written about Custer's last fight.

Philbrick writes well and is interesting. The lives of Custer and Sitting Bull are portrayed before the battle, and Sitting Bull is covered after the battle. There are quotes from Indians who were in the battle.

Could the battle have turned out in Custer's favor? Quite possibly. There are several people, including Indians, who say if hard-drinking Major Marcus Reno had continued his charge (which opened the fight) into the Indian villages, that it would have disrupted the Indian response and possibly have caused them to withdraw. But Reno and his men stopped, retreated to the river bank, and then bolted across the river; many cavalry men were killed at the river.

Captain Frederick Benteen arrived after Reno's men had reached a hill and stayed with Reno, although others thought they should move on to help Custer. Neither Reno or Benteen were Custer fans.

Custer apparently waited for Benteen and had his eye on a group of women and children. This was the third time in his Indian career that Custer was in deep trouble. On another occasion, he was helped out by another cavalry troop coming up just in time. Another time, he had gathered a group of Indian women and children for protection against the Indian fighting men

predict rather than to present arguments after the fact. *Castles, Battles, and Bombs* offers an initial look and its information is intended to supplement existing historical interpretations, not replace them; it is a beginning, not a final statement. I'm happy to be offered this novel approach to interpreting military history and will keep my highlighter handy.

★★

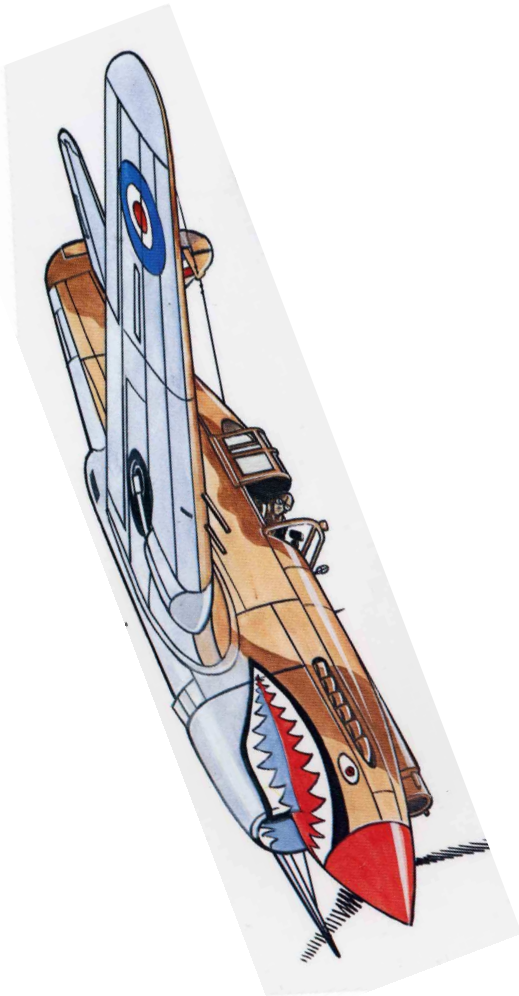
who outnumbered him. Had he been able to round up the women and children at Little Big Horn, he probably would have survived. He waited too long.

The difficulty in fighting Indians up until Little Big Horn was that they would not stand and fight. That was why Custer separated his troops. That was why he had driven his troops in pursuit of the Indians and why his troops were not at their best during the battle.

It was a devastating win for the Indians. The U.S. was outraged, and the Army was outraged. The Army took it out on the Indians.

If you are interested in Indian times, I recommend "The Last Stand."

★★



The Yugoslav Wars—Book Review by Duncan Rice

This review originally appeared on the Armchair General Website <http://www.armchairgeneral.com/books-the-yugoslav-wars.htm>

Book Review: *The Yugoslav Wars: Slovenia and Croatia 1991-95: Vol 1* Osprey

Yugoslavia's stability deteriorated after the death of Tito in 1980. Slobodan Milosevic, president of the Serbian Communist Party, came to power in 1989. He had planned on constructing a Serbian dominated Yugoslavia. To achieve this Milosevic embarked on a program of expelling ethnic minorities from key districts and political misrepresentation of his opponents.

Relations between the states of Serbia, Slovenia, and Croatia steadily fell apart. Slovenia and Croatia formally declared their independence from Yugoslavia on June 25, 1991. On June 27 the Yugoslav People's Army (JNA) was mobilised against the secessionist states. This confirmed Milosevic's March 1991 statement that, "Yugoslavia is finished."

The Yugoslav Wars (1): Slovenia & Croatia 1991-95 encompasses the Ten Day War between Slovenia and Serbia, as well as The Croatian Homeland War. The authors are Dr. Nigel Thomas and Krunoslav Mikulan. Dr. Thomas was awarded his PhD on the eastern enlargement of NATO. He has been a principal lecturer at Northumbria University and is now a freelance military author, translator, and military consultant. Mr. Mikulan is a lecturer at the Teacher Training College in Croatia. He has written books on the Croatian police and on Croatian forces in World War II. The illustrator is Darko Pavlovic, who is a full time illustrator and writer specialising in militaria.

The Yugoslav Wars (1) includes a short history of Yugoslavia and a background for the conflicts. The background provided runs from 1918 to the years of conflict covered in the book, 1991 to 1995. The purpose of the book is not to provide in-depth historical and political discussion and this information is very brief. However, the material that is provided is

easily read and understood. This is a rarity when reading about Balkan conflicts of any era. The information provided does provide good reference and is an excellent primer for people unfamiliar with Balkan history.

The book has two strengths, which are typical of Osprey Publishing. First, there is a great deal of material provided about the forces involved in the two conflicts. This includes descriptions of police, paramilitary, and military forces of all three belligerents. Orders of battle, command structure, and areas of operation are included. The wars in the former Yugoslavia have been the only major conventional conflict in Europe since 1945. Surprisingly very little information is available about force makeup in these conflicts. The authors have done a spectacular job of compiling this information and presenting it in an organised way.

