

# The Kommandeur



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## From the President Charles Marshall

Hello members and a (belated) Happy Thanksgiving to you all! I enjoyed the time off with my family, ate far too much, but gave much thanks as well. Hope you did so too! It's appropriate at this time of year to thank you, the membership, for your continued involvement in our Society and our hobby. We couldn't do it without you! The same goes for the other members of our Officer Corps. I'd like to thank each and every one for the hard work and hours they put in to keep AHIKS moving forward as an active, enjoyable Society.

Your Vice President, Bert Schneider, has done a fantastic job surveying our membership and gathering the data we need to guide us in the direction you wish the Society to head. He's also begun work on the promotion end of things as you'll see in his article later in this issue. Thanks Bert!

Bob Best gets a big "Thanks!" from me for his tireless work as your Secretary. With membership on the rise, his has become a near daily job, processing applications, connecting with potential new members and making sure that joining up is as effortless as possible for our new recruits. His maintenance of our Society's vital data is a thankless but necessary job and his performance is second-to-none. (Did I mention that he's also gamemastering a **Richtofen's War** Campaign Game in the Online Games Forum?) Great work, Bob!

Another moonlighting GM is your Treasurer, Brian Stretcher. Maintaining an accurate account of the Society's treasury is obviously an important task and Brian's careful and long-range thinking will take this Society many years into the future without the worry of financial instability. It's probably not the most enjoyable job around but Brian never complains. His contributions to *The K* and his work as GM with the online **Wooden Ships and Iron Men** game/story "El Diablo Rojo" are simply fantastic. Check out the story unfolding in the Online Games Forum. Thanks a million, Brian!

Probably the most visible officer to the membership is our Match Coordinator, Duncan Rice. Duncan has been simply incredible in his role as the MC, cleaning up match codes, maintaining the Open Match Request list in a more up-to-date manner, and generating interest in tournament play. Without the time spent to personally connect with the membership this wouldn't be possible. His attitude, effort and willingness to think outside the box are truly admirable. Well done, mate!

Thanks as well to your Ratings Officer, Kenneth Oates! Although relatively new to the Officer Corps, Kenneth has been a valuable contributor to Exec discussions as well as the daily (and probably slightly tedious) job of maintaining the statistics crucial to both the AHIKS and AREA rating systems. His ability to "pick up the ball and run with it" has been invaluable during some critical times and I appreciate it! Thanks, Ken!

Your Judge, Dave Bergmann, has the unenviable position of occasionally being the final arbiter on rules disputes. Luck-

ily, we're a pretty agreeable bunch, but sometimes a vague rule needs clarifying and that's where Dave comes in. Obviously no single individual can be an expert on every game currently being played by the membership so my hat goes off to Dave and his "bravery" to even accept this task in the first place. I'm not sure I'd want to take on his job! Thanks Dave! On a related note: Any VITP "experts" out there? We have a situation currently that requires some extra knowledge of that game and if you'd like to help, shoot Dave an email at OPU-SONE1945@SONIC.NET. He'll appreciate it and you'll be helping your fellow gamers!

One way we help our fellow gamers is by offering pieces, rulebooks, and accessories to the membership, free of charge, in the form of the Unit Counter Pool. What other organization does that? None but ours! And the man who makes it all happen is your UCP Custodian, Brian Laskey. Not only must Brian warehouse all these parts and pieces but he also makes crucial decisions about requests that might seem a tad too needy: ("I've lost the boards, pieces, rulebook, charts and box from **PanzerBlitz**. Can I have those?"). Of course I jest, but that'll give you an idea of what Brian is sometimes up against. He's a faithful officer and contributor to *The K* as well. Keep up the good work, Brian, we appreciate it!

Finally, what you read here every two months would not be available if it weren't for the awesome job of your Editor, Omar DeWitt. The work put into this issue is a prime example. I don't think anyone would disagree that a significant increase in the production value of *The Kommandeur* has occurred under Omar's editorship. Compare it to issues before Omar's time and you'll see that, well, there's no comparison. That's due to Omar's attention to detail and the hours of effort put into each and every issue. He's done a stellar job and I thank you, Omar! Note there will be some changes upcoming in the method of delivery for *The K* in the future, but I'll let Omar tell you about that. Be sure to read his article on page 12 in this issue!

Since I'm obviously still in "Thanksgiving" mode let me send out another big "Thanks!" again to Mr. DeWitt for donating many excellent OOBs for games that were not previously represented in the OOB Library. **Chickamauga**, **Eylau**, **Supercharge**, and **Wagram** are just some of the additions he's donated. We've also received some additions thanks to Duncan Rice's OOBs for **Anzio: The Gamble That Failed!** Thanks guys! If you're looking for a particular OOB, check out the OOB page on the Members Only side of the AHIKS website ([WWW.AHIKS.COM](http://WWW.AHIKS.COM)). We have a growing library of Excel, Word, and PDF files of many games. But we could always use more! If you've got OOBs that you'd like to share with your fellow members, send them to me at [WM@AHIKS.COM](mailto:WM@AHIKS.COM). Your donation will be *greatly* appreciated!

