

# The Kommandeur



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## From the President Charles Marshall

Hello Members!

I hope everyone is having a great start to the fall season and that, with summer ending and vacations completed, you are now finding time for some quality wargaming! There's quite a bit to talk about this time around, so I'll get right to it:

First, I'd like to send a big "THANKS!" out to Bob Best #552, Bert Schneider #1569, Duncan Rice #1394, Ken Oates #1238, and Thomas Ten Eyck #826 for donating their Orders of Battle to our OOB Library. With donations from our membership the library will continue to grow and provide a useful resource for our fellow members. If you're starting a PBM or PBEM game and wondering if an OOB has already been created for it, then check out the OOB Library. It can be found on the Members' Only page of the AHIKS website ([www.ahiks.com](http://www.ahiks.com)). And if you have an OOB that we don't, send it in and share it with the Society! We have Excel spreadsheet files, PDF and Word files, even some JPEG images of golden oldies. Just send your OOB(s) to me at [wm@ahiks.com](mailto:wm@ahiks.com) and I'll get them posted to the site! Thanks again, guys!

While you're visiting the website you might notice a few changes: We've moved the Online Match Request page to the Members' Only side of the site. On that page you'll see a new, automated online form with which you can submit your match requests. It contains all the same information as the print version only you no longer have to print out and mail or email your request. Simply fill out the required fields, the game titles you'd like a match for, and any associated options and click "Submit." The request will then be automatically sent to our Match Coordinator, Duncan Rice, who will contact you shortly. It's a much easier way to submit a request than the print form, but for those who wish to prac-

tice their penmanship we'll still leave a copy of the old print form on the site as well! You can request matches for up to three games per form. If you'd like to request more at once, simply fill out the form a second time.

Another change you'll notice on the Member's Only page is that we're taking down the old version of the AHIKS Die Roller. Everyone who was using version 1 is now signed up for the newer version 2 which has enhanced features not found in the original version. The intention of leaving the original version in place for a while was to allow members to transition over to the new version between games. We've had some confusion however from members accidentally selecting the old version and so it's time to put it to bed and move on. I encourage everyone who hasn't had a chance to use our online die roller to sign up and have a look. It includes features not found on any other die roller out there that I know of.

I'd like to give another big "THANKS!" to VP Bert Schneider as well as all who participated in our survey last month. Bert has done a stellar job collecting and tabulating the data from the responses and I think you'll find his article detailing these findings very informative. This Society is for you and you, our members, should be the ones to direct its course. And it's with your feedback that we're best able to steer this ship in the direction you wish it to go, so I thank you! Check out Bert's article on page 10.

As always, I'd like to encourage everyone who hasn't stopped by yet to check in on the AHIKS Forum. Our **Richtshofen's War** game is going strong as the battle between Number 24 Squadron, RFC and Jasta 2 heats up. There's even some snob

named Manfred involved now! Also, with our learner's game of **Wooden Ships and Iron Men** complete we now have a new game utilizing the advanced rules underway entitled "El Diablo Rojo." Treasurer Brian Stretcher is running the show and has developed quite a back story for the battle. It's still in the early stages of the battle and the early morning light and fog are guaranteeing that no participant is quite sure which ship is which or who is who. It's first and foremost a traditional game of **WSIM** but each player has been given his own set of goals based on a well-developed storyline. It should be a blast (pun intended)! To get to the Forum just click on the image of the TA-312 field telephone labeled "AHIKS Forum" found on our homepage.

Until next time,  
Happy Wargaming Everybody!

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Out from the trenches, WWI.  
From The Imperial War Museum, London

## 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: 9 October 2011.

Alan Poulter  
grognard@grognard.com

### AWARDS

Lou Coatney won three Awards from Gaming Genius! His **1st Alamein** got voted Best Wargame, his **3D Cardstock Naval Models** won in the category "Best Collectible Miniatures" and his **Naval Action** game won the Best Historical Miniatures Game Rules category. Well done to him! **1st Alamein** is available for free from:

<http://lcoat.tripod.com/1alampag.htm>

**A Few Acres of Snow** won the International Gamers Award for the best two-player game. Set in the French-Indian War, the game mechanics are built around different decks of cards, each listing a resource or place, which each player has to manage carefully to make attacks and sieges, launch raids, colonise etc. The designer is Martin Wallace. It is available from Treefrog Games.

<http://www.treefroggames.com/a-few-acres-of-snow-2>

### NEW BOARD WARGAMES

#### Academy Games

**Strike of the Eagle** is the first game in the new **Fog of War** block game series. This two to four player game is set during the Polish-Soviet war of 1919-20.

<http://www.academy-games.com/>

#### Avalanche Press

**Guadalcanal** is the latest in the **Panzer Grenadier** series and is the first game in the series set in the Pacific. It is a stand-alone game; no other game from the series is required to play any of the scenarios.

<http://www.avalanchepress.com/index.php>

#### Clash of Arms

Ninth game in the **Command at Sea** series, **Emperor's Fleet**, covers the Imperial Japanese Navy in WWII.

<http://www.clashofarms.com>

#### Columbia Games

**Crusader Rex**, 2nd edition, features a new, larger map and new cards. It is a block game on the Third Crusade.  
<http://www.comunbiagames.com>

#### Critical Hit

Two new games in the **Advanced Tobruk** series are **Nordic Twilight** which covers fighting during Operation Nordwind and **Road to Bataan** on fighting in the Bataan Peninsula in 1942.

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

#### Dan Verssen Games

**Ship Expansion for Modern Naval Battles** adds 110 ship cards from different navies. **Field Commander: Napoleon**, is the third in the series of solitaire Field Commander games. The game covers all of Napoleon's campaigns from Italy in 1796 to Waterloo in 1815. <http://www.dvg.com>

#### Decision Games

**Battle for Stalingrad** is an updating of the SPI game, originally designed by John Hill, while **Ancient Conquest** is an updating of the original game from Excalibur and is a two to four player game set in the Ancient World.

<http://www.decisiongames.com>

#### Fifth Column

**Lost Battles** covers 40 battles and campaigns of the Ancient World. The designer is the noted academic Philip Sabin.

<http://fifthcolumngames.co.uk/>

#### GMT

**Sekigahara: Unification of Japan** covers Tokugawa's campaign in 1600 using a novel mix of mechanisms, cards and blocks, to dispense with dice. **Space Empire 4X** is a space conquest game for 1 to 4 players.

**No Retreat: the Russian Front** is a re-issue of a game from Victory Point Games and is a two-player game on the Russian Campaign in World War Two. **Sun of York** is a re-issue of a two-player covering the battles in the Wars of the Roses, between the royal house of York and Lancaster in mediaeval England.

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

#### Grognard Simulations

**Death Ride: Hafid Ridge**, is a tactical game on the Battle for Hafid Ridge during Operation Battleaxe in June 1941. **Incredible Courage at Austerlitz** is the first in a Napoleonic series and covers tactical level combat during the Battle of Austerlitz in December 1805.

#### Hexasim

**Spartacus Imperator** covers the slave revolts of Spartacus (73 to 71 BC), Tryphon (104 to 101 BC), and Eunus (139 to 132 BC).

<http://www.hexasim.com>

#### Lock 'n Load Publishing

**Tank on Tank** covers tactical combat during World War 2. **Heroes of the Gap** is a **Lock and Load** series module and covers a hypothetical battle between NATO and Warsaw Pact forces in West Germany.

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

#### MMP

**For King and Country** is a reprint of an **Advanced Squad Leader** series module.

<http://www.multimanpublishing.com>

#### Schutze Games

**Hamel: 1918** and **Allenby's Blitzkrieg** are new boxed edition reprints covering campaigns in the Middle East during World War One.

[http://www.geocities.com/schutze\\_games/](http://www.geocities.com/schutze_games/)

#### Victory Point Games

**Hero of Weehawken** is a solitaire game where the player is President Thomas Jefferson at a dangerous moment in the history of the Republic.

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

#### Worthington Games

**Boots On the Ground** is a game for one to three players where each commands a team of soldiers on a special mission.

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

### NEW MAGAZINE WARGAMES

New from *Vae Victis*, Anniversary Issue #100 is available in two versions: (1) a standard 84-page issues (without game) with 16 bonus pages of coverage and (2) a special issue with the same 84

pages plus the insert game, **The Frank Kings**, on three battles from the 9th Century.

From now on all *Vae Victis* magazines will follow this format.

<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>

### NEW DTP WARGAMES

#### High Flying Dice Games

**Tough Hombres: The Battle of Mairy** is the latest game in the **Blood and Steel, Lorraine Campaign** and covers the clash between the U.S. Third Army's 90th Infantry Division (nicknamed the "Tough Hombres") and counterattacking German forces led by the 106th Panzer Brigade.

<http://talk.consimworld.com/WebX?14@221.SotUbZuJa6n.34010668@.1d53202/0>

#### TCS

**Marchfeld, 1278**, is the latest entry in the **Battles of the Middle Ages** series and is a print-n-play game on one of the greatest cavalry battles of the time. For a list of TCS Games see: <http://www.wargamedownloads.com/cat.php?pics=1&ItemSubcategory=53>

### NEW WEB RESOURCES

#### FREE GAMES

**The Gazala Gallup** (Lou Coatney)

<http://www.coatneyhistory.com/BasicGazGall.htm>

#### OFFICIAL RULES

**Normandy '44** (GMT)

[http://www.boardgamegeek.com/file/download/7h7qbsoivt/N44\\_LivingRules\\_Sep2011.pdf](http://www.boardgamegeek.com/file/download/7h7qbsoivt/N44_LivingRules_Sep2011.pdf)

**Sun of York** (GMT)

<http://www.boardgamegeek.com/file/download/7d9815j09n/SoYRulesFinal.pdf>

#### ERRATA

**Across the Pacific** (Pacific Rim)

<http://grogard.com/errata1/atpera.doc>  
<http://grogard.com/errata1/atpfaq.doc>

**Eagle and the Star** (Academy Games)

[http://www.boardgamegeek.com/file/download/7dvfxfvac6/The\\_Eagle\\_and\\_The\\_Star\\_Errata\\_Clari](http://www.boardgamegeek.com/file/download/7dvfxfvac6/The_Eagle_and_The_Star_Errata_Clari)

[fications\\_and\\_Q%26A\\_Compilation\\_V1.2.pdf](#)

**No Retreat: the Russian Front** (GMT)

[http://www.boardgamegeek.com/file/download/7godqeq1pr/NR\\_%28GMT%29\\_Errata\\_V6.0.pdf](http://www.boardgamegeek.com/file/download/7godqeq1pr/NR_%28GMT%29_Errata_V6.0.pdf)

**Normandy '44** (GMT)

[http://www.boardgamegeek.com/file/download/7h7931y64b/N44\\_Q%26A-4.pdf](http://www.boardgamegeek.com/file/download/7h7931y64b/N44_Q%26A-4.pdf)

**Space Empires: 4X** (GMT)

[http://www.boardgamegeek.com/file/download/7dor4aufth/SE4X\\_Unofficial\\_FAQ\\_v1.6.pdf](http://www.boardgamegeek.com/file/download/7dor4aufth/SE4X_Unofficial_FAQ_v1.6.pdf)

**Totaler Krieg : Axis Empires** (DG)

<http://www.boardgamegeek.com/filepage/70370/september-2011-errata-for-kt2>

**World at War: Paris is Burning** (LnL)

<http://www.boardgamegeek.com/filepage/70189/waw-rules-update-and-faq-revision-1-5sep11>

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German ship from The Imperial War Museum, London

## Meet the Member

**Name:** Duncan Rice

**Age:** 46

**Background:** Nursing aid in a forensic psychiatric hospital. Also deal with critical incident stress management and teach non-violent crisis intervention. Working on a second B.A. in English Literature and will teach when I'm pensioned off.

**Year Started Gaming:** Late 1970s with **PanzerBlitz** and various Micro-Games.

**Approximate Number of Games Owned:** Perhaps a dozen. **ASL** takes up it's own bookshelf though. I did own more but purged to save space a few years back.

**AHIKS W/L Record:** Probably about 50:50. I play games for their historical background not balance. When I start a scenario I like to read about the battle.

**Favourite Game:** **ASLSK** right now because it's quick and simple. I can actually play it. There are other games I would rather play but finding the time and space is a challenge.

**Least Favourite Game:** **Firepower**. It's a dog. Confusing LoS rules. Bad armour rules. And a limited number of boards meant the graphics represent something different in each scenario. It drove me nuts because I loved the subject but hated the system.

**Pet Peeve:** Poor communication and people who complain about a situation but won't contribute to the solution. This goes for gaming and real life.

**Hobbies:** Judo, reading (English lit, history, philosophy, fantasy/Sci Fi), building military models.

**Most Memorable Gaming Experience:** **BottosCon**. It's a small local convention going into it's 4<sup>th</sup> or 5<sup>th</sup> year in 2011. Attendance is only about 50 people. But it's my opportunity to mingle with a wargaming crowd up close. I play face-to-face only a couple of times a year (not at all this year) so **BottosCon** is a highlight for me.