The book's other strength is in the graphic material provided. There are 51 black and white illustrations and eight colour plates. The black and white illustrations include rank insignia and rare photographs from former Yugoslav sources. The colour plates show uniforms in detail. The cover shows an example of Serbian, Croatian, and Slovene uniform illustrations that are included in the book. Readers interested in a visual history of the Yugoslav wars will welcome the graphics.

Recent conflict in the former Yugoslavia is a huge topic to cover. Readers will not find a comprehensive discussion in any single volume. In *The Yugoslav Wars (1)* the reader will not find a satisfying discussion of historical background or contemporary politics, unless he is very new to the subject. What he will find is an excellent and almost exhaustive description of the forces of Slovenia, Croatia, and Serbia. The material is well supplemented by photographs, illustrations, and colour plates. This is another excellent addition for anyone familiar with Osprey Publishing's work. For those not familiar with Osprey's line of books *The Yugoslav Wars (1)* would make a good beginning.

★★

WBC: BEST EVER! by Bill DOANE Watkins

Wow! Not only was it the best WBC ever, it was the happiest! For some unknown reason, everybody was in a great mood. Nobody seemed to have an idea why, but everybody agreed the massive crowd was having a good time! Everything was fun.

Even Don Greenwood was smiling, a truly scary sight! He deserved it. This was the happiest and smoothest running con I've ever been to. Great job, Don!

Of course, I did manage to spoil the mood somewhat by setting new records for futility. You wouldn't think it was possible, but I managed to go 0 for 15 in **Ace of Aces**. My most embarrassing loss was to George Deutsch. George asked if I'd like to do a round while he was waiting for the next turn in his **History of the World** Tourney. Sure, said I. It took him about three evolutions to leave me screaming to earth in my burning Fokker. Then, he added humiliation to defeat by noting, "By the way, I've won this three years in a row." Not a nice thing to do to a fraternity brother.

I also managed to lose GMT's **Saratoga** by one-half point. To a distant relative, Rob Doane. I tried to distract him with family history stories. He pointed out his position at the Annapolis museum. He knew the family history, but good. Sigh.

Also managed to lose **King Philip's War** by one point. Considering my ancestors were in that one on both sides, it's hard to say which side I should have been playing. However, I'm told my colonists did better than most. They usually don't survive.

Did managed to win the Mulligan round of **White Star Rising**. For those who haven't had the pleasure, this is a slightly simpler version of one of my favorites: Lock 'n Load's **World At War**. Not only did I win, I managed to do it as the Brits against Michael Wittmann in a Normandy scenario. The GM told me that was one of only three Brit wins he had seen.

The scenario is the Brits trying to get armor through bocage country and exit the map. The Brit has regular Shermans, Fireflies, Cromwells, an anti-tank gun, and lots of infantry in Bren

carriers. The German player gets Wittmann and some Tigers. I got lucky. My opponent drove forward to blow me away before I could get near the map exit. That put him in range of my Fireflies. Managed to blow away all his Tigers except the one Wittmann was riding. He got smart, moved to block the exit and picked off my pitifully armored tanks. All of a sudden, I had no tanks and only enough infantry to satisfy the exit conditions.

At that point, we got a Chaos roll. Orbiting Typhoons came down and blew Wittmann to kingdom come. I commented it wasn't my favorite way to end a scenario, but it certainly was historical. Wittmann got it in an air attack in August of '44. Good game!

Interesting point. I noted to my opponent that if I had gotten closer, the crummy Brit tanks were just as strong in a melee as the Tigers!

Watched lots of demo games, talked to designers about their stuff in various company's pipelines. Waved bye-bye to my wife as she and Mrs. Herman and Mrs. Vasilaskos and Mrs. LaPerla and others spent a couple of days shopping and visiting such historical monuments as the Wilbur Chocolate Factory and the Sturgis Pretzel Factory.

I was very impressed by the crowd in the Open Gaming area. We actually had to tear down John Butterfield's playtest Bulge games. They ran out of playing tables!

Destroyed the Dealers' Room on Friday. However, I didn't see anything that had everybody going "Woo woo!" All the dealers had new, interesting stuff but no blockbusters.

Did hit Yoder's Supermarket for their great prime rib buffet and the store's incredible selection of every brand of pretzel known to the human race. Had to Priority Mail extra salty pretzels to oldest son in Albuquerque (\$16.00 for 4 bags!).

We had to leave at 3 am Saturday morning. Drive fast to Philly Airport, just in time to discover one of my American Express cards had been compromised. Off to Albuquerque to see oldest son and grandkids plus

middle son and wife, who were visiting. Took them all plus my cousin, a local Byzantine priest and church historian, to see Omar's incredible view. Dinner with Omar and Sue and gang and on to another plane back to Philly. No wheelchairs available at Houston Airport, even though we had sent 3 messages, and only 45 minutes to make it from one terminal to another. Curse all the way to Philly.

Couldn't connect with youngest son for dinner in Philly, although he did challenge me to a round of **Saratoga**. Must have heard I lost at WBC. Zoom over to McGuire AFB, end up driving in circles (more cursing) to hit huge new PX and Commissary. Zoom back to north NJ so Peg can make scheduled meetings. Collapse.

All in all, a great trip. Loved MMP's new *Special Ops* magazine. Contains complete games on Stalingrad and Raphia (yeah, the one with elephants). Plus articles plus scenarios for ASL and SK. GMT selling a game from the French company Hexasim.

The only complaint was the *other* wives complaining about the convention hotel. The Lancaster Host is a great place for a convention, but they seem to have stopped spending on room maintenance. There was a very angry conversation over on CSW about the conditions. Luckily, Peg didn't tell them about how fantastic the motel across the road is! Best bacon in Amish country!

Great games, great gamers and I regained 10 pounds between all that great Amish food and the 10,000 fast food joints in Albuquerque. See you next year!

★★



Great Movie Summer

by Bill Watkins

Great movie summer! First, the wonderfully crafted “Ironclad,” followed by a “Harry Potter” that really does justice to the franchise, and now “Captain America.” Take an afternoon this weekend, go see “Captain America.” Buy plenty of popcorn.

This is one of the most fun movies we’ve been to in years! Peg and I both loved it. Peg said she’d love to see it again...soon. That’s the highest recommendation a movie can get!