While you're visiting Members Only, head over to the Library where you'll be seeing some newly posted back issues of

*(Continued on page 6)*

## 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: 27 November 2011.

Alan Poulter  
grognard@grognard.com

### NEWS

**Persian Incursion**, a Clash of Arms game on the political and military effects of an Israeli military campaign against Iran made the news recently: [http://www.foreignpolicy.com/articles/2011/11/08/the\\_persian\\_incursion](http://www.foreignpolicy.com/articles/2011/11/08/the_persian_incursion)

### NEW BOARD WARGAMES

#### Academy Games

**Strike of the Eagle** is the first game in their new Fog of War series of block games. It is an operational-level block game on the Polish-Soviet War of 1920 which uses secret order placing and action cards to simulate the campaign. It includes scenarios for 2-4 players. <http://academy-games.com/>

#### Avalanche Press

New in the Panzer Grenadier series, **Guadalcanal** is a stand-alone game covering the fighting between U.S. Marines and Japanese soldiers in 1942. Twenty-four scenarios are included. In the same series, **DAK '44** is a supplement with ten scenarios covering hypothetical battles in this campaign. They include Tiger, Tiger II, and Panther tanks, Hetzer tank destroyers and Wespe self-propelled artillery. This module is not playable by itself but requires ownership of **Afrika Korps**, **Beyond Normandy**, **Cassino '44**, and **Desert Rats** games. **Little Saturn** is another new supplement in the series, with 10 scenarios based on the battles of the Italian Eighth Army in the Stalingrad campaign. This module is not playable by itself, but requires the **Battle of the Bulge**, **Eastern Front**, and **Road to Berlin** games plus the **Fronte Russo** supplement. <http://www.avalanchepress.com/index.php>

#### Assault Publishing

From this new company is **Hind Commander**, a set of miniature wargame rules covering hypothetical conventional modern conflict, including helicopter gunships, tank-hunting missions, infantry insertions, gaining air superiority, and defending supply lines. [http://assaultpublishing.com/?page\\_id=53](http://assaultpublishing.com/?page_id=53)

#### Critical Hit

There are four new ASL compatible games available. **BdF II** has nine scenarios covering events in the Battle of the Bulge. **Facing the Blitz** is an updated edition of the Albert Canal map and scenarios, covering battles in Belgium in May 1940, while **Gembloux II** and **Stonne Heights** are updated editions of the popular Battle of France 1940 module. Conversely, **Tyrant's Lair II** takes place at the end of the Second World War in the battle in Berlin in April 1945. This new edition offers a four-map campaign. <http://www.criticalhit.com/>

#### Dan Verssen Games

**U-Boat Leader**, the latest in the Leader series, gives players control of a group of U-boats on missions in the Atlantic. <http://www.dvg.com>

#### GMT

**Combat Commander: Resistance!** is the latest in the series and covers partisans and their war behind the front lines against the Axis powers. <http://www.gmtgames.com/>

#### Grognard Simulations

**Pelelieu/Angaur** is the fourth game in the **Pacific Islands Campaign** series and covers fighting involving the 1st Marine Division and 81st Infantry Division trying to take a Japanese strongpoint. <http://www.grognardsims.com/>

#### Heat of Battle

**Special Forces II: Küstenjäger!** includes six ASL-compatible tournament scenarios on battles involving the German Küstenjägers. <http://heatofbattlegames.com/sf2.php>

#### L2

New are two remakes of old games. **Breakout: Normandy** is a deluxe edition of the classic Don Greenwood/Jim Stahler design covering the Allied invasion of France in World War II, while **Rommel's War** is a new edition of the classic Vance von Borries design on the North African campaign. <http://www.l2designgroup.com/>

#### Lost Battalion Games

**Sergeants Miniatures Game** is a card-driven miniatures game, which comes with 20mm pre-painted miniatures, and thick, two-sided, mapboard tiles which can be assembled in various ways. <http://www.lostbattaliongames.com/>

#### Red Sash

**Mistral** is the first game in the **Sea Lord** series covering the War of the Austrian Succession at sea, plus the concurrent War of Jenkin's Ear. <http://redsashgames.com/>

#### Victory Point Games

**Paul Koenig's Market Garden: Arnhem** is based upon the design of his **D-Day** series and is the first in the new **Market Garden** series. **Way of the Samurai** is an expansion kit for **Ancient Battles Deluxe** and offers 15 scenarios covering the Sengoku Jidai battles. It also requires ownership of **Expansion Kit 5: Design Your Own Battles**. Finally, **Leipzig 20** covers The Battle of Nations, 1813, and is the latest entry in the **Napoleonic 20** game series. <http://www.victorypointgames.com/>

#### Worthington Games

**Band of Brothers: Screaming Eagles** is a squad-level game on the exploits of the 101st Screaming Eagles during World War II. <http://www.worthingtongames.com/>

### NEW MAGAZINE WARGAMES

*World at War* #21 contains **The Rhineland War, 1936-37**, a strategic-level game on an alternative World War II in Europe, one that began in 1936. <http://www.decisiongames.com>

*Against the Odds* #34 contains **Right Fierce and Terrible**, on a naval battle from the Hundred Years War called “Right Fierce and Terrible.” There is a second game from the same designer, **Schwarm!** a solitaire game on German fighters trying to pick off a lone B-17.

Also new in “Campaign Study 3” is **Bradley’s D-Day** on American efforts all along the right flank of the Normandy landings. Designer is John Prados. Also included is a bonus solo mini-game, **War with a Vengeance**, on the V-1 campaign against Britain. <http://www.atomagazine.com/>

*Vae Victis* #101 Special Game Edition contains **Sicily 1943: Operation Husky** on the World War Two campaign in Italy. Also new from *Vae Victis* is **Fuentes de Onoro 1811**, which contains three games in the **Jours de Gloire** series: the titular battle, **Foz d’Arouce**, and **El Bodón 1811**.