**General Comments:** I have no kids and a simple job. So I like to split my life between judo, Shakespeare, and military history. On my days off you can find me in the local coffee shop with a book or at a play with my wife.

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## Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	SPQR GMT	Justo Perez (1656) V
1914 AH	John Trosky (1554)	Squad Leader AH	Melvin Yarwood (36) P
1914 AH	Andrew Patience (1646) ES	Stalingrad AH	Brian Britton (1603) Z
Adv Squad Leader MMP	Dennis Sheppard (804) E	Stalingrad AH	Joseph Angiolillo (412)
Afrika Korps AH	Sid Driver (1567) AV	Stalingrad AH	Omar DeWitt (44) V
Afrika Korps AH	Paul Heiser (1051) P	Stalingrad AH	Sid Driver (1567) AV
Afrika Korps AH	Omar DeWitt (44) V	Stones River Decision Games	Mel Yarwood (36) P
American Civil War VG	Shannon McNamara (1639)	Twilight Struggle GMT	Ron Gregory (1366) E
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Victory in the Pacific AH	Greg Dilbeck (1363) P
Anzio AH	Melvin Yarwood (36) P	A Victory Lost MMP	Ed O'Connor (1243) E
Anzio AH	Greg Dilbeck (1363) P	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Arnhem SPI	Thomas Ten Eyck (826) EP	War and Peace AH	Andrew Patience (1646) ES
The Arab Israeli Wars AH	Dennis Sheppard (804) E	Warriors of God MMP	Chris Hancock (565) CV
Battles for the Ardennes SPI	Thomas Ten Eyck (826) EP	Washington's War GMT	Chris Hancock (565) CV
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	Waterloo AH	James Antalek (1098) P
Bitter Woods AH	Ron Gregory (1366) EFLV	We The People AH	Clyde Longest (1413)
Bitter Woods AH	Melvin Yarwood (36) P	World War I API	Andrew Patience (1646) ES
Blue and Grey I, II	Melvin Yarwood (36) P		
Borodino GMT	Justo Perez (1656) V		
Borodino SPI	Melvin Yarwood (36) P		
Bull Run AH	Paul Heiser (1051) P		
Caucasus GMT	Chris Hancock (565) V		
Chickamauga WEG	Joseph Angiolillo (412) E		
D Day 61, 65, or 77 AH	Brian Britton (1603) EL		
D Day 77 AH	Sid Driver (1567) AV		
Destruction of Army			
Group Center S&T	Chris Harding (1591) E		
Drive on Paris Gamers	Bill Scanlan (275) E		
Eurofront 2 Columbia	Pete Menconi (146) V		
Fire in the East / Scorched Earth	Daniel Davis (1635) CAS		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Fortress Stalingrad S&T	Chris Harding (1591) E		
Frayser's Farm Decision Games	Mel Yarwood (36) P		
GCACW AH	Clyde Longest (1413)		
Gettysburg 64, 77, or 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		
Leipzig Decision Games	Mel Yarwood (36) P		
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) P		
Napoleon's Last Battles SPI	Melvin Yarwood (36) P		
Napoleon's Last Battles SPI	Bill King (1626)		
No Retreat! GMT	Duncan Rice (1394) VLS		
PanzerBlitz AH	Dennis Sheppard (804) E		
Panzer Leader AH	Dennis Sheppard (804) E		
Ran GMT	Justo Perez (1656) V		
Richthofen's War AH	John Trosky (1554)		
Russia Besieged L2	Michael Paul (1578) P		
The Russian Campaign AH	Paul Heiser (1051) P		
The Russian Campaign AH	Omar DeWitt (44) V		
Russian Front AH	Melvin Yarwood (36) P		
Russian Front AH	Michael Mitchell (1086) ETV		

### 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](mailto:MC@AHIKS.COM)

It's been about six months since I took over the match coordinator's position and things are going well. The MC office is making about ten matches a month. You can see the activity in the match coordinator section of the AHIKS forum. This doesn't include those matches made privately, which I'm sure there are quite a few, because I get ICRK and match assignment requests for pairings that I didn't make.

I've been emailing a lot of people and asking how their matches are working out. It's good to see that members who begin their games follow through. I've only removed one set of requests for repeated non-response. And if that person drops me an email to request that they be placed back on the list I am happy to do it. Please, if you receive a match assignment or have agreed to a match and then decide that you cannot commit, let your opponent and me know. If you are no longer interested in a listed game, ask me to remove it. The match request list is a shared responsibility and requires good communication to function even if that communication is, "Thanks but I can't play right now."

The match-request list is quite long. I'm sure that it contains some inaccuracies. Let me reinforce that the list is only as good as the communication it receives from the membership. Please take a look and tell me what I can remove, change, or add. It would be nice to see the list shortened by people accepting the challenges on it. Perhaps there's something there that you're interested in playing? The system is working well. Help make it better by communicating with your opponent and with the MC office. I'm here to be used. So, feel free to use me.

## Where Are the Magazines? Your editor searches Europe.

by Omar DeWitt

One of my goals on our latest trip to Europe was to buy some foreign wargame magazines: *Vae Victis* and *Battles*. In Paris I noticed gaming store called Games Workshop. It was closed for a couple of days, but I did find it open on our last day. Nothing but monsters! Four young men were there painting miniatures: monsters, men, dragons, buildings. Two of them spoke English well, but they did not carry *Vae Victis* magazine. There was a place within a ten-minute walk that did carry them, and one of the young men took me to the door to point and explain how to get there. I should have thought to ask for a drawn map. Preferably one with hexes with a big X on one hex. The streets he mentioned meant nothing to me. Following the directions I thought I had heard, I found nothing. So, I left *Vae Victis* for the internet when I got home.

In London, I again tried to find a game store. The hotel concierge and I looked through the internet, and I came up with one store: Argos. Directions were printed out, and Sue and I walked through the crowds to find it. We eventually found it. What a disappointment. A catalogue store! With no games I was remotely interested in.

We walked back to Charring Cross Road. We had crossed a street when Sue called me back and pointed at a store. A game store! What an eye. What a woman. I had to wait for it to open at 11, a ten minute wait.

The original owner opened up. He had been there since 1987. There had been 3 or 4 other game stores in London over the years, but he was the only one left. And Sue had found it! He was not familiar with *Battles* magazine, but thought that he carried it; he assumed it was between issues, since he had none. The store was not large, but it had two floors. Everything was very expensive, but I bought a card game for 13 pounds (!). I'm sure most of the games he sold are available in the U.S. for much less.

So, two countries, no magazines.

We did better with museums. In Paris we visited the Tomb of Napoleon I. This large collection of buildings also holds museums of the two world wars, ancient armour and arms, a section from Louis XIV to Napoleon III,

and a Charles De Gaulle historical section, which we skipped.

The first world war is covered fairly extensively, lots of posters and artifacts, but no airplanes or tanks. The second war is covered less extensively, but U.S. actions are included. Again, small artifacts but no large items. Posters are in English and French.

After a lunch we visited Napoleon's Tomb. The building is round and includes tombs of other famous French men, although Marshall Ney is not in evidence anywhere in the museums. Napoleon's Tomb is in the center of the building and is very large.

Signage here was abysmal. I had to ask to find the section on Napoleonic Wars, which was combined with Louis XIV through Napoleon III. The whole museum is dark. This is explained as a way to preserve things, but I had difficulty seeing much. There was an automated, photo-table display showing the development of the battle of Austerlitz, but most of the museum was portraits, rifles, uniforms, rifles, and more portraits. None of the display areas were very large, just rooms. These various museums surround a large courtyard which is lined with Napoleonic-era canon barrels sitting on cement supports.

In London, we zipped over to the tower bridge station and visited Winston Churchill's WWII Experience. (A note to all. This was the exhibit I asked you for a couple of issues ago. Next time I ask, you have an answer.) They offered an Old Age Pensioner's entrance fee, too! Visitors, Sue and I at this time, stepped into a room with doors at both ends. The room acted like an elevator going "down" for 15 seconds or so. There were elevator noises and the floor shook slightly. The door opened, and we were "downstairs." Initially there was a short movie covering several topics, including the movement of children to the country side during the bombing. Some children enjoyed the experience, some were used by the people they were sent to. The walls of the exhibit were covered

with WWII posters and notices. There were a few specific exhibits, such as a radio station, a woman working in a munitions factory, Churchill at his desk, the women's farm project, and children being shipped to the suburbs. Audio recordings colored each exhibit. Glass cases enclosed other exhibits, children's games, women's clothes, and the like. There was an American canteen, with at least one tipsy 8th Air Corpsman. The final exhibit was of a German air raid, showing destruction in the dim light.

(Continued on page 6)



M3A3 Grant Tank: Monty's Tank

This tank was used by Lieutenant-General (later Field Marshal Lord) Bernard L. Montgomery during the Battle of El Alamein

The American M3 Medium Tank won fame in the desert battle of 1942 when its arrival gave British armoured forces their first chance to out-range out-fire and outnumber their German counterparts. Designed and produced in haste, the vehicle, named Grant by the British, was instantly recognizable as its main 75mm gun was mounted in the hull and not the turret. Unfortunately, this meant the whole tank had to be aimed at the target when firing. Between August 1941 and December 1942, 6,258 M3s were built, including 322 of the M3A3 variant.

Montgomery used this tank for forward observation on the battlefields of North Africa in 1942-3, including the Battle of El Alamein in October 1942, and during the campaign in Sicily and Italy until the end of 1943. To make room for extra communications equipment inside the tank, the 37mm gun barrel is a wooden dummy.

Crew: 6	Speed: 29 mph
Range: 160 miles	Length: 18 Ft 6 in
Width: 8 ft	Height: 10 ft 3 in
Weight: 28 tons	Armour: 1.5 inches
Armament: 75mm gun, 37mm gun	

(Continued from page 5)

This had been in existence for 19 years, since 1992, but this was the first we had heard of it. A nice exhibit.

Sunday was the day for the Imperial War Museum, along with hundreds of parents and kids. Outside were two very large naval guns. Our carry-ons were searched before we entered. There is no admission fee, but they do accept donations. The large main floor on entering is filled with aircraft, tanks, and artillery pieces. Two of the aircraft were from WWI; just about everything else was WWII. I took lots of photos, mostly of people looking at display items. The small kids were excited about things that would go BOOM.

Downstairs were the rooms devoted to the two world wars. Glass cases were full of items, too many items, really. The lighting was very dim, but there were no restrictions on photographs. I should have enough to fill odd spaces in *The Kommandeur* for some time to come. We went through the trench exhibit again; it was new the last time we

were there. Fortunately it was dry! The WWII exhibit was similarly set up, lots of material in each glass case. Uniformed dummies were on exhibit in each section.

The museum had also added later conflicts, the British/French-Egyptian conflict over the Suez canal, Viet Nam, etc.

On display between floors was the motorcycle that T.E. Lawrence was riding when he was killed. He thought highly of the machine, and it was not damaged much when he was damaged irreparably. This, of course, was Lawrence of Arabia.

The first floor (our second) contained more artillery, including the famous/dreaded 88mm antiaircraft gun. One can walk through parts of a Wellington bomber, although there is very little to see. An intelligence display is on exhibit on the second floor, new to us. It didn't seem very interesting to me; maybe I was getting tired.

The shop, a disappointment on our last visit, had not improved. The only section that was of interest was the book section at one end of the room. Most of the room was full of souvenirs: cups, pencils, videos, etc. No games; no magazines.

It is hard to describe a visit to a museum in an interesting way. Photos are probably the best venue.

Both of us enjoyed the trip. We did various things in three countries. I will not bore you with the tale of our first day in Switzerland: nine inches of heavy, wet snow. And we were there to hike.

★★



Sue at the guns outside The Imperial War Museum, London

## Useful Catalogue

by Tom Oleson

I am sure that everybody reading this would enjoy a free catalogue which you can get by phoning 800-261-5922. Now and then it covers model trains, but most issues are on topics of interest to wargamers, including games for sale always marked way down.

Topic one for historical wargamers remains the ETO—European Theater of Operations in WWII. The flood of mainstream books even on topics already covered continues, but what I have ordered from this catalogue are specialized books on narrow topics, like the fall of Sevastopol, the Maginot Line, and many others. I always learn something and try to apply it to games I play or am interested in.

“The Crushing of Poland” (\$25.95) was not what I expected because it contains primarily very rare historical pictures of the German invasion. The captions smelled of pro-German bias. Was it really bad when their tanks got stuck in the mud? I did find out some information: that the original dividing line between Germany and the USSR had been the Vistula, then moved East to the Bug. Also, some information on clashes in early October 1939. I had thought it was pretty much all over in September. Well, it was, but in game terms, it would not be mistaken to take this initial phase into October.

Unlike other purchases from this source, I would suppose that for most people, this book would not be worth its cost.

★★

## From the Editor

The December issue will be on time. The deadline for submissions is **November 30**.

We continue to have more material than will fit into 12 pages, so if those of you getting the print version of *The Kommandeur* want to read everything, look up the web version. You will have had to contact Charles Marshall to confirm a password.