You probably know the story. At the beginning of World War II, a German scientist invents a serum that creates super soldiers. Hugo Weaving (a terrific villain) takes an early version and turns into the evil villain Red Skull, head of the secret organization called Hydra. They break away on their own, the Nazis being too wimpy for them.

The German scientist escapes to America and perfects the serum. He picks skinny, unhealthy, rejected for military service five times, Steve Rogers to experiment on. The result is Captain America. Ta da! The scientist is murdered, so there won’t be any more super soldiers. Just our hero.

Great adventures follow. The Captain is relegated to leading bond drives. He responds by freeing a whole camp of POWs, giving him a band of side-kicks, some of whom I could remember from the comics! The music rises to a crescendo, everyone recognizes our hero really is a hero, and I thought the movie was going to end. Got that wrong. That was just the warm-up. We

follow with a slide for life onto a speeding train, blowing up a giant tank, blowing up Red Skull’s underground factories, and a desperate attempt to stop Skull’s giant flying wing, which is flashing towards America with a load of city-killing bombs. Cool! Even the end credits were a blast!

To show you the dedication and love they put into this film, I was blown away by a scene in which our Captain is making a stupid propaganda movie, leading the troops in battle. The movie is being made during World War II. Got to have a destroyed German tank, but since it’s *during* the war, they certainly couldn’t have an actual German tank. The tank is a wrecked Stuart with the German cross painted on the turret. I almost came out of my seat. What a great detail!

At another point, some of the characters are riding in a jeep. They didn’t use an M151. The windshield wipers were the WW II kind, that were connected by a metal bar and had handles you could use to operate the wipers manually! Wow!

Great characters. One main character is America’s leading arms manufacturer: Tony Stark, father of our own Ironman. Tommy Lee Jones is very key, as the colonel commanding the experiment. Samuel L Jackson gets a brief cameo at the end. Not much for him to do, but it’s obvious he’ll be key in the next entry.

The actors who played Captain America and his girlfriend were total unknowns to us. They were perfect in the parts.

All in all, a real fun flick, done not with that world weary ennui so common to the Hollywood elitists we all hate, but with real loving care.

I recommend it *most* highly!

BTW, most of the previews shown before the movie were wretched. The usual one joke rom coms and, worse, trailers for most new action movies make it clear directors are now convinced if they turn the bass up, it substitutes for suspense. Big letdown, all the movies looked pretty bad. One exception. I almost moaned when a preview came up for *another* retelling of “The Three Musketeers.” Yah, yah, we all know what happens. Then the screen is filled with a battle scene: two 17th century warships firing broadsides at each other...while floating in the air! Woo hoo!

Sorry I haven’t bombed any movies this summer. However, we studiously avoid any movie that has a funny trailer. As I’ve said for years, all the jokes are in the trailer. So, a good summer for action and fun. Next week, “Cowboys and Aliens!”

★★

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

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

Heat of Battle V

New Orleans August 12-14 by Omar DeWitt

On Friday the 12th, the WWII Museum was open before 9. I checked in and checked out the games on the main floor. Most were miniatures. One, **The War Game: WWII board game**, took up four by eight feet of table, included the whole world, and used units such as those used in **Risk**. From 8 to 10 people were playing or watching. A large version of a game of **Memoir '44** was in progress. All of this was going on under full-sized aircraft hanging from the ceiling.

When I checked in, I was given a large bag with various items in it. One was an **Axis & Allies** starter set, with a map guide and expanded rules booklet. There were also a magazine, a museum brochure, printed rules for the Avalon Hill Tournament (some of which appear on page xxx), and a convention magazine. I almost forgot, a very small bottle of Tabasco sauce!

The Avalon Hill Classics Tournament was on the third floor. No one was there when I walked in, but soon Andy Bouffard arrived, and later two other players came in and started **Anzio**. One of them, Mark McCandless, had just come from WBC, where he won the **Anzio** tournament. Andy and I played **Afrika Korps**, although he had not played in many years. Andy was the gamemaster of the Avalon Hill tournament. He now primarily plays miniatures, but his gaming origins are with board games, and he stays interested in them nostalgically.

We broke for lunch, and at noon Walt Burgoyne gave a talk on wargames in history. The talk was interesting, but the illustrations were mostly blurs. After the talk, Andy and I continued the battle in North Africa until 5.

One of the things Andy mentioned to me was an upcoming convention in La Porte, TX, next month on September 24 and 25. It takes place on the USS Texas and is concerned primarily, if not exclusively, with naval games. He said it is also possible to spend the night of the 24th aboard the Texas. Meals are also served on board. See the notice in Upcoming Events.

Saturday was busier, but not in the Avalon Hill Tournament section. Four

of us were there, and a fifth showed briefly. Andy and I started a **D-Day '77** game. He had not played in some time and left the south of France area undefended, except for four HQ units. I invaded there.

On the third floor, next to the Avalon Hill "group" was a **Flames of War** tournament, miniatures, of course. I was struck again by the time it takes to set up a game of miniatures on a 4 by 8 foot table. There wasn't a lot of light in the room, so the gaming took place at dusk all the time.

On the main floor seven or eight giant games were in progress. One was the battle for Manila. The commander of the Philippines had ordered all Japanese units into the hills, but the naval force leader decided to defend Manila to revenge the losses the navy had experienced. This endangered the POWs. There was a talk on this battle at 4 PM. A group of Boy Scouts was playing a **Memoir '44** game. It is interesting that miniatures games seem to take longer, measuring distances, talking about whatever, looking at tables, standing around.

There was one vendor at the convention, who dealt primarily with models. I bought a model of a Centaur C.S. Mk. IV tank in 1/35 scale. That a small model should cost 42 dollars seems strange to me. The sales tax was 10%!

At noon there was a talk about the battle at Leyte gulf by retired Captain Rick Jacobs. It was well done, but contained no new information for me. The visuals were good. He seemed to side with Halsey in his rush north to

attack the Japanese "carrier fleet." That was fine with me, but does an Admiral leave a straight unguarded and not tell anybody specifically what he is doing?