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

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

*Battles Magazine* #7 contains **Growling Tigers**, covering the Siege of Changde, 1943. There is also a mini-game **800 Heroes**, on the Defense of Sihang Warehouse, Shanghai, 1937.

### NEW DTP WARGAMES

#### ACIES

New from this Italian company is **Masséna at Loano**, a two-player game on Napoleonic warfare at the regimental/battalion level. English rules are included.

<http://www.aciesedizioni.it/ingresso-eng.htm>

#### High Flying Dice Games

**Fighting Eagles: Aerial Combat in 1918** covers balloon busting and bombing missions, as well as the last battles of the Red Baron and Frank Luke and has many aircraft types. **Blitzkrieg Met: The Battle of Stonne** is the fifth game in the **Blitzkrieg in the West** series.

<http://talk.consimworld.com/WebX?14@@.1dd533a9>

### NEW WEB RESOURCES

#### FREE GAMES

**The Battle of Halle 1806** (in the La Bataille series)  
[http://www.labataille.me/Recession\\_Series\\_Games.html](http://www.labataille.me/Recession_Series_Games.html)

**The Battle of Mollwitz** (Christopher Salander)  
[http://www.theboardgaminglife.com/ArticlePages/mollwitz\\_rv1.aspx?GameID=101](http://www.theboardgaminglife.com/ArticlePages/mollwitz_rv1.aspx?GameID=101)

**How to Make War** (Mech War 2 variant)  
<http://www.armchairbrigade.org/game?game=HMWGame>

**Panzer Clash** (Andreas Propst)  
Rules: [http://boardgamegeek.com/file/download/7c5k3baq4w/Panzer\\_Clash\\_Rulebook\\_1.2\\_plain\\_text.pdf](http://boardgamegeek.com/file/download/7c5k3baq4w/Panzer_Clash_Rulebook_1.2_plain_text.pdf)  
Cards: [http://boardgamegeek.com/file/download/7cjp1c7orr/PANZER\\_CLASH\\_full\\_cardlist\\_2.0.pdf](http://boardgamegeek.com/file/download/7cjp1c7orr/PANZER_CLASH_full_cardlist_2.0.pdf)

**War against Russia** (Lou Coatney)  
<http://lcoat.tripod.com/war.html>

### OFFICIAL RULES

**1989: Dawn of Freedom** (Ted Torgerson/GMT) [http://boardgamegeek.com/file/download/80vrnx6squ/1989\\_Dawn\\_of\\_Freedom\\_Rulebook.pdf](http://boardgamegeek.com/file/download/80vrnx6squ/1989_Dawn_of_Freedom_Rulebook.pdf)

**Breakthrough : Cambrai** (MMP)  
[http://boardgamegeek.com/file/download/805j354319/BTC\\_Rulebook\\_9-27-2011.pdf](http://boardgamegeek.com/file/download/805j354319/BTC_Rulebook_9-27-2011.pdf)

**1805: Sea of Glory** (GMT) [http://www.boardgamegeek.com/file/download/7iwuyuca8x/1805\\_Living\\_Rules\\_10-10-11.pdf](http://www.boardgamegeek.com/file/download/7iwuyuca8x/1805_Living_Rules_10-10-11.pdf)

**No Retreat: the Russian Front** (GMT)  
<http://www.boardgamegeek.com/file/download/7i572y9f84/NoRetreat-LivingRules-2-1.pdf>

**Virgin Queen** (GMT)  
[http://www.boardgamegeek.com/file/download/7k6lq8esex/VQ\\_Rules\\_Final\\_Lo-Res.pdf](http://www.boardgamegeek.com/file/download/7k6lq8esex/VQ_Rules_Final_Lo-Res.pdf)

### ERRATA

**Armored Knights - Operation Gazelle** (Grogard Sims)  
[http://www.boardgamegeek.com/file/download/7hq4rz2cwf/Armored\\_Knights\\_FAQ.pdf](http://www.boardgamegeek.com/file/download/7hq4rz2cwf/Armored_Knights_FAQ.pdf)

**Crusader Rex** (Columbia Games) [http://www.boardgamegeek.com/file/download/7lvncioee0/CREX\\_FAQv1.2.pdf](http://www.boardgamegeek.com/file/download/7lvncioee0/CREX_FAQv1.2.pdf)

**Fighting Eagles** (Paul Rohrbaugh)  
<http://grogard.com/errata1/fighteag.txt>

**La Matz**, *Vae Victis* #24 (HC)  
<http://grogard.com/errata1/vv3.txt>

**No Peace without Spain** (Compass)  
[http://www.boardgamegeek.com/file/download/7hraw6m654/NPWS\\_Errata-Clarifications\\_10-10-11.pdf](http://www.boardgamegeek.com/file/download/7hraw6m654/NPWS_Errata-Clarifications_10-10-11.pdf)

**PQ-17 Arctic Naval Operations 1941-43** (GMT)  
[http://www.boardgamegeek.com/file/download/5txtdaoy45/POST-PUB\\_ERRATA\\_3.pdf](http://www.boardgamegeek.com/file/download/5txtdaoy45/POST-PUB_ERRATA_3.pdf)

### RULES TRANSLATIONS

**Les Batailles des St Albans**, *Vae Victis* #96 (HC)  
[http://boardgamegeek.com/file/download/7meyxr14yf/Downs\\_EN\\_1.2.pdf](http://boardgamegeek.com/file/download/7meyxr14yf/Downs_EN_1.2.pdf)