I and the other officers are always startled when a member says he was not notified of the annual dues. Every December issue contains a renewal form, which includes the dollar amount of next year's dues plus the dollar amount of late dues. Dues are mentioned in Brian's article and in my article. Some December issues have had other notices as well, but since the number of paper copies has dropped to 26, there may be fewer large notices. As it stands now, I have to produce two *Kommandeurs*; it would be really nice to produce only one.



## 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: November 30, 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.

## Upcoming Events

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

**Oct. 21-23**, Savannah, GA  
THE SAVANNAH SKIRMISH  
[easter.usma@gmail.com](mailto:easter.usma@gmail.com)

**Nov. 4-5**, New Orleans, LA  
THE COLONIAL BARRACKS CON  
<http://en.wikipedia.org/wiki/Flashman>

**Nov. 4-6**, Surrey, B.C.  
BOTTOSCON & WEST COAST RUMBLE  
[scouterrob@shaw.ca](mailto:scouterrob@shaw.ca)

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

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

**Nov. 11-13**, Round Rock, TX  
MILLENIUM 14  
<http://www.millenniumcon.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. 16-20**, Irving, TX  
BOARDGAMEGEEK.CON 2011  
<http://boardgamegeek.com/>

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

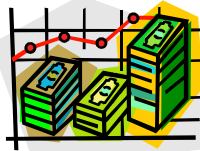
**Dec. 2-4**, Stamford, CT  
ANONYCON  
<http://anonycon.com/>

**Jan. 13-16**, Columbia, SC  
SCARAB 2012  
<http://www.s-c-a-r-a-b.com/>

★★

## Treasury Notes

Brian Stretcher



### Wooden Ships and Iron Men Awards Banquet

The **WS&IM** training game is over, with the French proving that bigger *is* better! Three French 110-gun SOL's with average crews took on a force of four British SOL's, two 74-guns and two 64-guns, all with crack crews. This game used only the basic rules, with a couple of modifications. First, orders were given by each side's commodore by flag posting on the forum; as GM, I rarely allowed verbal communications. Second, we played with a modified melee rule, with only one round of melee per turn instead of three as stated in the rules. As it turned out, there never was a melee in the game, but not for the players not trying!

The game started with all ships drawn up in battle lines in relatively close proximity. Firing commenced immediately. The British line had the 74s on the end, the 64s in the middle. British strategy appeared to be to try and slow the lead French ship, *La Petite Fromage*, captained by AHIKS secretary Bob Best. The French countered by concentrating on the second British ship in line, *Thunderer*, commanded by David Grant, while the third French ship, Cory Well's *La Petite Wilted Une*, tried to slip behind the British line for a rake. *Thunderer* quickly lost a mast, so that part of the French plan went well. But getting across the back of the British line proved impossible, as the last British ship in the line, *Knucklehead* (so named by her captain, Michael Scott, after initially failing to get the first move in to me on time), managed to keep the larger French ship at bay. The third British ship in the line was *Foamflogger*, captained by none other than Charles Marshall (aka Captain Horatio Jauntynostrils). *Foamflogger* chose to demonstrate why it is not a good idea to turn into the wind to close with the enemy, as she exposed herself to raking fire from the center French ship, *Commerce de Paris*, captained by Dave Bergman. *Foamflogger* lost a mast, then could not effectively turn away. *Foamflogger* struck her colors on turn 6.

Meanwhile, *Thunderer* took herself out of the battle by maneuvering behind the lead British ship *Superb*, ably captained by Tom Thorsen. *Superb* exchanged fire with *La Petite Fromage* over several turns, with neither ship having a particular advantage. One on one, the British 74s were an even match for the French 110s for the short run, given the crew quality difference, and sometimes gave better than received. But, with *Foamflogger* out, and *Knucklehead* engaged in a duel with *La Petite Wilted Une*, the British line split into two parts, and *Commerce de Paris* sailed in between. There she was able to fire on both *Knucklehead* and *Superb*. Although *Superb* forced *La Petite Fromage* to strike herself on turn 11, she was forced to strike herself on turn 12. With a relatively unscathed *Commerce de Paris* able to turn on either *Thunderer* or *Knucklehead*, I called the game there and gave it to the French.

The sides were evenly matched in terms of point values for the ships. It was my thought that the more nimble British would use their superior maneuverability and numbers to close with the French even though the French had the wind gauge, then try to outflank the French line. Instead, the opening turns had most of both fleets simply sailing in a line and blasting away at each other. True to history, I suppose. Then, with two British ships taking themselves out of the battle (by different means), the French were able to achieve a superiority of sorts and, with their larger ships, could afford to trade damage with their smaller counterparts.

Now, to the awards ceremony. In no particular order:

**The "Who am I and Why am I Here Award"** goes to Cory Wells. For most of the game, Cory had to captain his vessel while touring with his band. So, he missed a few deadlines, and I had to occasionally make a decision for him, but overall he captained his ship well. A few more turns and he probably would have forced *Knucklehead* to strike.

**The "Most Colorful Commentary Award"** goes to Bob Best, who regularly provided readers of the forum with his tales of Jean Bettis, first officer on board *La Petite Fromage*.

In addition, when I asked for "flags" to be used for orders, I expected the players to use words like, "red, red, blue." Instead, Bob used detailed flags of different shapes and colors for making orders. A very nice addition of "color" to the game!

**The "All I Need To Do is Sit Here and Shoot Award"** goes to Dave Bergman. *Foamflogger* turned into the wind and his ship's guns on turn 3 or so to make things rather easy. All Dave had to do was be patient and wait, and finish off *Foamflogger* in short order. He then was able to take a leisurely cruise through the British center.

**The "We're Going in Circles, and at Warp 10 that's Going Nowhere Mighty Fast Award"** goes to Charles Marshall. Recognizing the benefit of patience by Dave, here we have to recognize the rashness of Horatio Jauntynostrils' turn into the wind, only to quickly learn that with zero movement points, you can't turn out of the wind very fast! To be fair, we were still in the process of learning that one can in fact turn back out of the wind if you start with enough movement points, but we didn't recognize that until after poor *Foamflogger* was pounded. Charles told me he hoped to quickly bring his fresh broadside to bear, but, after losing a mast, there was nothing quick about his ship thereafter! Kudos to Charles, however, for continuing to post very useful and accurate maps for our game. Check out the even more spectacular ones on the forum now!

**The "Shield of Albion" Award** goes to Michael Scott and *Knucklehead*, for holding off *La Petite Wilted Une's* attempt to flank and rake the British line for the entire game. These ships traded fire for most of the game, and *Knucklehead* held her own against the larger ship, never presenting herself for a rake or allowing Cory to turn the British line.

**The "If it Weren't for Bad Luck, I'd Have no Luck at All" Award** goes to David Grant. First, *Thunderer* was exclusively targeted by two of three French ships on the first turn, losing a mast before she could do anything about it. Then, *Thunderer's* gunners were repeatedly bad for the first several turns, often completely missing the intended target, *La Petite Fromage*. To make matters worse, she took damage



even when not fired upon. Seems the small amount of crew she transferred to *Superb* in case *Superb* was boarded took all the damage from the French fire, even at only a 25% chance. And yet, had the game continued, *Thunderer* is probably the only British ship that would have gotten away.

**The “What in the Heck are You Doing?” Award** goes to Tom Thorsen and the *Superb*. Tom watched as two of his captains took their ships out of the battle, leaving *Superb* to face two French ships on his own: *Foamflogger* as described above, then *Thunderer*, which managed to maneuver herself behind *Superb*, then turn herself into the wind. *Superb* won the duel with *La Petite Fromage*, but was then taken out quickly by *Commerce de Paris*. Nevertheless, she handled herself well against considerable odds.

So there you have it. A lot of fun over 11+ turns. The sequel, *El Diablo Rojo*, has just gotten underway and promises to be even more interesting, as we sort through the advanced rules and a considerable amount of information unknown to the players. Join us on the forum (just off Punta Esperanza!) to watch as the game unfolds!

**Treasurer’s Report**

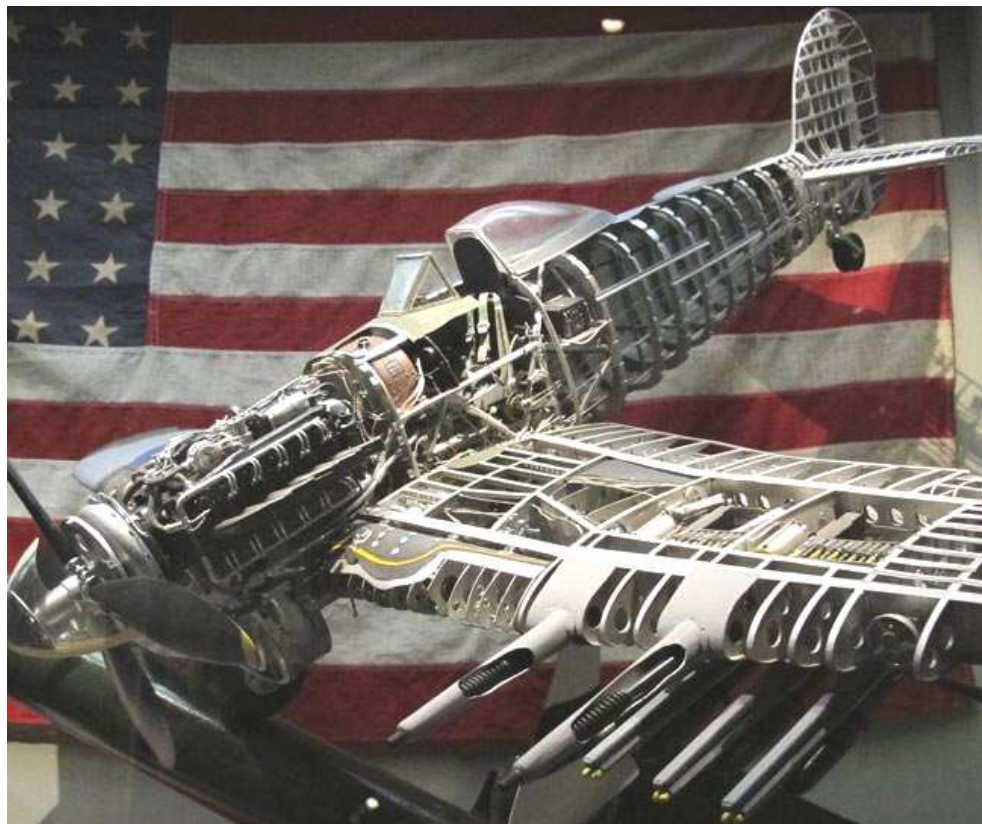
Still little activity this period. No income other than tiny interest, no expense beyond the last K.

<b>Starting Checking Balance 8-1-11:</b>	\$ 1,044.36
<b>Income:</b>	\$ 0.00
<b>Expenses:</b>	
K Aug/Sept Printing	\$ 64.44
<b>Checking Balance as of 10-1-11:</b>	<b>\$ 979.92</b>
<b>Perpetual Fund Balance, 8-1-11:</b>	\$ 3,315.30
<b>Interest Income through 9-30-11:</b>	\$ 0.89
<b>Contributions:</b>	\$ 0.00
<b>Perpetual Fund Balance 10-1-11:</b>	\$ 3,316.19
<b>Operating funds in CD, 8-1-11:</b>	\$ 5,674.17
<b>Interest Income through 9-30-11:</b>	\$ 1.51
<b>Operating funds in Savings, 10-1-11:</b>	\$ 5675.68
<b>Total balance in Savings, 10-1-11:</b>	<b>\$ 8,991.87</b>
<b>Total Treasury, 10-1-11</b>	<b>\$ 9,971.79</b>

For the first time in a long time, we dip a little below \$10,000. We should end the year around \$9,830 before we start the annual influx for print memberships and donations. But, I would remind you that print dues, donations, and interest for the year have not kept up with expenses. We used to earn enough interest per year to keep us a little ahead. With the 0.15% we now earn, our passive income nets us about the equivalent of one print membership. I would like for us to end the year above \$10,000 once again. Can you help us out with a donation?

Until next time!

★★



From The Imperial War Museum, London

## Secretary's Notes Bob Best

Today is October 12, 2011. It's a nice fall-like day here in Fernley, Nevada. Sue and I are enjoying some time away at our other home in Nevada. The sun is out today but it rained yesterday. We did some shopping in Reno and took the side roads back to Fernley. The desert is beautiful after a rain. Some very vivid colors and clear air gives a really spectacular view. We truly enjoy the high desert's fall beauty.

With the onset of fall, I expect that gaming interest will begin to grow as the days get shorter and the weather keeps us in doors more. I am seeing evidence of that with the increased interest in our two games we have going on the forum. Brian Stretcher's second game of **Wooden Ships & Iron Men**—"El Diablo Rojo"—is just now getting underway. It is set in March 1808 off the coast of Spain and features the French and Spanish pitted against the British with some pirate action thrown in for good measure. The game is just getting started, but I am sure there will be some exciting action reported on the forum. Stop by and check out the action and post some comments if you like.