The **D-Day** game continued, but Andy did not take good use of the terrain in his defense. He abandoned Brittany and the south of France, except for Brest.

When 4 PM came around, there was a talk by Glenn Husted on The Japanese Defense of Manila. The photos and short movies aided the talk.

Sunday brought no new Avalon Hill players, so we ended up with five, one of whom never played a game.

Andy and I continued **D-Day**. Whenever I rolled a three to one, I invariably rolled a 2 or 5 (exchange), so I was very low on units when the 17th week arrived. We played a couple of turns more and stopped. It looked as if the Allies would win, owning all three replacement hexes and the Germans almost back in Germany.

During this tournament I was reacquainted with the difference between face-to-face and email games. In the former, I assumed my opponent knew what he was doing and wandered around the museum. In an email or other internet game, I watch each move. Who knows how many errors are made in f-t-f games?

I was deemed a co-winner of the tournament and was given a copy of "Heroes Fight Like Greeks, The Greek Resistance Against the Axis Powers in WWII" by Ronald J. Drez. It looks as if it might be interesting.

There were some games going on the main floor, but less than Saturday. I went through the museum again, which was interesting. I tried to visit the Civil War Museum across the street, but they were closed on Sunday and Monday.

★★



Battle of Manila is in the upper left.

Heat of Battle V Avalon Hill Classics Tournament

Official Rules, National WWII Museum, New Orleans, LA

August 12 - 14, 2011 GM: Andy Bouffard

YOUR EDITOR ATTENDED THIS CONVENTION. THE INTRODUCTION BELOW IS IN CASE YOU MIGHT CONSIDER ATTENDING A FUTURE CONVENTION. LATER IN THE ARTICLE ARE RULES UPDATES FOR MANY OF THE AVALON HILL GAMES; YOU WOULD BE INTERESTED IN THEM IF YOU PLAY THOSE GAMES.

Do the acronyms ZOC, TEC, and CRT mean anything to you? Does the act of calculating combat odds bring back memories of your wargaming youth? The fact that you're now reading this document suggests that you do and they do.

From humble beginnings in a Maryland garage in 1954, The Avalon Hill Game Company grew up to become the premier pioneer in commercial board wargame development. For over 40 years Avalon Hill developed over 150 strategy games, many of them to this day considered board wargaming "Classics".

The National WWII Museum and Heat of Battle V are proud to encourage and promote the continued play of some of these "Classics", many of which are actually in the Museum's collection.

It seems that you have now answered our call-to-arms and have joined us for this event, we now heartily thank you and welcome you, the middle-aged wargamer who is willing to go back to his gaming roots, as well as the wargamer who may have never left them, to Heat of Battle's third annual Avalon Hill Classics Tournament.

After all, what better way is there, to understand and celebrate the history of wargaming, than to play some of board wargaming's "relics" in our very own National WWII Museum?

While there are many "Classics" in the Avalon Hill gaming stable, and many opinions on what makes a game "Classic", we've chosen twelve of the oldest and most enjoyable WWII-themed Avalon Hill products for this Tournament: Africa Korps, Bismarck, Panzerblitz, Stalingrad, Anzio, D-Day, Panzer Leader, Victory in the Pacific, Battle of the Bulge, Midway, Russian Campaign, War At Sea

We don't expect players to have owned them all, nor have necessarily even played them all, but many of them are built around the same basic principles of ZOC, TEC, and CRT, and share similar rules. We felt, therefore, that these particular games provided the right combination of variedness but also sufficient similarity that, chances are, you have played several of them before and will find great enjoyment in playing them again. They also happen to be some of my favorites!

So welcome again, have fun, and best of luck this weekend!

...and remember...old wargames, and wargamers, never die...they just end up in the National WWII Museum!

FORMAT

This Tournament will use a Swiss Elimination format on Friday and Saturday, followed by a Final game format for the two players with the best weekend performances during the final round on Sunday. Entrants may play multiple games during the Swiss segment, requiring a minimum of two games played to a conclusion to have a chance to qualify for participation in the Final game on Sunday.

It was thought that this format was the best choice for this Tournament for several reasons. Firstly, there is the uncertainty as to how many players would actually end up participating. Secondly, there is the potential lengthiness of some of the selected games. Thirdly, the desire many players have for finding their own best time(s) to play, given the natural desire to want to visit the Museum, take the Behind the Lines tour, or play in other scheduled gaming events..

SCHEDULE

The schedule consists of two segments, Swiss and Final.

a. The Swiss segment runs continuously from 9:00 a.m. Friday, August 12 th till 9:00 a.m. Sunday, August 14 th. Ideally, for administrative reasons, all participants should be present and accounted for at 9:00 a.m. on Friday morning for the formal start of the event, in the Student Resource Room.

b. The Final segment will begin at 9:00 a.m. on Sunday, August 14th. It will consist of a single game played between the two players with the best cumulative weekend scores. The Final and the Tournament itself will conclude at 4:00 p.m. on Sunday.

Should there not be sufficient interest amongst the qualified players to play a Final game on Sunday; the Tournament Championship will be awarded to the single player with the best cumulative weekend score. Ties will be adjudicated as per the rules listed later in this document.

While turns will not be timed, it certainly behooves players to play quickly, particularly in the Final game on Sunday. Due to time constraints, the GM may have to call a winner in Sunday's game in order to complete the Tournament on time.

LOCATION

The primary location for the Tournament will be in the Student Resource Room, during Museum hours. Gaming tables will be available there throughout the weekend and Sunday's concluding game will also be played there. You are also free to play Tournament games on any free gaming tables set up for the Convention, so long as no scheduled Convention event needs that table. After-hours Tournament gaming in the Convention Hotel is also acceptable.

PAIRINGS

Pairings in the Swiss segment's Free Form system are made with whoever is available to play during Friday and Saturday. Players must play a minimum of two games to be considered for the Final. They may be two games using the same Classic or two Classics each played once, or any combination you desire. You may play the same opponent more than once or you may play different opponents, it's up to you and who you choose to pair up with, and who chooses to pair up with you.