**Opération Husky, Sicile 1943**, *Vae Victis* #101 (HC)  
[http://boardgamegeek.com/file/download/7me7f8g0tt/Sicily\\_1943\\_Rules.pdf](http://boardgamegeek.com/file/download/7me7f8g0tt/Sicily_1943_Rules.pdf)

**Operation Nordwind**, *Vae Victis* #98 (HC)  
<http://boardgamegeek.com/file/download/7metm0ns80/NordwindEnglishRules.pdf>

**Les Rois Francs**, *Vae Victis* #100 (HC)  
<http://boardgamegeek.com/file/download/7mepqzwch8/RoisFrancs-english.pdf>

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## The VP's Corner by Bert Schneider

### AHIKS: Longevity, Sustainment, and Growth—Nov., 2011

The premier play-by-mail organization is AHIKS. AHIKS stands for Avalon Hill Intercontinental Kriegspiel Society (it has no connection with the Avalon Hill Company.) Since AHIKS was founded in 1966, other wargaming clubs have come into existence (notable were Sparta and IFW) and passed away. Probably the main reason for its longevity has been the lack of politics within the group. Instead of having two or three strong individuals or groups demanding different policies, AHIKS has had to scramble to find officers—often pressing the unsuspecting member into a vacant office. They have been uncommonly lucky over the years to find men willing to spend part of their hobby time doing necessary chores for the Society. Exceptions have occurred, of course. A president faded away leaving the Society without a head for a few months. Editors have occasionally found the work of publishing the Society newsletter too much to handle. But in the main, AHIKS has been luckier than most of its members appreciate.

The above excerpt was taken from the *Avalon Hill General Magazine* Volume #13 Issue #3: Avalon Hill Philosophy Part 57, which was published Sep/Oct 1976 (35 years ago). The article goes on to describe the services of AHIKS (Introductory Booklet, Match Coordinator, Judge, ICRK, OOB Sheets, and *The Kommandeur*). Overall, the article is very upbeat and positive about AHIKS.

With our membership demographic average age in the mid-fifties, what will be written about AHIKS thirty-five years from now and who will write it? Does anyone in our society really care? Do we need to actively recruit new members and more importantly, younger members? Many hobby groups (like Scuba Diving and Model Airplane hobbyists) routinely share within their hobby magazines the need to expand their membership and bring younger enthusiasts into their respective hobbies.

Recently, I ran a little experiment. I reached out to a couple of web sites that promote wargames to see if they would add a link to our society's web page. I asked Alan Poulter to post a link to the AHIKS.com web page on the Web-Grognards web page <http://grognard.com/clubs.html>. Alan Poulter, Eric Pass, and Skip Franklin have hosted a web site for wargames since 1995. Alan graciously took up my offer and not only posted a link but a bold banner up near the top of the page dedicated to clubs. The following screen shot shows you the prominence we've attained on this web page:



Getting a link to the AHIKS web page on the Web-Grognards web page was simple. While straight forward, my effort has been ad-hoc. I've only done this to "test the waters" so to speak. Before we continue with any kind of marketing crusade, the fundamental question still exists: do we as a society need to expand our membership to a younger demographic to enable the sustainment of AHIKS? If the answer is "Yes," then AHIKS will need an active marketing campaign. This marketing campaign may cost a few dollars (for flyers, booths at wargame conventions, ads, sponsored tournaments, and perhaps even promotional give-aways). Should we reward members who bring in a new member that is much younger than their own age?

With our membership's average age in the mid-fifties and if everyone lives to a ripe old age of 90 or so, then in 35 years, AHIKS will still be around. But what about after that? Some of us know what it is like to go back to the same Thanksgiving family get-together decade after decade and have the same dinner menu with the same dinner conversation. Like the Thanksgiving dinner analogy, I think AHIKS has cooked up some different menu offerings, over the past year. How about we spice things up a bit and invite some new guests?

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### Order of Battle pads— Free (you pay the postage)

Afrika Korps: (2)	Gettysburg: (2)
Anzio: (1)	Guadalcanal: (4)
Battle of the Bulge: (2)	Kriegspiel: (4)
Blitzkrieg: (1)	PanzerBlitz: (2)
D-Day: (2)	Tactics II: (2)

Sid Jolly: [sjj70673@Earthlink.net](mailto:sjj70673@Earthlink.net)

### A Stalingrad Tournament

A **Stalingrad** tournament is starting December 15, 2011. We have 13 participants communicating through Consimworld right now. Here is a link: <http://talk.consimworld.com/WebX?8@782.UfwrcieVUAS.13582720@.ee6c970>. Interested gamers can email me at [angiolillo\\_joseph@hotmail.com](mailto:angiolillo_joseph@hotmail.com).

## Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	Russian Front AH	Melvin Yarwood (36) P
1914 AH	Andrew Patience (1646) ES	Russian Front AH	Michael Mitchell (1086) ETV
Adv. Squad Leader MMP	Dennis Sheppard (804) E	SPQR GMT	Justo Perez (1656) V
Afrika Korps AH	Brian Britton (1603) Z	Squad Leader AH	Julie Buse (1665) VE
Afrika Korps AH	Sid Driver (1567) AV	Squad Leader AH	Chris Kenney (1667) FVEG
Afrika Korps AH	Paul Heiser (1051) P	Squad Leader AH	Melvin Yarwood (36) P
Afrika Korps AH	Omar DeWitt (44) V	Stalingrad AH	Brian Britton (1603) Z
American Civil War VG	Shannon McNamara (1639)	Stalingrad AH	Joseph Angiolillo (412)
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Stalingrad AH	Omar DeWitt (44) V
Anzio AH	Melvin Yarwood (36) P	Stalingrad AH	Sid Driver (1567) AV
Anzio AH	Greg Dilbeck (1363) P	Stones River Decision Games	Mel Yarwood (36) P
Anzio/Cassino Worthington	Games Duncan Rice (1394) EPS	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Arnhem SPI	Thomas Ten Eyck (826) EP	Tactics II AH	Julie Buse (1665) VGEP
The Arab-Israeli Wars AH	Dennis Sheppard (804) E	Twilight Struggle GMT	Ron Gregory (1366) E
Battles for the Ardennes SPI	Thomas Ten Eyck (0826) EP	Up Front AH	Duncan Rice (1394) V
Battle of the Bulge '65 AH	Dave Wallace (1643) EL	Victory in the Pacific AH	Greg Dilbeck (1363) P
Battle of the Bulge '81 AH	Derek Newall (1647)	Victory in the Pacific AH	Chris Kenney (1667) FVEG
Bismark '79 AH	Chris Kenney (1667) FVEG	A Victory Lost MMP	Ed O'Connor (1243) V
Bitter Woods AH	Greg Dilbeck (1363) P	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Bitter Woods AH	Ron Gregory (1366) EFLV	War and Peace AH	Stewart Nairn (1618) ESV
Bitter Woods AH	Melvin Yarwood (36) P	War and Peace AH	Andrew Patience (1646) ES
Blue and Grey I, II	Melvin Yarwood (36) P	Warriors of God MMP	Chris Hancock (565) CV
Borodino GMT	Justo Perez (1656) V	Washington's War GMT	Chris Hancock (565) CV
Borodino SPI	Melvin Yarwood (36) P	Waterloo AH	Joe Angiolillo (412)
Bull Run AH	Paul Heiser (1051) P	Waterloo AH	Paul Heiser (1051) P
Caucasus GMT	Chris Hancock (565) V	Waterloo AH	James Antalek (1098) P
Chickamauga WEG	Joseph Angiolillo (412) E	Waterloo AH	Brian Britton (1603) Z
D-Day 61, 65, or 77 AH	Brian Britton (1603) ZL	We the People AH	Clyde Longest (1413)
D-Day 77 AH	Sid Driver (1567) AV	World War I API	Andrew Patience (1646) ES
Drive on Paris Gamers	Bill Scanlan (275) E		
Eurofront 2 Columbia	Pete Menconi (146) V		
Fire in the East/			
Scorched Earth GDW	Daniel Davis (1635) CAS		
Flat Top AH	Chris Kenney (1667) FV		
Flight Leader AH	Julie Buse (1665) VE		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Fortress Europa AH	Ken Rutkowski (1398) PEVS		
Fortress Stalingrad S&T	Chris Harding (1591) E		
Frayser's Farm Decision Games	Mel Yarwood (36) P		
GCACW AH	Clyde Longest (1413)		
Gettysburg 77 AH	Jeff Miller (1303) V		
Gettysburg 64, 77, or 88 AH	Paul Heiser (1051) P		
Grand Fleet L2	Daniel Davis (1635) CAS		
Golden Horde: Kulikovo ATO	Albert Bowie (299) E		
A House Divided 1st ed. GDW	Andrew Patience (1646) ES		
Leipzig Decision Games	Mel Yarwood (36) P		
Kriegspiel AH	Dave Wallace (1643) EL		
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)		
Olympica Metagaming	Duncan Rice (1394) VEPS		
PanzerBlitz AH	Dennis Sheppard (804) E		
Panzer Leader AH	Dennis Sheppard (804) E		
Pacific War AH	Chris Kenney (1667) FVEG		
Ran GMT	Justo Perez (1656) V		
Russia Besieged L2	Michael Paul (1578) P		
The Russian Campaign AH	Paul Heiser (1051) P		

### Match Codes

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

### Match Coordinator

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

### PanzerBlitz Tournament – A Call for Interest

I would like to run a tournament for the original **PanzerBlitz** game in 2012. This is a call for interest prior to me putting any work into the project. It would be either a double elimination or round robin format, depending on the number of entrants. Players would each have two games going at the same time. They would be against the same opponent and playing either side. The aggregate score would determine victory because **PB** tends to be somewhat unbalanced. Format would be VASSAL preferred and email allowed. Players would be required to play a turn for each game every week. Exceptions would be allowed for vacations and other personal interruptions. Games would take about three months at this pace. Be aware that this could mean a two-year or longer commitment. So far one other person and I have expressed interest on the AHIKS forum. The tournament could go with as few as four people. If you are interested contact [MC@ahiks.com](mailto:MC@ahiks.com). Duncan Rice

(Continued from page 1)

*The Kommandeur.* Omar and I are working on posting as many back issues as possible, and it's my hope to form an online archive of every issue. In the coming months you'll see more and more back issues appearing as I have time to scan them in and get them posted. It's a good way to preserve our history as one of the longest lasting wargame societies, and it's a great way to stroll down memory lane.