Also playing on the Forum is a **Richthofen's War** scenario pitting the British No. 24 Squadron against the German JASTA 2. The scenario is set in June of 1916 just a few days before the Battle of the Somme. The squadrons are meeting over the trenches in the vicinity of Albert, France. Lots of fun, action, and narrative as there are roleplaying aspects to the game. We have 9 players and the Game Master.

I have also seen increased gamer interest in the Meet the Member program. Randy Heller has continued to solicit member profiles and forward them to me for inclusion in my column.

New member Tony Arena sent me his profile.

Hello all. I'm 52, I live in Brooklyn, NY, and I've been playing wargames since I was about 8, if you define them broadly, otherwise around 14 when I bought my first copy of 3R. Like many, I gave up the hobby at one time, getting rid of most of my collection. I now have more games than I had originally. I played ftf at a local club for a number of years but grew disenchanted with the venue for various reasons. The players

interested in hex and counter "grognard" type games declined, so that there were only a few left, and most of them had an interest in miniatures. Not to knock miniatures, but I have almost no interest in them. I enjoy other games like those by Fantasy Flight and it's like, but hex and counter designs are my first love.

I have literally hundreds of games, though I've probably only played around 10% of them. I really like SPI, AH, VG, GDW, as well as newer releases and reprints by GMT, MMP, DG, GR/D, L2, Compass Games, Clash of Arms, OSG and some smaller publishers, both old and new. I'm interested in rated contests, though I'm willing to play un-rated as well, and I am AREA rated for a few contests with a handful of games from several years ago. I prefer to play email (meaning game assistance computer programs as well, such as ADC2, VASSAL, etc.) but wouldn't be completely opposed to either regular mail or ftf at my place or an opponent's or some neutral ground, though my room for keeping a large game set up for an extended period of time is limited.

As just a small sample of what I'd like to play: **Submarine** (AH), **1776** (AH), **Air Assault on Crete/Malta** (AH), **Caesar's Legions** (the AH reprint edition of the BattleLine game), **War and Peace** (AH) (either a two player scenario or possibly a 2 or 3 player campaign game, since I believe the campaign with the full complement of players is broken), **War Between the States** (SPI/DG), **Agincourt** (SPI), **Art of Siege** (SPI), **Imperium Romanum II** (WEG), **Rise of the Roman Republic** and **Carthage** (both GMT), and **Armada** (boxed reprint version, SPI).

Other titles that would be more problematic to play, either due to number of players needed or lack of a system, as far as I know, to play them at a distance, or both, that I would love to play if a way could be found include **BattleFleet Mars** (SPI), **After the Holocaust** (SPI), **Russian Civil War** (SPI or DG reprint/expansion), and **Empires of the Middle Ages** (SPI/DG).

I've already been placed in two matches, one of **D-Day 77** and one of **Tamburlaine the Great**, one of the games from the Four Great Medieval Battles system by SPI, but I hope to both hear from and play against many of you in the future.

Tony Arena (julianta@aol.com)

Thank you Tony for sharing your profile with us. And, welcome to AHIKS!

Our second Meet the Member profile is from Roger Eastep.

Name: Roger Eastep  
Age: 63  
Address: Gaithersburg, MD

Background: Born and raised in St. Paul, Minnesota. Graduated from the University of Minnesota School of Pharmacy. Served 30+ years in the US Public Health Service Commissioned Corps in various HHS agencies in the Washington, D.C. Area. Worked another nine years for the FDA Center for Biologics Evaluation and Research as a civil servant. Retired Dec. 30, 2009.

Year Started Gaming: **Uncle Wiggly**, probably around 1950-51. Milton Bradley's American Heritage series, circa 1960-61. First niche wargame played about 1966-67: Avalon Hill's **Midway**. Joined AHIKS somewhere in the mid-70s.

Favorite Game and Reason: Hmm. I've played hundreds of games, so this is really tough. The game I've played the most and so I guess it's my favorite is not a wargame, it's **Paydirt** (aka **Pro Football**). My favorite wargame is probably still **Squad Leader** (not ASL, which I've really found annoying to play). I'm more into "Eurogames" now, and my favorite of those may be **Pillars of the Earth**.

Least Favorite Game and Reason: **ASL**, for two reasons. First, because of **ASL**, the **Squad Leader** series ended. Secondly, it's like playing a overwhelmingly fiddly version of **Squad Leader**. More realism? Maybe, but not at the cost of all that really annoying stuff to have to deal with.

Pet Peeve: People who talk on their cell phones (hands free or not) while they're driving.

Hobbies: Well, of course gaming. But also reading, traveling via car, doing stuff with my computers.

Most Memorable Gaming Experience: Gaming with Randy Heller in the "Loft."

General Comments: I've made a lot of good and lasting friends over the years through my membership in AHIKS. It's great that the organization has not only lasted as long as it has, but that it's now, I believe, in a renaissance period under the current leadership.

Thank you Roger for sharing your profile with us.

## Unit Counter Pool News from Brian Laskey

There is still time to get in on Randy Heller's Meet the Member incentive program. Randy has offered a drawing to give away a shrink wrapped copy of his wargame **Bitter Woods**. The drawing will be held next year and anyone who sends in a profile for publication will be eligible for the drawing. If you are interested, please send your Meet the Member contribution to me at either my email or snail mail address listed on page 12 of *The K* or on the AHIKS website.

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

Daniel Huffman 1651 Perry, GA  
 Tony Arena 1652 Brooklyn, NY  
 Barry Taylor 1653 Christchurch,  
 New Zealand  
 Jonathan Swirsky 1654 Katy, TX  
 Andy Bouffard 1655 Houston, TX  
 Justo Perez 1656 Miami, FL  
 Robert Nash 1657 Wellington, New  
 Zealand  
 Robert Fix 1658 Sterling Heights, MI  
 Robert Zmaczynski 1659 Feeding  
 Hills, MA  
 Kim Meints 1660 Waterloo, IA  
 Jim Miller 1661 Germantown, TN  
 William Byrne 1662 Madison WI  
 Alan Tan 1663 Singapore, China  
 And returning member:  
 Jim Antalek 1098 Stuyvesant, NY

Gentlemen, *welcome* to AHIKS!

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

Until next time, Happy Gaming to you all! ☺

Seeing as it has been some time since the last UCP column ran, I hope everyone had an enjoyable summer and that some of you were fortunate enough to attend the WBC and/or some other gaming convention. Also, with the influx of new and returning members, and in the spirit of the Meet the Member feature resurrected by Randy Heller and Bob Best, I thought I would take the opportunity to reintroduce myself. So, here goes.

I'm 51 years old, employed by the U.S. Postal Service, and have lived in southern Connecticut all of my life. I've been wargaming for 35 years, a member of AHIKS for 18, and have been proud to serve as the UCP Officer for the last 5 years and counting. My very first introduction to gaming was on Avalon Hill games, and they were essentially all I played until many years later when I discovered SPI, GDW, and the host of other gaming companies that were available at the time. During the nineties I went on a collecting binge, acquiring a good amount of games though I sold some in the early 2000s, many of which I now regret parting with. Nowadays, I'll still buy a game here and there but nothing like in the good old days. If I had to estimate the number of games I currently have, inclusive of any multiple copies and magazine/zip lock ones, I'd say around 500 give or take. As for the other points in the Meet the Member "guidelines," my favorite game would have to be **Squad Leader/Cross of Iron** simply due to the amount of times I have played it and the many fond memories that go along with that. Other favorites would be **Bulge '81**, **Caesar Alesia**, **Panzergruppe Guderian**, **Russian Campaign**, John Hill's **Hue**, and **Jerusalem** and **Bitter Woods** though this list is far from complete to say the very least. While I don't have a least favorite game right off the bat, my pet peeve is any game where I have to use separate strength chits or keep track of that information on separate sheets. I'd much rather have

step reduction counters of which AH's **Anzio** provides a good example. My most memorable gaming moment would be winning the **Squad Leader** Tournament at the 1993 Avalon Con and subsequently being the GM for that event in 1994. I am also a listed play tester on four published games: **Bastogne or Bust**, **Bitter Woods**, **Campaign for Guadalcanal**, and **The Last Blitzkrieg**. Besides gaming, my other interests include bass fishing, reading military history, and enjoying good beer. Add all that to work, family, fitness center, a wife who often travels for her job, a soccer-playing son, and the never ending house and lawn upkeep; it unfortunately leaves me very little, if any, time to spend enjoying the benefits of ConsimWorld and other wargaming chat groups. But at the end of the day, I still try and roll the dice whenever I can.

Now to UCP business. First, there is a member who is in need of a counter to SPI's **Arnhem** game. That counter is the 2/HBER, a 2-3-7 German Infantry unit; so if anyone could be of assistance kindly let me know. Next, I'd like to thank Randy Heller for once again helping out a fellow member on a UCP need. This is not the first time Randy has come to the rescue, and I very much appreciate his assistance. Also, if there is anyone else I have somehow forgotten to thank or mention please drop me a note, and I will be sure to do so in my next column. And yet once again, I'd like to again clarify the role of the UCP as reminder for veteran members and as information for those new in the ranks. The UCP is a **FREE** service provided to current AHIKS members to replace a missing game counter (or couple of counters) or game part and not to replace entire counter/variant sets or the majority of components to a game. While I try to be as accommodating as possible, there are still some requests that I simply have to draw the line at out of fairness to everyone. In addition, when making a UCP request, you must include your AHIKS number along with your mailing address so that if I have the item I can promptly send it along. Contrary to popular belief, I only have a list of current names and AHIKS numbers, in numerical order, of which I get regular updates from Bob Best. I do not have mail or email addresses, phone num-

(Continued on page 12)

(Continued from page 11)

bers, etc. It also helps if you can be as specific as possible in describing what you need as I am not intimately familiar with every game, and this will help narrow my search greatly, especially when I'm looking through a bag of punched counters. Including all of the above information will make it much smoother for me to act on any requests. As always, thank you for your cooperation on the above. Be of Good Cheer!

★★



Brian Laskey



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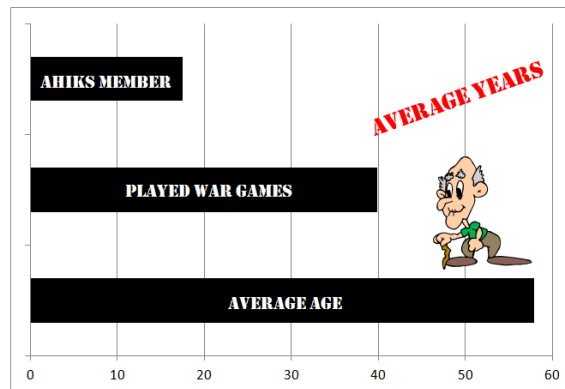
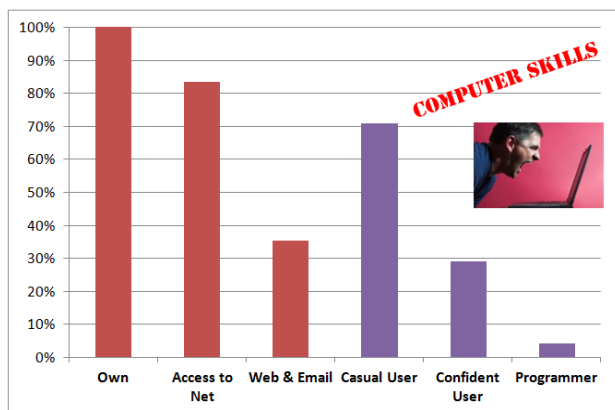
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# The VP's Corner by Bert Schneider

## AHIKS Membership Survey—Sept 2011

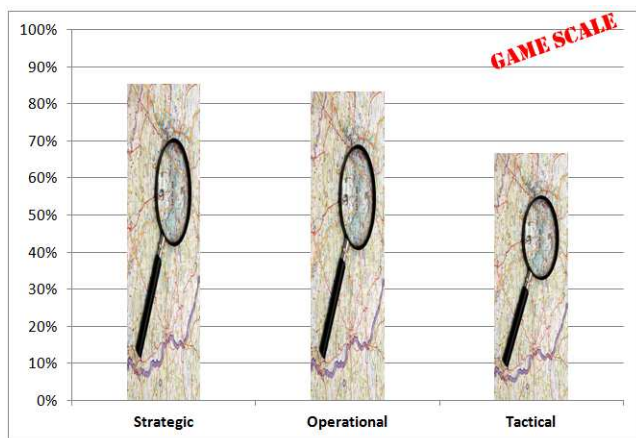
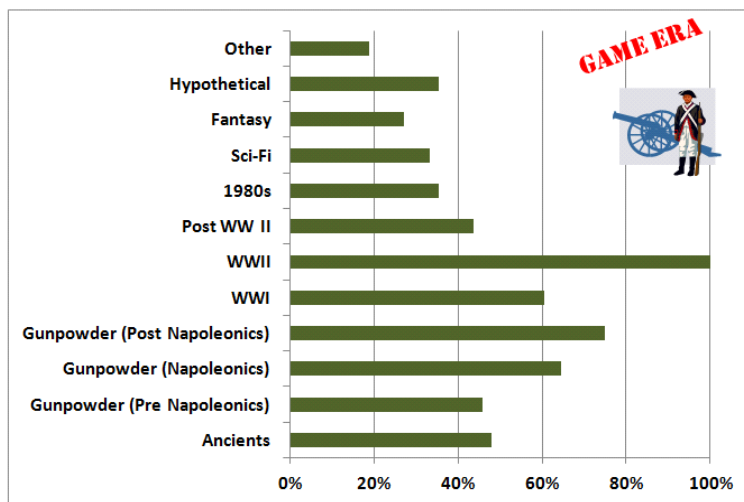
Since we published our last *Kommandeur* newsletter, many of our members took time away from their gaming to answer a few survey questions. Our AHIKS leadership is very interested in understanding the nature of our society and what our wargaming needs are. Forty eight (48) of our members responded to our recent survey. At the time of the survey, our responses represent about 20% of our membership. Our survey covered some basic demographics, computer literacy, wargame interests, feedback on membership needs, and what members felt AHIKS was worth (as far as an annual membership goes). We also solicited written feedback. For this issue of *The K*, we are sharing with you our survey results, which are like a full menu at a five-star restaurant! Two important outcomes should follow this survey: 1) self awareness of who we are, it's always a good thing to know who we are, and 2) potential focus areas for new and improved AHIKS services. Of course, if you'd like to chime in and expand upon what we have learned, feel free to go to the AHIKS.com Forum <http://ahiks.messageforums.net/> and continue the discussion.