(Continued on page 20)

(Continued from page 19)

In the Final round, the player with the best cumulative Swiss segment result will play the player with the second best result. The winner of this Final game will be awarded the title Tournament Champion!

GAME SELECTION

If two players cannot agree on which game to play (this procedure automatically applies to the Final match) the two players will be asked to rank six games, of the twelve in the Tournament, in order of preference that they want to play. A value of 6 will be given to the highest ranked game, 5 to the second highest and so on down to a value of 1 for the sixth ranked game. The highest combined ranked game will be the one that is played for that match. If there is a tie in the rankings for the highest number of points, the game with the smallest differential between the tied player selections from these rankings will be the game played. In the unlikely event that there is still a tie after this tie-breaker, a die will be rolled to determine which of the two games will be played.

REPORTING RESULTS

As soon as possible, following the completion of a Swiss segment game, both players should complete and sign a match result slip, available from the GM. This slip should be delivered to the GM as soon as practicable.

STANDINGS

Each player receives a number of Tournament Victory Points (TVP) for each of the games they play, win or lose. Each player also receives TVP for any games their opponents win. If there are ties, then strength of schedule is used. For example, for each game that your top two opponents have won among them, you receive a bonus of 2 points each. This scoring system gives players an incentive to seek out the strongest players for matches early on. The specifics of the system are as follows:

- a. All game results and player ratings will be posted and updated as results are reported.
- b. Performance ratings will be based upon the best two games played by a participant.
- c. Games in excess of the two best will not affect a player's performance rating.
- d. A player must play at least two games to have a chance to play in the Final game.
- e. Performance ratings for a player will be obtained as follows:
 - i. A player receives 10 points for each victory.
 - ii. A player receives 1 point for each loss. Note: if advancement to the Final game requires two games played instead of two games won, then points for losses must be included. For example, if a player wins 1 and loses 2, his record would garner 11 Game Points for his two best games (10 + 1), with the second loss ignored.
 - iii. A player receives 2 points for each victory tallied by an opponent that he defeats. All of the defeated opponent's games will qualify for the scoring of these points, but only the first game against a particular opponent will qualify for these bonus points.

Bonus Point Examples: if player A defeats player B, then player A receives 2 points for all games won by Player B during the Swiss segment; however, if Player A and B play each other a second time, no bonus points will be awarded regardless of who wins.

PERFORMANCE RATING TIEBREAKERS

- a. Head to head play is the 1st tiebreaker.
- b. Points scored VERSUS mutual opponents is the 2nd tiebreaker.
- c. Points scored BY mutual opponents is the 3rd tiebreaker.
- d. Points scored BY all defeated opponents is the 4th tiebreaker.
- e. Points scored BY all opponents is the 5th tiebreaker.

KEEPING NOTES ON GAMES

On a separate sheet (which the GM will provide) players should make notes about the distinguishing features of their individual games so that a summary of the highlights of the Tournament can be written up and posted later.

A FEW FINAL WORDS

Although matches are not being timed due to Free Form format, rule disputes may still arise. In the event that I am not around to rule on disputes, or it happens to be a game I am playing, then please seek the advice of other players in the room.

When all else fails, and neither player can agree on the interpretation of a rule or situation, then please resort to a 50/50 dice roll to settle the matter amicably and consistently throughout the remainder of the game.

Because of this tournament format, it is in the interest of all players to play as quickly as reasonably possible.

Best of luck and thanks again for playing!!

GAME SPECIFIC OFFICIAL RULES

The following official rules/errata are to be used when playing the twelve games in the Tournament.

Afrika Korps

The official tournament rules in effect will be the 3rd edition (1980) rules, supplemented by the interpretation of those rules as set forth in the Avalon Hill *General* Vol. 18, No. 1 article by Frank Priessle. Copies of this article will be available for players who need it prior to the start of the Tournament.

Sides will be determined using the following procedure:

1. Each player will hide an **Afrika Korps** piece of the color indicating the side they wish to play (blue for British, pink for Germans).
2. They then reveal their choices simultaneously.
3. If the sides selected are different, play proceeds as normal using the **Africa Korps** supply table to determine supplies.
4. If both players want the same side, they **MUST BID SUPPLIES FOR SIDES**.

The players bid a supply handicap for their choice of sides. The two players will roll a die to determine who begins the bidding, with the higher die roll being given that choice.

If both players want the German side, the number bid represents the number of extra supplies the British player can

declare "sunk" in addition to those that are sunk by the supply table during the course of the game.

For example, if the German player has bid two supplies for the right to play his side, then the British player has the right to sink any two supplies that the German would otherwise receive as a result of his supply roll at the beginning of the turn. Given the vagaries of the supply table, this can get really nasty.

If both players want the British side, then the number bid represents the number of "free supplies" that the German may get during the game. The German player may choose to claim these supplies right at the beginning with his initial setup, or he may use them to nullify any "sunk" result on the supply table during the course of the game.

Once the bidding has been completed and sides determined, players should write down any supply handicap that was bid on the match sheet for that game and keep track of the number used.

The following is from the Avalon Hill *General* Vol. 22, No. 2.

Afrika Korps

13.2/15.22 If an unaccompanied supply unit moves adjacent to an enemy combat unit to supply an attack on that enemy unit, is the supply unit captured by the enemy combat unit?

A. No.

Anzio

Rules in use will be the 4th Edition, Advanced Game, including Basic Game Supplementary Rules.

The Southern Italy game will be played, which starts on the September II turn and ends on December IV (15 turns), using the Standard German Advanced Game Order of Battle.

Victory cities are: Salerno, Foggia, Napoli, Termoli, Cassino, Terracina, Pescara, Anzio, and Roma. When the Germans finish their last turn, December IV 1943, the Allies have won if any 5 of these 9 cities are in Allied supply and friendly to them. Any one Roma hex suffices to fulfill the requirement for that city. More than one Roma hex does not count extra.

Remember that a friendly hex can be in enemy ZOC, if that hex could trace a supply line free of enemy ZOC, it would still be in supply. Six of the victory cities are ports. Note that if a port with a counter is in German ZOC, even though friendly to the allies, it is not in supply unless a supply line could be traced from it to another supply source.