As always, if you haven't had a chance to visit our website, I encourage you to do so. Our forum is seeing regular activity, both in posts to a wide range of topics and as a conduit for online game play. Along with our **Richthofen's War** and **Wooden Ships and Iron Men** games it appears a game of **Flight Leader** is about to start up. And, your VP and I are going to go "old school" (as in "ancient") with a game of **Alexander the Great**. Bert will be the Macedonians and I'll play Darius of Persia. It's a learner's game so if you've never played but would like to get a feel for the game, check it out! I'm sure we'll make a mistake or two along the way, but that's what it's all about. We'll also be using the Vassal pbem utility and posting our moves and screenshots, so hopefully we'll be able to shed some light on its use as well.

One last mention I'd like to make is to introduce our new Multiplayer Coordinator, Mike Kettman (#1067). Mike will be working to find new ways to increase the interest in and facilitate the play of multiplayer games within AHKS. We look forward to working with you, Mike, and welcome aboard!

That's it for now but, as always, Happy Wargaming everybody!

★★

## From the Editor

As you see, we are discontinuing the print *Kommandeur*. Therefore the only members who need send in money are the six who are receiving the renewal form. The rest of the print group should tell me how they want to receive their newsletter: download it from our web site or have me email it to them. The web version, which started out as an interesting diversion, has now become our main way to communicate.

A survey is attached. It will help me if you would take a few moments to fill it out and return it. I am particularly interested in your opinion on two or three columns of print on each page. Your editor gets feedback from most of the officers but only rarely from the membership. [It is somewhat surprising that a gaming society like ours has so few game reviews. If you have a newish game, we would certainly like to hear about it.]

Joe Angiolillo has promised to write for *The Kommandeur* in the near future on his involvement with **Axis & Allies**. It should be very interesting.

*Qmar*

## Want to Play Flight Leader?

Paul Pearson is willing to Game Master a multiplayer play-by-forum game of **Flight Leader**. This would be a Basic Game; however, an Advanced Game could follow if there is enough interest. The **Flight Leader** game would be similar to the **WS&IM** and **RW** forum games in progress, with the addition of VASSAL logs our readers could download to review the aircraft's movement. Note that VASSAL will not be a requirement to play in the game.

If you have interest, feel free to email Paul at [pjpr@ix.netcom.com](mailto:pjpr@ix.netcom.com), or PM AHpjpr on the AHKS Forum, or post in the "Online Games | Flight Leader" AHKS Forum topic.

★★



From The Imperial War Museum: a WWII game.



## The Ratings from Kenneth Oates

### OBSERVATIONS

It is great to see a steady stream of games being completed and reported. However, this cycle had its share of problems. It is great to receive that email (or letter) with the results of a match. Different members include different levels of detail, and it is interesting to get some insight on what went right, what went wrong. But this past two months' submissions had issues, which introduced inefficiency. Our reporting procedures have evolved over decades and are actually pretty efficient *when they are followed*. Here are some of the challenges I faced this time:

**No Membership ID Number.** This is used not only by AHIKS; AREA has also used our numbers for a long time. If you want proper credit, it needs to be included.

**Incomplete Name.** This is easy, usually, but a few reports contained only the first name, or a last name, or the real name, when a middle name was used when the person joined (or vice-versa!). They may have used just the email pseudonym (which may have little or no connection to someone's name). You get the picture.

**No Match Number.** This is a new feature, and it helps us know what matches are being completed and which are not, how many are outstanding, etc.

Most of these problems can be avoided simply by using the **Match Assignment Form** to report the conclusion of a game/match (or, as the cereal companies used to say on their boxes, a reasonable facsimile).

**Conduct Unbecoming.** It is OK to have a disagreement or different interpretation of the rules. I have a long standing one, in good humor, regarding the treatment of cavalry in **PanzerBlitz** with my friends from the eastern U.S. (I was raised and have lived all my life in Texas. A horse is *not* a vehicle!) This reporting period, I saw an ominous trend; there were more angry words. It could be the stress we are all feeling as we wind down 2011. Take a deep breath. There are services available to assist in resolving these issues through AHIKS: the Judge, or, as AH used to say in nearly all of its rules, make a friendly die roll.

Be careful what and how you say things in that email. I am pretty thick skinned, but the fact remains in an email there is no emotion, no tone of voice to indicate to the recipient that what you are saying is tongue in cheek or just good natured opponent bashing. Think twice before hitting that "Send" button! Know your opponent. Act like gentlemen. Things done in anger have consequences. I had in this group of reports one match with both games ending before they started; one match resignation was due to a comment which may have been overreacted to, and the swing was 95 points in the first and 75 in the second, a total of 340 points changing hands. We might take a lesson from the U.S. Senate. Even in debating from different positions, the opponent is called my friend.

### GAMES REPORTED

In every issue of *The K*, I provide a listing of the games which have been reported, not the names of the winner/loser (only the winning side, resignation, concession, and cancellations) which have been reported since the last issue. The chart was compiled as of November 25, 2011, so any submissions after that date will appear in the next list.

### 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. **Use the Match Assignment Form to report the games' outcomes.**

I do need your help. There are a number of games which have the same name; either they 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), published by both AH and Columbia, is another. 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!