For starters, we're an old group. That's both good and bad. For one thing, we have members who have both played wargames a long time and who have been a member of AHIKS for a while, a testament to our society. However, if we want to sustain our society, we will have to grow, and growth means reaching out to new members, of all ages.

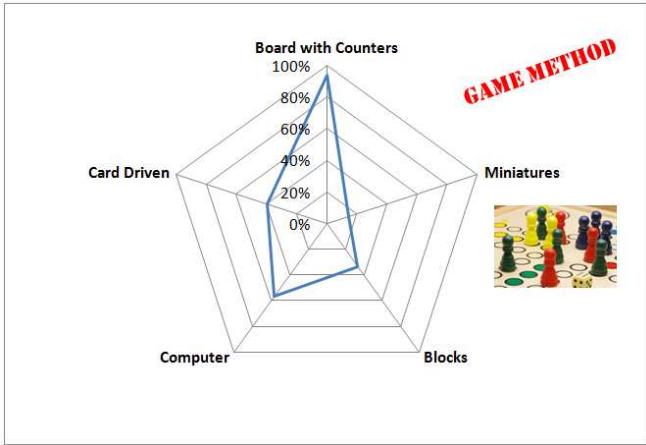


As an "appetizer" you'll notice that everyone who responded to the survey at least owns a computer and has some abilities to use it. Suffice it to say that AHIKS is now operating in the information age. Only a few members sent in their survey via "snail mail." Almost all submitted their responses via email.

When it comes to the time period most of our members focus on for their gaming experience, it is no surprise to see that most like to play World War II era games. Next largest era was the Gunpowder eras. For the most part this is probably a combination of the number of available games in this historical time period combined with the types of military operations of that era that lend themselves to being played as a wargame.

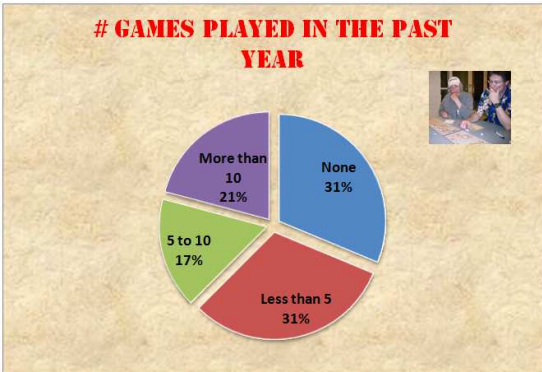
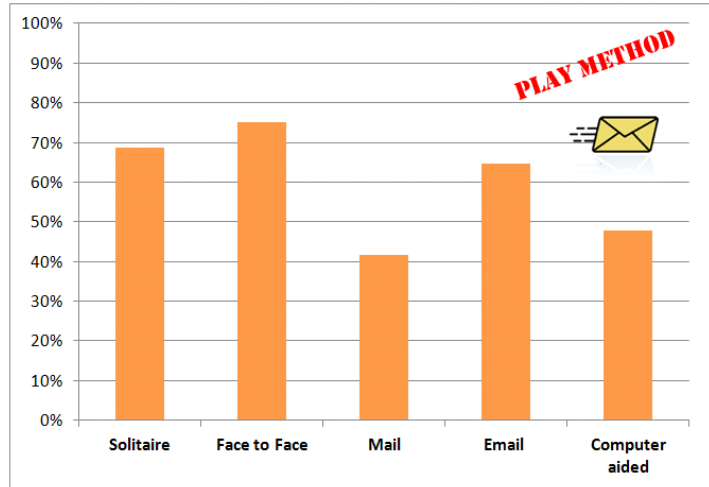


Most of the survey respondents seemed to focus their gaming experience on either strategic or operational level wargames. Strategic in this sense means multiple campaigns (like **Third Reich**). Operational usually implies a major battle (like **Battle of the Bulge**). Where Tactical usually implies down to below squad level or individual soldier level. Once again, the type of games that members play most likely reflect not only personal preferences but availability and playability. Playing a game like **Squad Leader** via mail or email somehow doesn't fit the time scale, whereas an operational or strategic game time scale is more aligned with the time it takes to complete a turn.



Almost everyone in our survey prefers to play with the old tried and true board and counters. In fact, We don't have many folks who play miniatures nor do our survey respondents like to play with blocks. And surprisingly 60% said they use computers to play games. This is an interesting result given that all of the survey respondents own and know how to use a computer. Given the number of computer playing aides available (most are free), perhaps AHIKS could help facilitate the use of these tools that do in fact make playing via email an easier experience.

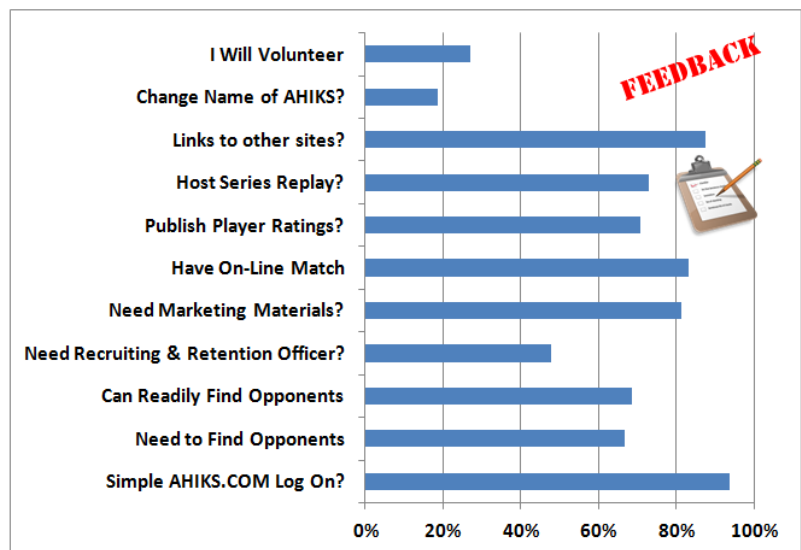
And speaking of email, a large majority of our members prefer to use email as a method of playing, even more than using the old "Snail Mail" method. Of course, most would prefer to play face-to-face and an almost equal number prefer to play solitaire. If you look closely at our survey result, you'll see we had a duplicate question, which was unintentional. Survey respondents were fairly consistent with their response about using computers to play games in both questions, allowing for some margin of error in the responses. About half said they use computer aided tools (like VASSAL) to play their games.



A whopping third of our respondents haven't played a single game in the past year! About half have played a considerable number of games and just over a fifth have played more than ten games, in the past year.

The real meat of the survey comes next (the main course)! This part of the survey was focused on the society, the needs of the members, and some thoughts about new services and where we want to take AHIKS. These questions were simple yes or no questions, although some respondents left some of these questions blank. The percentages reported are the percentage of "yes" answers. A couple of key themes come to mind when looking at these results. First, members do not want to change the name of AHIKS. Most of the survey participants felt AHIKS could benefit with some enhanced features to our web site. Not everyone was convinced we needed a

Recruiting & Retention Officer. In fact, one person wrote a short note indicating why would we need someone like this when AHIKS is growing. Good point, but then why would so many people feel we should have some marketing materials for wargame tournaments, etc? In most regards, people felt they could readily find opponents, and almost an equal number said they need to find opponents. No surprise was almost everyone felt we need a simpler way to access AHIKS web site features (something we should pursue in the future). And most importantly, we had a number of members offer to help out, which was really super. Thank you for those who indicated you want to help make AHIKS even better!



Some of our respondents who said they would volunteer their time also included a few comments. Some who could not volunteer also made a comment about this survey item.

- I would donate counters to "Counter Pool"
- I'm the Secretary
- Sorry, way too busy right now, did my stint years ago when not so busy
- work schedule prohibits
- Not at this time, but in a few years
- Mailings, computer related, non-face to face or travel work desired
- Any way you can use me
- But limited due to work commitments
- But wish I had the time
- Too busy at this time
- Don't have the time. I do take AHIKS membership forms to shows/conventions to help spread the word.
- Already doing my share
- Volunteer to run WBC Iron Man
- Not sure
- In 3 years, when I'm retired!
- Already am as UPC Officer for last 5 years
- Submit after action report or series replay
- Not yet, and I live in Australia
- Not now. Perhaps in 5 years

And now for "dessert." A surprising number of survey respondents felt that AHIKS was worth paying some amount of annual dues. Seventy-five percent (75%) felt AHIKS was worth at least \$10 to \$15 dollars a year, a majority in the \$10 a year range. Given our membership would like more "services" and "features" added to our society's capabilities and if we want to grow our membership in order to sustain our hobby (we're not getting any younger) we will need to think about expanding our capabilities, which does take resources.



Of course, no meal would be complete without an "after dinner drink" (unless of course you don't drink). Many of our survey respondents shared their thoughts about AHIKS, what they would like see AHIKS do in the future, and a little about themselves. The following comments are in no particular order.

- If AHIKS does decide to do a "name-change," I think the time has come to embrace new strategy games that wouldn't fall in the "wargame" category. I still prefer wargames, but some of the civilization type, "build and grow" games have plenty of conflict—enough to even qualify as wargame-ish.
- I approve the work you do in the benefit of those of us who just play!
- I'd still prefer to get "K" by REAL mail, on REAL paper. But, I can never remember how much dues are or when they come due. I used to get a note, with the "K", that basically said "OK, year's up - you need to send in X dollars." I vote we

*(Continued on page 16)*

(Continued from page 15)

do that (if it's not already an option; as I mentioned, I've been out of touch for a while). I rarely read my email, so correspondence should be via mail.