If the Allies fail to meet their victory conditions the Germans win, provided they can meet one additional requirement. At the end of the game, if the Allies can trace a line of hexes from any one of their port counters (as constructed on the board) to a German board-edge supply hex, and that line is free of German unit(s) and/or their ZOC, then the Allies win.

Battle of the Bulge

An eight-turn Tournament Scenario will be played using Second Edition, Advanced Game rules, with Optional Rule 36.0 (SS Panzer Commitment in 16AM) in effect. Per errata: 4NW and 388 Arty begin in Area B; 17NW and

405 Arty begin in Area A: The Scenario Victory Conditions are described below:

The game ends at the conclusion of the American 19PM turn - Exception: The game ends earlier, if the German player can attain an automatic victory as described in the next paragraph.

The game ends immediately for any of the following:

1. A German combat unit enters a Liege hex or a Meuse River city hex.

2. German combat units occupy two cities on the west board simultaneously.

3. Three German mechanized-class units exit the map board from road hexes AA1, DD1 or any hexes containing a German cross.

If an automatic victory is not achieved, the German player wins by accomplishing four of the following 11 objectives - Note: 'capture' is defined as occupying the hex at the end of the American 19 PM turn, regardless of supply status:

1. Capture Bastogne.

2. Capture Parker's Crossroads (hex AA17).

3. Capture Stavelot.

4. Capture Trois Ponts.

5. Capture Spa.

6. Capture Eupen.

7. Capture a fuel dump.

8. Capture any city on the west map that is east of the Meuse.

9. Eliminate 18 or more Allied combat units.

10. Lose three (3) or fewer German mechanized or artillery -class units.

11. Create a bridgehead across the Ourthe River by capturing one of the following hexes: T26, V23, X22. For this victory condition to be accomplished, Bastogne must also be captured.

The following are copied from the Avalon Hill *General* Vol. 21, No. 3 and Vol. 21, No. 6.

Bulge '81

6.8 If a unit leaves the board during movement or during advance after combat, does the opposing player receive Victory Points for unit elimination?

A. No.

35.1, 46.4.1, and 46.4.2 Suppose German units retreat off the board via an arrow, fulfilling German Victory Conditions and causing British units to divert to Antwerp; do they count as units eliminated for Allied point count?

A. Yes.

13.2 and 13.3 Rule 13.2 states that isolated artillery units attack at half-strength and rule 13.3 states that isolated artillery units may not provide fire support. Which is correct?

A. Both are correct. Direct attack or defense against adjacent enemy units is distinct from fire support. See rule 11.1.

14.1.2.3 Since fire support and direct attacks are not the same, does this mean that German corps artillery may move at one-quarter point road movement rate

and then participate in an attack against adjacent Allied units?

A. Yes.

14.1.1.1 What size boots do Nebelwerfers wear?

A. 150's, 170's or 210's?

14.1.2.2 and 42.6.2 If a commando is not recognized by an Allied infantry unit moving from the north edge into Eupen, how is the movement reduced for the Allied unit?

A. This answer has two possibilities.

1) If the Allied unit does not enter enemy ZOC, the movement rate is figured as such: 1/4 plus 1/4 to reach Eupen, at which point 3 and 1/2 movement points (or 14 road movement points remain, of which half are lost (i.e., seven road movement points); **or**

2) If the Allied unit does intend to enter an enemy ZOC, the movement rate is figured as such: 1/3 plus 1/3 to reach Eupen; at this point, 3 and 1/3 movement point (or 10 road movement points) remain of which half are lost (i.e., five road movement points).

23.5.5 In the example of "Engagement" (pg. 20-21), the Allied 5-4 and 4-4 stand fast after the German turn. But during Allied attacks, an Allied unit advances adjacent to one of the German units (say, to JJ26). In the chain reaction that ends the engagement, are the Allied 5-4 and 4-4 immediately required to counterattack?

A. No. The choice to "standfast" is made after movement, but before the Allied combat phase (23.3) The engagements end and, if possible, the Germans are free to move away on their turn (23.5.5). In effect, the Allied advance has changed the "Engaged" result into a "Contact" result at the end of the turn.

BULGE '81

11.5.1 The rule states that supply status is checked when Allied FPF support is being placed. Does this mean that a "supply determination" which is done during the Allied Supply Phase must also be made during the Allied Support Phase?

A. No. Supply status is determined only during the Supply Phase. The term in Rule 11.5.1 simply means that the Allied player must check to see if an artillery unit has an isolation marker on top of it (Rule 13.1) before the corresponding FPF support marker is placed. For simplicity and clarity, delete the second sentence of Rule 11.5.1.

14.2.6 and 14.2.8 If an armor unit moves through a river headwaters hex, then along the river, and finally ends its turn on the river, does the owning player have to declare which side of the river the unit occupies?

A. Yes; players should always know which bank of a river an armored unit occupies. As a player aid, armor units should be faced so that the top edge of the counter points to the side of the river that the unit occupies. For example, a German panzer unit on the

east back of the Salm (hex FF14) would be read upside down by the German player sitting at the east edge of the mapboard.

Bismarck

The rules in use will be the 1978 2nd Edition. The Basic Game shall be the default game, with individual Intermediate game rules permitted only with the mutual consent of both players.

See the next page for the official errata and Question Box from the Avalon Hill *General* Vol. 16, No. 2.

5.28 In the basic game, if the Bismarck breaks out with a move of 3 or less, could the Prinz Eugen still move 4 or 5 at no fuel cost?

A. Yes.

7.23 If German ships have passed through a zone, must their general type and number be revealed?

A. Yes.

9.64 In determining the shots that can be fired, are the salvos available first assigned to a target and then halved? Or are the salvos available halved and then the shots divided among the targets?

A. The salvos are assigned and then halved.

9.716 "If a ship is firing directly into a ship's bow or stern." By "directly" do you mean a firing ship is firing directly at a bow or stern if it is only in the hex directly in front of the bow or behind the stern? Or do you mean a ship is firing directly at the bow or stern if it is anywhere in the bow or stern sectors as defined in 9.6?