Game Title	Publisher	Games Played	Winning Side	Cancelled	Resignation	Concession
Waterloo	AH	6	French (3)			
			PAA (3)			
Panzer Leader	AH	2	Allies (1)			
			Germans (1)			
War & Peace	AH	1	Allies			
RW	AH	1	?			
The Arduous Beginning	VPG	2	German (2)			
D-Day 77	AH	2	Allies (1)			
			Germans (1)			1
Bitter Woods	AH	2	None	2		
Stalingrad	AH	2	Russian		1	
			German		1	
ASLSK	MMP	1	Americans			
<b>Totals</b>		<b>19</b>		<b>2</b>	<b>2</b>	<b>1</b>

## Secretary's Notes Bob Best

Today is November 29. It's a beautiful fall afternoon here in California. The sky is blue, and I am looking out my den window at some very beautiful trees wearing their fall colors. There are different shades of red and yellow coloring with a little green thrown in to add just that right touch to the scene. It really makes you appreciate Mother Nature in all her splendor.

Thanksgiving has passed and I hope all of you had a really Great Holiday! I'm still feeling stuffed from all the turkey and dressing I've eaten over the past few days. I love the turkey leftovers and we cook enough so we have several days of turkey and trimmings left to snack on. I just finished a turkey sandwich as I sat here at my game table setting up a new game of SPI's **Antietam** that I am starting with our Editor Omar DeWitt. I really enjoy a good game especially on these long winter evenings when I have time to study out the tactical situations and plan out my moves. It makes for a fun experience, and I enjoy the friendship and the camaraderie of the event. I have several games going with different AHIKS members, and I must say that I enjoy playing with all of them. I hope you all are enjoying your gaming experiences in AHIKS as much as I am.

I am still running the **Richthofen's War** game on the forum. For those of you who have not visited the game yet, this is a quasi-roleplaying game using **RW** as the gaming platform. The scenario is set in June of 1916 just a few days before the Battle of the Somme. It pits the British No. 24 Squadron against Germany's JASTA 2. The squadrons are meeting over the trenches in the vicinity of Albert, France. I am trying to present the game as if each player was a real pilot assigned to fly the mission. The game is sort of a real life pilot's eye view of what might be happening on this aerial battlefield. It's lots of fun for me as I enjoy historical research, and I have quite an interest in military aviation. I have also interviewed a number of military pilots and I am drawing on their stories to help present the game to the players.

Brian Stretcher's second game of **Wooden Ships & Iron Men** – "El Diablo Rojo" is now underway on the forum. 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 two squadrons are approaching the point where action is imminent. Stop by and check out the action and post some comments if you like.

Charles Marshal has made both games easy to follow with the maps of the action that he has been posting with each turn. You can read the narrative and view Charles' map to see each move as it happens. Thanks, Charles, for all your great work with the maps! ☺

We have three Meet the Member submissions this time so lets get right into them.

New member Bill Byrne sent me his profile. Bill writes "I see in the latest issue of K that a couple guys took advantage of your "Meet the Member" invitation. So will I. Here's my profile:"

NAME: **Bill Byrne** AHIKS #1662  
 BORN: 9/18/52  
 PROFESSION: Librarian  
 YEAR STARTED GAMING: 2001  
 GAMES OWNED: about 90

FAVORITE SERIES: **Great Battles of the American Civil War** (all versions)

REASON: You can sense the drama unfold in just about as personal a way as a game allows.

Other hobbies: Civil War history, touring ACW battlefields, and following the Milwaukee Brewers

A memorable gaming experience : My Russians & Austrians coming from behind to win the Austerlitz scenario in GMT's **Triumph & Glory**.

OTHER COMMENTS: I played a little **PanzerBlitz** and **Diplomacy** from 1979 to 1987, but marriage, family, and work took me away from the hobby until 2001. At that point, heavily interested in the Great War, I discovered the SPW series, **Der Weltkrieg**, while doing an internet search for book titles. Tried it and like it, a lot. It led to other Great War-themed games such as **Over the Top** and **Landships**. In 2006 I branched out to Napoleonics in the form of **Triumph & Glory**, and thought it was the best thing ever. At the same time I re-approached the American Civil War, which I had left behind as a kid. Started by reading Shelby Foote's trilogy and playing **Blue & Gray**. Within two years I had moved on to **Great Battles of the American Civil War**, both the original SPI series and the current GMT series. Regimental-level ACW games have been my favorite niche since, but I'm looking forward to trying company/battalion level games such as **Rebel Yell**, Yaquinto's **Battles & Leaders**, and AH's **Devil's Den**. Also enjoy other tactical-level Gunpowder-era wargames, such as GMT's **American Revolutionary War** and **Musket & Pike** series.

I play face-to-face once or twice a month and currently have five PBEM games going. For PBEM I much prefer Cyberboard or Vassal but am willing to play simpler games via unassisted email.

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

Our second Meet the Member profile is from Steve Lapierre:

NAME: **Steve Lapierre**, AHIKS #1600

AGE: 48

ADDRESS: 493 School Street, Berwick ME

BACKGROUND: Started gaming at around 12 years old. **War At Sea** was my first game, bought it because the cover looked "cool"! Bought just about any AH wargame that the local hobby store got in and played them all many times over the years. Joined the U.S. Army as an intelligence analyst in 1981 and was on active duty for 10 years. Did lots of wargaming over those years but sold everything on Ebay about 8 years ago figuring I had outgrown it all and would never have the interest again. As the story goes, one thing led to another and I got back into it about 4 years ago and have been rebuilding my collection (and then some!) as I can. I haven't done any face-to-face gaming since around 1988 or so and have finally started doing that again after meeting Randy Heller a couple of years ago and am having a great time again with our hobby.  
 YEAR STARTED GAMING: Approx 1975



FAVORITE GAME AND REASON: A sentimental pick—**AH War at Sea**. It was my first game, and most importantly, at 12 years old I had no clue what I was getting myself into when I bought it, so my uncle sat down with me to read the rules and play it. He is the person responsible for my interest in military history and always encouraged me to read and learn more about it.