- I am content with current level of club. Enjoy the new die roller. Duncan Rice is good match arranger. Charles, Bert, Omar seem to be charging along. Thanks for asking for my input.
- I like games. Not interested in accurate History. The old AH format.
- We need to reestablish AHIKS in the Gaming convention area.
- Offer more competitive opportunities to gamers, bring back the Iron Man competition to the Club at conventions.
- I think you guys are doing a great job... the additional services have been great add-ons. (However, with so much money saved in the perpetual fund, I don't see why dues should be raised.)
- I would like to see an updated ratings list of all the AHIKS members. Since I haven't won a game yet I'll be at the bottom, but it would still be interesting to see where our members are at. Also, I would like to see a listing of our members email addresses (although it would have to be on a password protected page)
- Consider allowing match sheets and game services to non-members playing members, nice having both people be members to use the services we offer. I paid for two memberships for friends just to be able to access the die server and obtain ICRKs and match requests...might offer a limited (1-2 game?) "free use" for non-members (paid for with the members' dues) to "hook" them into joining us. Just a thought.....
- We've had some good ideas. But what is required is a more active membership. It's up to them.
- Annual dues would discourage new memberships. I'm surprised you don't lobby for donations on the AHIKS web site. That would probably bring in a decent amount.
- Review computer wargames
- I've been out of touch with AHIKS for many years, am not aware of current situation and activities.
- Cost of dues not really a factor for me. Not playing many wargames at the moment—currently focused on an online MMO. Would probably play by mail/email again. Considering some solitaire games too.
- Would have probably selected "neutral" for most of the AHIKS membership needs questions if that had been a choice. Do strongly believe that a greater effort should be made to get AHIKS name recognition in wargaming mags and at conventions. Recruiting and retention is always a concern for any organization and should be here too. Not sure we need a dedicated R&R officer, but it also wouldn't hurt either.
- I'm not sure what additional services would be, but even under the current situation, I wouldn't consider \$15 per year unreasonable.
- I'd like to see the ratings listed on the site and have a closer relationship with AREA, nudging AREA to update their rankings in a timely fashion and make other improvements, such as instituting their match finding service, which has been "under construction" for at least five years so far. I'd also like to see more of the membership join and participate in the AHIKS Social Network and the Forums, bringing it to their attention and perhaps persuading them through *The Kommandeur* and other means. Lastly, perhaps tournaments for various games could be instituted—and I think I saw mention in the forums of one that was held not too long ago but is now finished—with awards provided for winners (such as trophies, plaques, etc., paid for by the annual dues).
- I carried out the old RD West some years ago (time and work prevents me doing more at the moment)
- Where the club is right now suits me best (nil dues, online K, contact with opponents, etc)
- Maybe some club T shirt, beer cooler, cloth badge type merchandise?
- Occasional game (DTP or link) with newsletter is a possible value enhancer for membership.
- Dues, whatever, just don't waste the money on someone's stupid idea(s), get the membership to OK any plans to spend big. I usually send in \$20 a year, whatever is left over from the dues goes into the fund.
- Suggestions: Really don't have any other than to get rid of the "replays" in the K, wasted space. Again, a well written game summary is welcome. But then, I know, not many people can "write" summary worth the time, but I can guarantee it would beat a "replay" any day.
- I have been a long time wargamer, and yes, I have issues of the AH General I bought new in 1972.
- As much as I would love a game of Russian Campaign, or Afrika Korps, I have so little time at the moment.
- I do think we need one password to see the whole site, AND if there was a series replay, that would be something to always check in and see how the battle is going. I think that would be fun, a series replay!
- I have played a few Vassal games, that's it.
- Thank you for all your time and effort for AHIKS



- Suggest a small voluntary annual dues initially.
- A new name to move away from Avalon Hill would be good provided there is agreement on our identity, and what we offer to potential members.
- My personal view is that we should be a historical wargaming society providing a good opponent matching system and an interesting and relevant emailed magazine. Avalon Hill's 'The General' generated enthusiasm and resulting sales for a game by strategy articles and game replays. Perhaps game designers could be persuaded to contribute articles to 'The K' on this basis.
- Other potential services to members might include organizing online tournaments, or providing a games mastering service for multiplayer games such as Diplomacy (borderline historical wargaming, I admit).
- I hope that this helps, and I appreciate all the time and effort that you give voluntarily.
- Provide tournaments with prize list
- Sponsor regional meetings
- Create recruitment table at WBC
- I'd like to see step-by-step listings of how some of our members play games by mail/email/computer that are beyond simple move/combat processes.
- I have absolutely no problem with having some amount of token dues to keep that % who are simply joining to take advantage of our services for free. I frankly don't think that annual dues of \$10-15 would break anybody who is serious about joining even in this economy. My initial dues back in 1993 as a new member were \$28 which is likely \$45-50 in today's dollars. Perhaps we could provide a free AHIKS T-shirt or something with paid membership? However, that said, my other concern is what exactly is AHIKS doing with \$10K !! in the bank????
- Name change from AHIKS to something more relevant would be big improvement. Focus is too much on old Avalon Hill games when many great games from GMT and others should also be promoted and played to prevent AHIKS and possibly hobby from becoming extinct.
- I will get back into gaming when I really retire in five or so years.

So that's a wrap for this issue of the "K". What do you think about the survey results? Do you feel these results reflect your need and ideas? If not or if you would like to have a further discussion, please go to the AHIKS.COM Forum <http://ahiks.messageforums.net/> and continue the discussion.

★★



From The Imperial War Museum, London

## The Ratings from Kenneth Oates

### DEFINITIONS

From the information I was given, there are a few items which I feel need to be clarified, as I have had questions brought to me by members recently. These definitions are intended to provide transparency and consistency in application of the ratings process. The following two terms are sometimes used interchangeably, but in context are actually quite different in meaning.

**Cancellation** For various reasons outside the players' control, life events, natural disasters, etc., the chosen game turns out to be not suitable (maybe rules interpretations cannot be agreed upon). It may be wise to consider cancelling the match or the remaining game. This assumes play has not started, although the first game may be completed (and reported and rated normally). No points are awarded to either player for a cancelled/uncompleted game; although it is listed as part of a players' matches for informational purposes, it is not included in their ratings.

**Concede/Concession** A concession is admitting a situation exists in which there is no chance to prevail with your side, and it is treated as a completed game. However, it has long been a tradition of the Society that this course is exercised sparingly so as to allow the player with the advantage to enjoy the unfolding of that elusive "perfect plan." Who knows, the situation may turn around in your favor. A conceded game is treated as normal with points awarded and deducted as found in the Rating Chart.

### GAMES REPORTED

In every issue of *The K*, I provide a listing of the games which have been reported, not necessarily the names of the winner/loser (only the winning side and cancellations) which have been reported since the last issue.

Game Title	Publisher	Games Played	Winning Side
Target Lenin-grad		4	Russians 1
			Germans 1
			Draw 2
ASLSK	MMP	1	Axis 1
Afrika Korps	AH	6	Allies 3
			Axis 2
			Cancelled 1
Russian Campaign	AH	3	Russian 1
			German 1
			Draw 1
Waterloo	AH	1	PAA
Panzer Leader	AH	2	German 2
Anzio	AH	1	Cancelled 1
<b>Total Games Reported</b>		<b>18</b>	

### AHIKS Top 40 Rankings

This issue marks my first installment of the Top 40 rated AHIKS gamers. This is taken directly from the records, so if you feel there has been an error, do not hesitate to contact me. This list followed the previously used standard. To be included, players had

1. A Rating qualifier of "C" or greater in all categories
2. Players with the same Rating are then ranked by Qualifier (number of games played / number of different opponents / number of different titles)

(Continued on page 20)

	Last Name	Init	AHIKS Nbr	Rating	Games	Qualifiers	Opponents	Qualifiers	Titles	Qualifiers
1	MCCARTHY	K	496	1885	19	G	8	F	4	D
2	HELLER	R	1007	1865	71	N	22	K	18	L
3	STRETCHER	B	885	1790	76	N	24	L	31	P
4	LANDRY	P	707	1780	32	I	11	H	6	F
5	FICKBOHM	A	901	1775	10	D	5	E	3	C
6	HEISER	P	1051	1675	66	M	27	L	13	J
7	MINSHEW	C	1222	1665	36	I	15	I	9	H
8	BOWIE	A	299	1650	72	N	23	K	23	M
9	GRANT	D	377	1645	22	G	9	G	11	I
10	UNNERSTALL	J	1264	1640	10	D	6	E	6	F
11	TIERNEY	D	746	1625	44	J	17	J	14	J
12	KRAUS	F	444	1625	30	H	16	I	8	G
13	JERKICH	L	544	1605	14	E	6	E	6	F
14	XANTHOS	C	1263	1585	9	D	5	E	4	D
15	MARTIN	P	243	1565	39	J	18	J	5	E
16	O'CONNOR	E	1243	1565	26	H	11	H	8	G
17	SHURDET	R	914	1565	13	E	5	E	5	E
18	DECK SR	L	341	1560	38	J	23	K	14	J
19	LINDOW	B	988	1550	43	J	21	K	12	I
20	LONGEST	C	1413	1545	29	H	13	H	9	H
21	HOLTZ	T	364	1540	45	K	20	K	13	J
22	MARKEVICH	N	951	1520	18	F	9	G	7	G
23	KLITZKE	W	305	1515	198	V	51	Q	40	R
24	COTTRELL	R	1013	1515	14	E	5	E	8	G
25	ANDRIAKOS	S	1455	1515	5	C	3	C	3	C
26	LEONARD	C	711	1505	61	M	21	K	7	G
27	PASSOW	R	1453	1505	13	E	4	D	6	F
28	DANDY	G	916	1475	13	E	6	E	5	E
29	FASSIO	M	1210	1470	33	I	9	G	2	I
30	HARKINS	J	1217	1470	17	F	6	E	7	F
31	BROOKS	J	1527	1460	8	D	4	D	2	B
32	BERGMANN	D	854	1450	19	G	6	E	4	D
33	WARNICK	P	1430	1445	16	F	7	F	6	F
34	MORLEY	A	1075	1385	27	H	12	H	7	G
35	THORNSEN	T	470	1375	65	M	27	L	20	L
36	MUELLER	J	451	1375	38	J	15	I	5	E
37	SEGARRA	R	225	1375	18	F	11	H	8	G
38	SCARBOROUGH	T	1345	1370	139	S	40	O	15	K
39	WALSH	T	1427	1370	56	L	13	E	6	C
40	DOHRMAN	A	1551	1365	14	E	6	F	3	C

(Continued from page 18)

This was compiled as of September 15, 2011, so any submissions after that date will appear in the next list (in six months or so, probably about the start of summer).

Just a couple of comments on the statements from the survey results which I received after I had done the above.

**I would like to see an updated ratings list of all the AHIKS members/ I'd like to see the ratings listed on the site**

I assume this means the Active Members (roughly about 250). We have about 1650+ total, many who have drifted in and out over the years, some who have not played an AHIKS game in years, also. So, space wise it makes sense to limit it to Active Members. Technically, not hard to do for basic ratings, adding the qualifiers is a little more time consuming. There is an issue however, in that several members (30) have requested their ratings not be published, and their wishes are respected. Listing the ratings could be done on an opt-in basis. Members who want their ratings listed would go to a page on the secure side of the site and click a radio button or check box that gives AHIKS permission to post them. Another option is to send me an email making the request to be included on the list.

**I'd like to see the ratings ... have a closer relationship with AREA, nudging AREA to update their rankings in a timely fashion and make other improvements, such as instituting their match finding service.**

This was one of the first things I did on assuming the Ratings Officer position. I even have my own personal AREA Technician! I send him an update each month of the matches completed. The only updating problem he indicated to me recently was a delay due to the large influx of match reports following the WBC. Be sure it will be one of my goals to continue the building of a closer working relationship with AREA.

**REMINDERS**

Send match results reports to me by email or snail mail **in addition to** Duncan. Either is acceptable. This will expedite the updating of your rating. Be sure to include the Match ID number .

I do need your help. There are a number of games which have the same name, either 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, another example. Titles are recycled, so please include the publisher's name and edition (if applicable) when sending in your report.

Thanks for your continued support and words of encouragement! Good gaming!

★★



From The Imperial War Museum, London

# 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 CONCLUSION OF THE RULES SESSION FOLLOWS. MANY THANKS TO ANDY BOUFFARD FOR GETTING THESE TOGETHER.

### Midway

The rules in use will be the 1975 version. Tournament and Optional rules may be used with the mutual consent of both players.

Below are reprints of the Question Boxes from the Avalon Hill *General* Vol. 17, No. 4 and Vol. 18, No. 6.

Q. Must a player whose ships are under air attack tell the opponent if he has carriers with readied aircraft on deck?

A. Yes.

Q. The *Akagi* has readied aircraft on deck. It receives three hits. Is it crippled as per Operational Rule 1?

A. No.

Q. If two or more Japanese battleships are on Midway, is the relative fortification strength reduced by one for each battleship?

A. No. No matter how many battleships are on Midway, the relative fortification strength is only reduced by one each turn.

Q. Can the relative fortification strength be reduced by battleships on Midway during a night turn?

A. Yes.

Q. If there are U.S. aircraft on Midway when it is attacked by Japanese aircraft, does the U.S. player choose which aircraft are destroyed?

A. Yes.

Q. If a Japanese battleship is on Midway, does this destroy one U.S. aircraft on Midway each turn?

A. No. The battleship would only reduce the relative fortification strength by one each turn; it would not affect aircraft on Midway.

Q. If the U.S. player flies fighters over Midway as CAP and these aircraft are not attacked, does the U.S. player have to reveal where they took off from or where they returned to?

A. No, he does not even have to tell the Japanese player he had CAP up. The same is true for aircraft put up as CAP over ships that are not attacked.

Q. Must Japanese reinforcements enter the game at their designated time?

A. Yes, but they can enter and leave the board in the same turn.

Q. Can you make additional aircraft counters when you need the correct change during combat or any other time?

A. Yes.

Q. After seeing your opponent's ship placement and fighter cover, you decide to call off your attack. Must you still disclose where your planes came from and where they are returning to?

A. Yes.

Q. When U.S. and Japanese fleets are in the same square, must air operations specify whether fighters are acting as escorts or CAP?

A. Yes, each fighter must be specified as performing one mission or the other.

Q. Can you make additional aircraft counters when you need change for a particular attack?

A. Yes.

Q. Under the rule covering fleets leaving the mapboard, how is the term "fleet" defined?

A. No U.S. ships may leave the mapboard till one U.S. carrier has been air attacked. Japanese ships may leave the mapboard at any time during the game.

Q. When fighters are stripped off to help defend ships on the Battle Board, and the attacker attacks in waves, how do the fighters defend?

A. The attacker must assign all waves before resolving any attacks. Then the fighters are assigned to defend specific ships. The fighters add to the defense of these ships against each wave.