A. Directly in front of the bow or behind the stern as indicated by the shaded hexes in the diagram in 9.716.

9.717 If a ship with a 0 in a secondary hit box receives a secondary hit on that side, must the box be closed out before any secondary hits are treated as midships hits?

A. Yes.

Q. Is K22 considered a coast hex?

A. Yes.

21.21 Can destroyers refuel as per 17.0?

A. No.

Q. Is combat allowed when the visibility is X?

A. No.

35.0 Ferrol Table--Is the Spanish reaction to the British Raid Table triggered by a British attack against German ships in port?

A. Yes.

Q. Are evasion losses due to torpedo damage permanent or repairable?

A. Repairable in port only.

Q. May ships in Ferrol refuel? Replenish ammunition?

A. Yes. In case of Ammo, yes for die roll 2. No for die roll 3-5 on Ferrol table.

29.3 Is air loss determined before or after penetration?
A. After air penetration.

Battle Board Procedures

Q. Can ships move through hexes containing other friendly ships?
A. No.

Q. Can a ship make a direction change before moving into another hex?
A. Yes.

Q. Can a ship, more than six hexes away from all enemy ships, but not designated as a withdrawing ship, withdraw immediately anyway?
A. No.

Q. Does a ship with one gun box left get one shot, or is it rounded down to none? Is a ship with one gun box that is halved then halved again unable to fire, or does it still get one shot?
A. Ships always get one shot if they have at least one gun box left.

Q. If the Prince of Wales, King George V, or the Tirpitz are firing only one section of their guns (bow or stern), do they have to throw to see if one section jams, or can they automatically jam the non-firing section?
A. They still must roll dice to determine which section jams. If it is the non-firing section, luck is on your side.

Q. Does a ship with O listed for secondary armament take one secondary hit?
A. Yes.

Q. Can ships torpedoes be fired through hexes occupied by other ships (friendly and enemy)?
A. Yes.

Q. Does fog affect shadowing?
A. No.

Q. Can German ships attack convoys when the visibility is X?
A. No.

Q. When using additional German ships or French ships under German control with the Basic Game rules, does the British player have to throw on the Chance Table for each German/French ship in the game? Can each ship attack convoys as a result of the chart?
A. Yes to both questions. Of course, German ships in task force only have to abide by the first chance roll for any ship in each task force.

Q. When is the Spanish Reaction to British Raid Table used?
A. If German ships have entered Ferrol and are then attacked by British planes there.
Q. Which column on the Chance Table would a ship in 017 use (A, B, or C)? A ship in 018?
A. 017—Column A. 018—Column C.

Q. Are the evasion rating modifiers on the Ship Combat Torpedo Table correct? Are these used per Intermediate rule 19.5? What kind of damage do these hits cause?
A. The modifiers are correct. Omitted: A ship which evades gets a -1 to the die. Damage is rolled on the Torpedo Damage Table.

Q. Is the listing of a modifier for visibility level 7 on the Air Loss Table a mistake since planes cannot fly when the visibility is 7 or worse?
A. They cannot take off in visibility 7 or worse. They can fly into and attack in a zone in visibility 7 or worse.

Q. Can British ships move into German ports?
A. No.

Q. Can German ships move into British ports?
A. No.

Q. Can British air units attack German ships in port?
A. Yes.

Q. Can German air units attack British ships in port?
A. No, unless the Intermediate Port rule (37.0) is used.

Q. Does the Intermediate Game end when the *Bismarck* enters a port?
A. No.

Q. Why is the *Scheer* (PB) symbol on the back of the counter smaller than the *Prince Eugen's* symbol (CA)?
A. Because she *Scheer* was a small ship whose silhouette was not as similar to a battleship as was the *Prince Eugen's*.

Q. Can a ship repairing at sea repair the same section in more than one turn as long as it doesn't throw an Unsuccessful attempt, until it has only one damaged box left?
A. Yes.

Q. The *Suffolk* and *Norfolk* shadowed the *Bismarck* in history, yet in the game they can only do so by risking an attack by the *Bismarck* and *Prince Eugen*, because the evasion rating of the *Eugen* enables it to engage the two British cruisers, which means the *Bismarck* can also engage if in a task force with the *Eugen*. Is there any way to avoid this situation?
A. The *Bismarck* and *Eugen* must be able to locate these ships by search in order to attack them. Once on the board the cruisers can outrace the *Bismarck* and need deal only with the *Prince Eugen*.

Q. Does the French CT Flotilla function the same as a destroyer flotilla?
A. Yes.

For All Rectangular Ship Counters: The stern of the ship is always next to its name. The bow of the ship is always next to its evasion rating.

8.18 Last sentence—Change the word "decreased" to "increased."

9.222 Add to the next to last sentence, "When a task force is attacking, its current evasion level is that of the fastest ship (excluding aircraft carriers)."

Major Change: No ship, convoy or air combat can occur in visibility level X. Ignore any and all rules to the contrary.

17.3 First sentence--change 'Z20' to read 'Z10'.

Add 19.7 The effect of each hit is resolved on the Torpedo Damage Table.

23.53 Change the first sentence to read "Land-based bomber and carrier-based bomber attacks: land-based bomber air units from different home bases or carrier-based air attacks from different carriers not in the same task force can never be combined. Only bomber air units from the same carrier or carriers in the task force can combine their strength in attack."

Add—40.7 Ships in port may repair two evasion factors per turn.

41.5 Delete last sentence beginning with "If a shadowing ship..."

55.11 Change (pg. 34) to (pg. 35).

58.5 Delete word "light."

p. 28 The ammo for *Prinz Eugen* and *Bismarck* must be switched.

p. 31 Delete the specifications for *Exeter* on page 31. The correct specifications are on page 33.

Terrain Effects Chart, 3. Coast Zone—change last sentence to read "German ships cannot enter a port zone in Great Britain."

IMPORTANT—British and German player aid cards—the signs of the modifiers in the Visibility Track must be reversed, e.g. -1 in the level 1 box must be changed to +1; the +2 in the level X box must be changed to -2, etc.

Intermediate Tables Card, Phase 3 Intermediate Shadow Table—Change "Br LR Recon" under column B to read "BR Air Recon". Add "All Ger Ships—Z" to column C.