Q. Is it legal to attack a position and, after learning what is there, call off the dive bombers and torpedo bombers without attacking but engage in fighter-fighter combat solely?

A. Yes, though even the fighter engagement is not mandatory.

Q. When ships are sighted, what information must be revealed?

A. Only the type of ships present: carrier, battleship, cruiser. No number or identification need be given.

Q. Assume surface combat lasts longer than four turns; what happens to any forces entering the square where the opposing sides are locked in combat?

A. These would enter the battle from the last row of rectangles and maneuver normally.

(Continued on page 22)

(Continued from page 21)

Errata for "The Wargamers Guide to **Midway**."

1. Page 29. Add the *CA Kako* to the Japanese OB in the Coral Sea Scenario. It has three hit boxes.
2. Page 32. In the Guadalcanal Scenario OB, the statements above the U.S. and Japanese Additional Available Planes are reversed.

### Panzerblitz and Panzer Leader

Players can play any scenario that they and their opponent agree to during the Swiss segment or the Playoff segment.

If the players cannot agree on a scenario to play in the SemiFinals and Final, then the GM will provide five scenarios for playoff play. The players in the SemiFinals and Final will be asked to rank the five scenarios in order of preference that they want to play. A value of 5 will be given to the highest ranked scenario, 4 to the second highest and so on down to a value of 1 for the fifth ranked scenario. The highest combined ranked scenario 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 scenario with the smallest differential between the tied player selections from these rankings will be the scenario. In the unlikely event that there is still a tie after this tiebreaker, a die will be rolled to determine which of the two scenarios will be played.

The following official Avalon Hill FAQ and errata will be in effect (reprinted from [www.grognard.org](http://www.grognard.org)):

Q: Can either side voluntarily destroy their own armored vehicles?

A: No

Q: Does a colored hexside obstruct the line of fire?

A: In some cases, yes. It depends on the respective elevation of the attacker and defender. Consult the Target Elevation Table and the Examples of play card as there are many different situations.

Q: Do you count truck and wagon units for victory conditions?

A: Yes, but you don't count pieces which contain no men, such as mines, blocks, and fortifications.

Q: Are units on hilltop hexes, such as the plateau-like hilltop on board 2, that are not forest or town hexes, subject to the overrun rule by armored units?

A: Yes, only hexes with orange sides are hilltop hexes. A clear hex is a clear hex, no matter what its elevation is. Clear hilltop hexes are clear hexes.

Q: If a unit is fired upon from a woods hex or a town hex, can it return fire without meeting the SPOTTING RULE conditions?

A: No. SPOTTING RULE conditions must always be met.

Q: Using the INDIRECT FIRE rule, may a friendly unit call in artillery fire even though a friendly CP unit does not see the enemy unit?

A: No.

Q: Can block units ever be destroyed by engineers or artillery?

A: No.

Q: May a unit on a hilltop hex fire at a unit on a slope directly behind a brown hexside (the reverse slope)?

A: Yes. This is shown on the examples of play card, see note C&D. Also, note that this is not always the case. The exceptions are covered in the rules under the SPECIAL NOTES part of the Obstacles and ELEVATIONS section of the rules.

Q: In situation 10, may the Germans win a marginal victory by destroying all 12 Russian units on board without even entering board 3?

A: Yes, but the Russians may then win a decisive victory by moving all their forces onto board 3. Note that the North direction arrow should be pointing towards board 2.

Q: When making the initial setup of units, can the half hexes on the sides of the boards be used if a unit in such a hex would be half on one board and half on another?

A: No. Units must be completely on one board as indicated.

Q: What happens in Situation 1 if three German units are destroyed?

A: Decisive Victory.

Q: If there are several units on a hex that have identical defense factors, how is it decided which is the weakest?

A: You may attack the unit of your choice.

Q: What would happen in a situation such as No. 6 if the Russian player refuses to attack the German position?

A: Nothing. No battle - no victory.

Q: In situation 1, may all the CPs be placed in one fort or may two be placed in one fort or may only one be in each fort?

A: All three may be in one fort, but the fort must be on a hilltop hex (one with six orange sides).

Q: The TEC states that it costs a truck unit 2 MF to enter a clear terrain hex. Does this mean each clear terrain hex?

A: Yes.

Q: When a unit becomes dispersed, does he still have Zone of Control on the hex he occupies?

A: Yes, enemy units may still not move through a dispersed unit. The dispersed unit still retains its normal defense factor.

Q: If a unit moves to a Fortification, does it cost him a MF to enter UNDER the fortification, rather than just sit on top of it?

(Continued from page 22)

A: There are no movement penalties for moving onto or into a fortification counter.

Q: On the optional rules concerning **Panzerblitz** assault, must the infantry attack the overrun unit or may it attack any adjacent unit?

A: It must attack the unit being overrun.

Q: If only a transport or CP unit is placed under a fortification counter, does the fort counter still have its full defense factor?

A: Yes, any fort with people in it will do it.

Q: If a fort is occupied, can enemy units travel directly through that hex?

A: No. They may move onto the fort in one turn, but they cannot move off until the next turn.

Q: If there are three German units in a fort, can there also be three German units on that fort?

A: Yes, or two Russian units.

Q: If the Germans have to get units onto board 2, for example, to satisfy victory conditions, are the units that are on squares that are half on board 2 and half on another board considered on board 2?

A: No.

Q: If a unit moves onto a minefield and survives the attack, can it attack in that turn?

A: No. On the next turn, it may move, fire, or execute overrun or CAT attacks. It may remain on the minefield without suffering further "attacks".

Q: In situation No. 5, do all German units have to move off the east side of board 2?

A: No. But before any given unit can count toward the victory conditions, it must leave and stay off for three complete turns.

Q: May wagons move from a gully to a slope hex?

A: Yes. Any unit can always move one hex regardless of movement costs listed on the TEC. Forbidden movements such as armor entering swamps are not allowed.

Q: Are cavalry considered vehicles on the TEC?

A: Yes, except that they can pass through green hexsides without cost.

Q: Since units in towns and forts are treated as armor targets, can they be attacked by I units that are two squares away?

A: No.

Q: If two engineer units are adjacent to a minefield, can they "attack" it twice in one turn?

A: Yes.

Q: Can trucks and wagons spot?

A: Yes.

Q: Can a carrier move after it has unloaded if it has MF left?

A: If a transporting vehicle has MF left over after unloading, it can move. "Transporting" does not equal "moving". "Transport" is a specific type of movement.

Q: If a defending unit gets a DD and then a D in the same turn, is it eliminated?

A: No. Just dispersed.

Q: Can two carriers unload on the same hex?

A: Yes.

Q: In situation No. 9, the 1st edition scenario card calls for 4 Russian 120mm. Is this correct?

A: No. They should have three.

Q: In Situation No. 12, the scenario card calls for 6 German wagons but there are only four provided.

A: Use Russian wagons for the other two.

Q: Can CAT be used against units that are on a minefield?

A: Yes.

Q: Can you explain spotting more?

A: There are four things to keep in mind. First, since firing occurs prior to movement, a spotting unit must be in place at the beginning of a turn. It cannot move into position and spot for firing in the same turn. Second, even after a unit is spotted, the firing unit must still have a clear line-of-fire to the target (unless the optional indirect fire rule is being used). Third, if the spotting unit moves away, fire may no longer be directed at units that were previously spotted. Fourth, if you are using the Indirect Fire rule, the CP must be able to see the spotting unit.

Q: If armor is carrying units which are attacked and dispersed, what happens?

A: Passengers must unload (and are eliminated if overstocked).

Q: In situation No. 8, it states that CPs may only spot for 120mm mortars (within 4 hexes). Does this refer to the enemy within 4 hexes of the 120mm mortars?

A: The CPs must be within 4 hexes of the 120s to spot.

Q: Can overrun attacks be conducted on a unit on a stream ford?

A: Yes. A stream ford is considered a plain hex.

Q: The CRT shows results for die-roll subtraction to -2; but it is possible to have a -3 subtraction. What happens?

A: For attacks at 1-4 and 1-3; when a -3 is rolled take the results from the -2 line of the next higher odds column. Therefore, -3 at 1-4 odds = DD; -3 at 1-3 odds = X.

Q: If I had a unit on a slope hex directly behind a brown hexside, is my unit in the LOS of a unit firing from a hilltop (assuming no other obstacles)?

A: Yes. Brown hexsides block LOS only when the target unit is on ground level (see TET).

Q: Can the German unload three units in the same hex?

A: Yes. If the transporting units all have extra MF. However, he can never load those units again (Transporting ...B) unless they have a movement capability and can move to other hexes.

Q: Must a CP unload to observe?

A: Yes.

Q: In situation 12, Wespe and Hummel units cannot move. Can they be transported by trucks?

A: Yes, in this case those units represent towed divisional artillery.

Q: May units being transported by tanks be CATed without involving the tank?

A: No. Rules state that all units in a stack must be totaled for defense in CAT. Therefore, infantry while being transported is ignored.

Q: Which board are the half hexes considered to be part of?

A: As a rule of thumb, consider the half squares to be part of the middle board, but keep in mind that they are not considered in determining victory conditions.

Q: Are units outside of a fort totaled in with the fort's defense in the cases of CAT and combination attacks?

A: Yes.

Q: Does a unit move at the normal road movement rate even on a road that goes up a slope?

A: Yes.

Q: Can a truck, wagon, or halftrack drop infantry for a CAT attack and then retreat?

A: Vehicles may unload units and move off, but a passenger unit may not fire in the turn of unloading.

Q: While dismantling mines, do engineers undergo the mine attack?

A: Not as long as they observe the proper procedure for dismantling mines. If they attempt to cross them in the normal manner, they are subject to attack just like any other unit.

Q: May engineers make a mine removal attempt and attack in the same turn?

A: No.

Q: Are mines placed in towns subject to the "add 1 to attacker's die roll" rule of the TEC?

A: No.

Q: Are units outside of a fort destroyed if the fort is eliminated?

A: No.

Q: Assume three AT guns with an attack factor of 7 each are firing at an infantry unit. Is the total attack factor  $3 + 3 + 3 = 9$  or  $3.5 + 3.5 + 3.5 = 10$ ?

A: 9. Unit attack factors are halved and fractions dropped individually.

Q: May a unit fire through a green hexside through the width of a road in that hex?

A: No, unless the units are adjacent.

Q: Since armored units cannot use the road movement rate while executing an overrun attack, can they still use the road to go through obstacles such as green hexsides while still moving at the non-road movement rate?

A: No.

Q: The rules state that ford hexes are treated as plain terrain for ALL purposes. Therefore does a unit moving along a gully have to pay 3 MF to leave the gully in addition to moving into the ford hex?

A: No. The rules state that fords allow a unit to leave a gully at no extra cost.

Q: What is the stacking limit for fortifications?

A: 3 for Germans; 2 for Russians.

Q: The rules state that stacking limits do not apply during movement, only before and after movement. Therefore, may units pass through a hex already occupied to its maximum stacking ability by wrecks?

A: Yes, except as qualified by road movement rules.

Q: Do terrain qualifications affect odds or die rolls in a CA attack?

A: Yes.

Q: In situation 7, is the Russian player free to move his other units as soon as the lead unit comes within 3 hexes of the Germans?

A: Yes, but following Russian units must have moved up the road in convoy fashion up to that point in the time span of the turn.

Q: Do units which move onto mines in woods or town hexes still add 1 to the minefield attack?

A: No

Also available is Alan Arvold's article, "Panzer Leader Clarifications and Question Box," should any player desire a copy.

### The Russian Campaign

The Russian Campaign 3rd Edition rules (1977) will be in effect. Optional rules are allowable with prior agreement of both players. The May/June 1941 ("Barbarossa") setup will be used. The default game will end on the March/April 1942



("End of the Russian Winter") turn (black dotted line), six turn game. If both players agree, the game may be played till the September/October 1942 ("German High Water Mark") turn (red dotted line), nine turn game. Scenario victory conditions apply (page 7 in the 3rd Edition rules, paragraph 4).

Sides will be determined using the following procedure:

5. Each player will hide a Russian Campaign piece of the color indicating the side he wishes to play (brown for Russian, gray for Germans).
6. They then reveal their choices simultaneously.
7. If the sides selected are different, play proceeds as normal using the standard replacement rules.
8. 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 (Axis or Russian). A replacement bid represents extra replacement factors being given to the Russian 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 higher than the prior bid, if bidding for Germans, or lower, if bidding for the Russians. 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 Germans will result in giving the Russians two extra replacements on the first five turns and one extra replacement on the sixth turn of the aforementioned six turn game).

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

The following is the Russian Campaign Question Box from the Avalon Hill *General* Vol. 16, No. 3 and Vol. 21, No. 4.

Q. Is rail ownership determined *before* or *after* second impulse combat?

A. *After* all second impulse combat is finished. Rule 4.4 is misleading.

Q. If the Axis captures both Moscow and Leningrad and the Russians have no ZOC along the rail line from Moscow to hex K2 to Leningrad, does the Axis gain control of this rail line all the way to K2?

A. Yes.

Q. Must you enter a city that you control to gain control of its rail capacity?

A. No. If you control the city and it is out of enemy ZOC at the end of your turn, then you automatically control its rail lines. This is the only case in which your rail head can move into a hex that you never actually entered.

Q. Assuming no units intervene, what happens to a stretch of rail line that is between two Axis cities and, at the same time, between two Russian cities?

A. At the end of the Axis turn it becomes Axis, and at the end of the Russian turn it becomes Russian. In effect, this means that neither side can use the stretch for rail movement (it is always enemy controlled during the movement phases), but both sides can use it for supply.

Q. If a unit invades during Mar/Apr, when does it have to trace supply again?

A. At the end of its May/Jun turn. The unit is automatically supplied on the turn it invades, but it must trace supply normally on its side's next turn.

Q. Can the Russian player put a worker in a city on the same movement phase that he capture that city?

A. No. Russian workers must be placed in cities (in Russia) that were under Russian control at the start of the current Russian turn.

Q. If the Axis player cannot make a Panzer Grenadier substitution on the scheduled turn, can he make it later (when he gets an infantry unit on the proper type)?

A. No. If the substitution is not made on schedule, it is lost.

Q. Can an attacking unit in a woods hex retreat? If the attacker wants it to?

A. No! A unit that attacks or defends while in a woods hex cannot retreat.

Q. When the SS panzer corps must be withdrawn, what happens if one tries to withdraw by sea and is sunk?

A. Another panzer unit must be sent off in its place. Furthermore, the panzer corps must be able to move off by normal movement, rail or sea movement. A panzer unit in an isolated pocket with no access to the sea could not be withdrawn.

### Stalingrad

The second, May 1974, printing of the rules will be used. Note that in the second printing the Russian replacement rate was changed to 4, 5, 6 (it used to be 4, 6, 8). Some old time record cards have the incorrect rates on them. Please check the replacement rules for the definitive explanation on replacement rates.

Sides will be determined using the following procedure:

1. Each player will hide a **Stalingrad** piece of the color indicating the side they wish to play (red for Russian, blue 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 (Axis or Russian). A replacement bid represents extra replacement defense factors being given to the Russian 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 higher than the prior bid,

if bidding for Germans, or lower, if bidding for the Russians. 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 Germans will result in giving the Russians one extra replacement defense factor on each turn, from September 1941 through July 1942, inclusive. Thus from September 1941 the Russian player would receive 5 replacement factors, from December 1941 he'd receive 6 factors, and between May and July 1942 he'd receive 7 factors. From August 1942 till the end of the game he'd receive just 6 factors per turn).

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

### Victory in the Pacific

The following tournament rules/scenario will be used.

SCENARIO USED: A Turn 2 Start 2nd Edition Rules ending on Turn 8.

#### CHANGES AND CLARIFICATIONS:

1. If Pearl Harbor has fallen, Victorious arrives at Samoa instead, and returns to any British port at the end of that turn (or earlier, if disabled).
2. A damaged CV does not lose its air strike attack bonus.
3. A player may only commit a CV without a gunnery factor to a night action so that a more valuable CV is screened from attack.
4. After POC are counted Japanese units are returned to ports and bases and Marines can invade enemy bases. While this is being done, the Allied player places reinforcements. After this, positions are reversed.
5. Players conceal an odd-numbered damage marker for a day action or an even-numbered one for night and reveal these simultaneously.
6. Land-based air units (LBAs) and amphibious units cannot be repaired. Bottomed amphibious units are eliminated.
7. Bottomed British ships may not be removed until they are repaired. Unfulfillable removals are accumulated.
8. If a Japanese Amphibious unit captures Midway during Turn 1 but the U.S. controls the Midway sea area at the end of Turn 1, control of the base then reverts to the U.S. Gaining bases by control of the sea follows gaining control of them by invasion, and thus overrules any gains made by invasion.
9. A Submarine attacks only after the combat result markers for a round (night, day or day/night) go into effect.
10. In Rule 7.73 substitute 'gunnery' for 'armor' the second time 'armor' is used.
11. If an Amphibious unit lands on the only base in an area on which enemy LBAs are based, then those enemy LBAs are immediately disabled before enemy Amphibious units can recapture that base.
12. Disabled LBAs deprived of their base really have to return to an eligible port or base, and may then be subject to a raid during the remainder of that turn.
13. The ALLIES cannot get more than one group of Location Uncertain ships in the Central Pacific, more than two in the Hawaiian Islands, and more than three in the USA.
14. There is an additional +1 modification to the die roll for wanting a 'Day' action.

15. The Indian Ocean and the Central Pacific are now worth 1 POC extra to the Allies and the Aleutians 1 POC extra to the Japanese.

16. Each turn, the Allied Player receives an extra 1 VP for the Bay of Bengal sea area if at the end of the turn there is a British CV with air strike capability at sea in the Bay of Bengal.

17. The Japanese player gets 2 VP for every British 7-speed CV sunk in Indonesia.

18. The number of US carriers that can be based in Australia may never equal or exceed the Turn number.

19. A player may not elect to not roll an attack.

20. The I-Boat and F-Boat add an extra 1 to their dice roll against ships (not Marines) which have a speed less than 5.

21. The Japanese player must record VPs in case the POC markers are accidentally moved.

Maximum POC is still 29 BEFORE Br CV VPs; Bid VPs & Time Penalties are applied.

TIME ALLOWED: JAPAN gets 115 minutes, ALLIES get 115 minutes.

#### VICTORY LEVELS: 22

ALLIED Ultimate: (ALLIED) 14+

ALLIED Crushing: (ALLIED) 11 to (ALLIED) 13

ALLIED Decisive: (ALLIED) 8 to (ALLIED) 10

ALLIED Substantial: (ALLIED) 5 to (ALLIED) 7

ALLIED Marginal: (ALLIED) 2 to (ALLIED) 4

DRAW: (ALLIED) 1 to (Japanese) 1

JAPANESE Marginal: (Japanese) 2 to (Japanese) 4

JAPANESE Substantial: (Japanese) 5 to (Japanese) 7

JAPANESE Decisive: (Japanese) 8 to (Japanese) 10

JAPANESE Crushing: (Japanese) 11 to (Japanese) 13

JAPANESE Ultimate: (Japanese) 14+

If time runs out before the start of the eighth turn, the following points on the Japanese side of the Victory Points Chart are considered the '0' point, and the following Victory levels apply:

Turn 1 (6), Turn 2 (11), Turn 3 (16), Turn 4 (19), Turn 5 (21), Turn 6 (18), Turn 7 (12).

Draw:0, +1 Marginal:+2 Substantial:+3 Decisive:+4

Crushing:+5 Ultimate:+6 or better

### War at Sea

#### War at Sea clarifications, 12/91

5.3 Does the Axis player resolve his speed rolls before placing his U-Boats?

A. Yes.

5.7 Which player returns his ships to port first?

A. Axis.

5.7 & 12 Are ships that successfully disengage in the South Atlantic required to go to the Neutral Port as if they were disabled?

A. No. They could also to France or attempt to oil at sea.

6.4 Can German ships starting in the Neutral Port and failing a Speed Roll to the North Atlantic return to Germany or France?

A. No. The instructions printed on the board sea areas refer to 5.7 - not 6.4. Ships which fail a Speed Roll must return to their original port or one bordering the second sea area. Such a ship which returns to the Neutral Port as a consequence costs its side one POC. Similarly, a British ship failing a Speed Roll to the Barents after Turn 2 may return to its original port.

7.1 May a player refuse to attack (ostensibly because it doesn't want to chance rolling a "Disable" result which will save a ship from a later round of combat)?

A. Yes.

11.6 Can a 0 Attack Factor ship (such as most carriers) "fire" upon another ship without actually attacking in game terms (i.e. rolling the dice) so as to fulfill the "screening" requirement that would allow another ship to fire on a more valuable target?

A. No. Ships must have a usable Attack Factor to "fire" – whether they roll the dice or not.

13. Can British ships repair in the U.S.?

A. Yes, on turn 4 or thereafter.

13 & 15.2 If a damaged Russian ship rolls to see if it can move, may it then repair in Leningrad?

A. Yes. The Allied player may observe both Russian move die rolls and whether he elects not to move, or is unable to move, may then repair.

14.3 Can convoys remain at sea indefinitely so as to use their escorts in an ASW role?

A. No. Convoys are restricted to the North Atlantic and Barents Sea and must press forward to Britain or Russia as soon as they are able. If a Convoy in the North Atlantic decides not to press forward into the Barents, it must put into England for 1 POC.

14.4 If a convoy in the Barents successfully disengages, may it return to Russia?

A. Yes.

15.7 Can formerly Italian ships that are now controlled by the British or Germans on Turn 8 move out of the Mediterranean?

A. Yes

16.1 Must successfully oiling ships be placed in a sea area on the next turn, or can they be placed in a port?

A. Either. However, they must be placed on the board. In order to try oiling on the next turn, they must end their turn in the North or South Atlantic.

★★



Andy Bouffard

## Media Report of Sorts by Bill Watkins

In between visits to WBC and Albuquerque, I did manage a few moments to read and watch movies. Stumbled over some interesting stuff. Join me.

Right before Harry Potter stomped all over our multiplex, my wife and I stumbled across an interesting little movie titled "Ironclad." If you haven't seen it, demand the DVD as soon as it's released. Super good little flick, which we both liked.

Paul Giamatti chews through the scenery as King John with an attitude. He is terrific. The story is John right after he is forced to sign Magna Carta. John is very upset. He hires a mob of Danish mercenaries and heads for London to kill all the barons and take back his power.

Standing in his way is Brian Cox, one of my favorites. He always looks menacing, even when he's a good guy. Here, he's a leader of the barons. He brings a motley crew of English warriors, led by James Purefoy, to a castle blocking King John's march. Said castle is owned by Derek Jacobi, with a beautiful young wife, who is, of course, attracted to the head knight.

Ingenious torture follows, along with the star of the movie: the siege. I don't remember it being done better. Between John making bloodcurdling threats and the Danes showing how to take a castle apart, including mining the walls. I really didn't know why they would drive a herd of pigs into the mine. Learn something every day.

All in all, a terrific little movie, made by some obscure Welsh film board. I told people on Jim Dunnigan's Strategy Page not to see it on a small screen. However, one of the guys saw it on a flight from Afghanistan to Singapore and said it really came through.

Now, short takes on two books that are second in their series. One is "Valley Forge," by that great writing team of Newt Gingrich and Bill Fortschen. As you know, I think their alternate Gettysburg was one of the truly great series *ever*. They're at it again, this time in the Revolution.

I haven't read the first volume. That was about Trenton. I intend to pick it up soonest. This one is terrific!

This book did give me an appreciation of the horrible conditions at Valley Forge and the behind the scenes politicking that brought it about. The book begins with Washington's army going into winter quarters and realizing Congress has prepared nothing. Compare the horrendous privations of Washington's rapidly dying army to the wonderful winter being spent in Philadelphia by the British and their Tory allies. That viewpoint is given by a Tory officer whose best friend is John Andre.

What really got me was the attention given Baron Von Steuben. They detail how he organized his approach to training the Americans and bring it to a roaring climax in the Battle of Monmouth. A damned fine read!

One negative note: somehow, Gingrich and Fortschen manage to get through this entire book without mentioning my family, who were Tory guerillas attacking Washington's supply lines at Valley Forge. Five of them got lynched after the war, even though they were well known for caring for the families of Continental soldiers. The black sheep of the family signed the Declaration of Independence.

The other book is a real surprise. We're all familiar with Eric Flint, who kicked off the great 1632 universe. He has another series going, based on an alternate War of 1812. In his, Sam Houston is wounded at Horseshoe Bend and is sent to Washington to recover. He organizes a real defense against the British. General Ross is wounded, not killed, at Baltimore and later becomes friends with Houston. Washington stands because of a solid fight, assisted largely by free blacks.

The Battle of New Orleans becomes the Battle of The Mississippi. Jackson wins with the help of a bat-

talion of blacks led by an Irish veteran of Napoleon's army.

I won't go into the details, but the result is the formation of a new country based on Arkansas. The country is peopled by Indians and freed and escaped blacks.

I didn't think much of the first book, "1812: The River War." I had already purchased the second book, "1824: The Arkansas War." The second one sat. Boy, was I wrong!

I finally picked up the second. You need to read 1812 first to enjoy 1824. It is worth your time! The second one has enough action, including a young abolitionist John Brown and a young Zach Taylor. It has some wild battles between American forces and the Arkansans, including armored steamboats!

This is an extremely powerful read because of another consideration, outside of the alternate war. There is tremendous interaction between Monroe, Henry Clay, John Adams, and Andy Jackson. The matter of slavery is being brought to a head because of the existence of Arkansas. The arguments and discussions are brilliant. How much of it might have happened is beyond my poor understanding of history. Probably not a lot, since this is happening decades before our own agony. But it is outstanding reading.

Think President Henry Clay and you start to get the idea.

So, one really good movie and a couple of very enjoyable books. Not a bad summer!

★★