Intermediate Tables Card, Phase 9 Ship Combat Torpedo Table--Add to "Modification to Colored Die"- "Ship Conducting Evasion: -1 to colored die."

Basic Game Tables Card, Shadow Table Modification to Die Roll--delete Level 0 modification. Change Level 1 modification from 0 to -1.

IMPORTANT ADDITION "9.57 On the battle board a ship can move only into the hex that its bow points." Although this is already inferred in the rules, it is not exactly spelled out.

Add 9.57 In addition to the movement possibilities permitted to ships at an evasion level of 30 or greater, allow all cruisers (heavy and light) with such an evasion level an additional move for a total of three hexes straight ahead as long as they make no turns.

D-Day

The rules in use will be the 1977 3rd Edition rules.

Sides will be determined using the following procedure:

1. Each player will hide a **D-Day** piece of the color indicating the side they wish to play (blue for Allies, red for Germans).
2. They then reveal their choices simultaneously.
3. If the sides selected are different, play proceeds as normal using the standard replacement rules.
4. If both players want the same side, they **MUST BID REPLACEMENTS FOR SIDES**.

Players bid for sides. The initial bid consists of a replacement bid and a preferred side (German or Allies). A replacement bid represents extra replacement factors being given to the Germans over the course of the game. The extra replacements will be evenly distributed to the number of turns available with earlier turns having priority.

Bidding is then alternated between players with the requirement that each bid for that side being lower than the prior bid, if bidding for Germans, or higher, if bidding for the Allies. Negative bids are allowed; if the final bid is negative, remove replacements to satisfy the bid by starting with the last turn and moving backwards. (Example: An 11 bid for the Allies will result in giving the Germans one extra replacement attack factor from the 16th week through the 26th week, inclusive).

These extra factors should be treated like all other German replacement factors. Normal replacement rules apply.

Below are reprints of the Question Boxes from the Avalon Hill *General* Vol. 16, No. 3 and Vol. 18, No. 3 & 4.

D-Day '77

Q: May a supply hex which is controlled for reinforcement purposes be used to supply Allied units not occupying the hex if the hex is in German zone of control?

A: No. The phrase in rule 16.12 stating "through any enemy zone of control" should be read to mean "through or to any hex in enemy zone of control."

Q: During the Supply Phase of Turn 3, the Allies control for supply purpose hexes R29 and Q28. They have 10 units on the continent being supplied by these two hexes. During the Movement Phase of Turn 3, the Allies plan to bring an HQ unit into Le Havre, thus increasing supply capacity in Turn 4 to 17 units. Does Rule 16.8 allow the Allies to bring onto the continent in Turn 3 a total of 7 new units in anticipation of their being supplied from Le Havre in Turn 4?

A: No. The phrase in Rule 16.8 stating "if next turn it would take the supply away from another unit on the continent" refers to supply available during the Turn 3 Supply Phase, before any movement. Even if it would be impos-

sible for the Germans to regain control of Le Havre in their turn, the Allies may not count on newly acquired supply sources to bring on the additional units. The Allies can, however, bring the HQ and a new combat unit on into Le Havre, since these two will automatically be supplied by *occupying* Le Havre.

Q: As the Allies invade one area, their paratroopers capture a port in an adjacent area. On the second turn of the invasion, are the units landing in the captured port subject to the "Second Turn" limits on the port's Troop Invasion Chart?

A: No, they are subject to the "Third Turn On" limits! The "First Turn" and "Second Turn" limits apply only to the area being invaded on the turn of invasion and the next turn. All other areas and turns are subject to the "Third Turn On."

Q: Do units that sail for Britain from a port count against the units that can land at the port? Does the departure of the units increase the number of units that can land?

A: No and No.

From *The General* 18/3

Q: Exactly how do rules **16.7** and **16.8** limit my ability to land units (including paratroops) on the continent?

A: This question has been repeated so many times, in so many forms, that we have restated the rule and changed it somewhat in the latest D-DAY rules folder. The revised rule 16.7 is given below and is an official rules change. There is no longer a 16.8.

16.7 Important: Each unit that invades or lands by sea is supplied that turn, and counts against the capacity of the hex where it lands. If the hex does not have enough capacity to supply the unit, the unit cannot land at that hex. Thus, the number of units that can land at a hex equals its capacity, minus the on-map units it is supplying.

16.71 The Allied player must supply as many of his units as possible. He cannot choose to leave units unsupplied in order to increase the number of units he can bring ashore.

16.72 Airborne units are automatically supplied on turns when they air drop. They do not subtract from supply capacity until the next turn.

Q: OK, how does the revised rule 16.7 limit my ability to bring units (including paratroops) onto the continent?

A: With regards to units landing (or invading) by sea, both supply and landing count against supply capacity. Thus, the number of units that can land at a port (or other landing hex) is equal to its un-used supply capacity. Paratroops can land free of supply restrictions—they can still drop even if there is no unused supply on the continent.

Q: Can I choose to leave some of my units out of supply so I have extra unused supply capacity that I can use to land more troops?

A: No! Rule 16.71 expressly forbids this practice; you must supply what you can, and only the excess capacity can be used to land units.

Q: How is this revision different from the original version?

A: It clarifies the point that events during the Allied turn have no effect on their ability to land units that turn - regardless of what units are lost and what supply paths are opened, the supply determination at the beginning of the turn defines what can land. It also clarifies two points: paratroops who drop do not affect other unit's ability to land by sea, and supply/landing restrictions apply to each city individually.

Q: An Allied-controlled port that was not invaded and that does not contain a HQ unit can supply only the units in its hex (rule 16.535). If such a port has unused supply capacity, can this unused supply capacity be used to land units?

A: Yes. Unused supply capacity can be used to land units even if the supply cannot be used inland.

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TO BE CONCLUDED. THE ADDITIONAL GAME RULES ARE FOR **MIDWAY, PANZERBLITZ, PANZER LEADER, THE RUSSIAN CAMPAIGN, STALINGRAD, VICTORY IN THE PACIFIC, AND WAR AT SEA.**

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