LEAST FAVORITE GAME AND REASON: Can't think of one that I dislike enough to give it that honor.

PET PEEVE: Purchasing something online and when delivered, the item is not at all in the condition described. Coming in a close second are unclipped counters with big dog-ears!!

HOBBIES: Wargaming, collecting military memorabilia, and golf.

MOST MEMORABLE GAMING EXPERIENCE:

OF THE PAST: Weekends of playing heavily-modified **Risk** with friends from my military service days. We made our own kitchen table sized map, adding in many additional countries, naval zones, global "hot spots" worth extra economic points, etc. We used the risk armies from 2 games, added in naval units, air power, armored units, and my personal favorite—military advisors!

OF THE PRESENT: My first game of **Panzergruppe Guderian** which I played against Randy Heller. A nail-biter of a game which ended in the nick of time as it was getting confusing trying to figure out who was surrounding who!

Thank you Steve for sharing your profile with us.

Our third Meet the Member profile is from Cory Wells:

NAME: **Cory Wells**, AHIKS #1312

AGE: Late 60s

ADDRESS: Western New York

BACKGROUND: Musician. I started when I was 13 playing in garage bands in my Neighborhood in Buffalo, NY. Joined the Air Force when I was 17. Lied about my age. Entered the talent contest called "Tops in Blues" with a vocal group and went all the way to the best in the Air Force. When I got out I had to support my family so I worked days in a furniture factory and Nightclubs at night. Went to CA and played the Sunset Strip for many years including the famous "Whiskey a-go-go". Cher for Sonny & Cher came into the club and offered me to tour with them. That's when I met my future partner Danny Hutton. A few years later we formed another group called "Three Dog Night." It was the beginning of a great ride.

YEAR STARTED GAMING: My wife bought me **Tactics II** for my birthday. It was 1971. I had never heard of these games but was intrigued. Those years from 71 to 75 I did very little gaming because I was very busy. In 1976 I started fooling around with **Tactics II** and **Luftwaffe**. I began to play **Air Force/ Dauntless** extensively for 3 to 5 years. I never had the opportunity to play other games and missed out on all the Classics.

FAVORITE GAME AND REASON: I would have to say **Air Force/Dauntless** and **Wings**. I like planes. I do not like overly complicated games.

LEAST FAVORITE GAME AND REASON: **Monopoly**. Its like being on a tread mill.

PET PEEVE: Gamers that think they know everything about every game and put you down because you don't.

*Hobbies: Fly fishing , reading, listening to other musical artists. Painting and figure painting, gaming and meeting new people.*

MOST MEMORABLE GAMING EXPERIENCE: My first PBM game in the late 80s with Meryl Rutz in a game of **Air Force**. The second was my first classic game of **TRC PBM** with Ron Brooker, an AHIKS member. The game lasted close to 4 years, starting in 2001.

GENERAL COMMENTS: I enjoy this hobby and want to play at least 50% of the games I own. I have my wife and daughters playing Euros on the holidays. I have played more FtF games since I moved back east then I ever did in the West.

Thank you Cory for sharing your profile with us.

I have two additional profiles that I will print next issue. 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 in the contacts section of *The K* or on the AHIKS website.

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

Scott Saunders 1664 Virginia Beach, VA

Julie Buse 1665 Yakima, WA

Mark Bayliss 1666 Chepstow, UK

Chris Kenny 1667 Leavenworth, KS

Bruce Gelinas 1668 Centerville, GA

And returning member:

Gary Gossett 0756 Burlington, WA

Lady and 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 in the contact information 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 and I hope you all have a *great* Christmas Holiday Season! ☺

★★

## Treasury Notes

Brian Stretcher



### No Dues Is Good News

As you have no doubt read elsewhere this issue, the print *K* will be discontinued after next issue. That means there will be no dues owing by anyone for 2012. The print *K* has been our single greatest expense for years now, and for the most part is an unnecessary cost, kept almost purely because of tradition. Almost every one of you has email or can access the internet, and so have access to a longer, full-color edition of your favorite newsletter anyway, produced at no expense to your society except for the sweat off Omar's brow. If you want a hard copy to read, you can simply print one out. That's what I do, because I still prefer my casual reading in print rather than screen form. If you have taken the e-reader plunge, I would think you would be able to read it on those devices as well, if you aren't already. So the print *K* is going the way of the dinosaur. Those half-dozen or so of you who have no online access will be provided for. Unless and until we come up with a means by which to spend our vast treasury, and/or expenses start significantly outstripping donations plus interest, dues shall remain zero. Can't beat that deal!

Now then, if most of you will not be sending in dues checks, I expect contributions to the Perpetual Fund to also drop to near zero. *Prove me wrong!!* If you believe your membership is worth something to you, send in what you believe it is worth: \$5, \$10, \$20, whatever you want. If you can support Public Radio and TV, pay for a bunch of cable TV stations that you don't have time to watch, buy games that you may never play just because you love that new game smell (*aaaahhhh!*), then surely AHKS is worth a few bucks to you! Send cash, check, gold bullion, or a money order today! Before you forget, which you know you will. Yes, I'm talking to you.

### Magical Me!

Since I have been doing this for a few years now, and we have quite a few new members and those who have been away for awhile, I thought I would jump on the bandwagon and tell you a little about myself this issue. Perhaps a couple of you will get the Harry Potter reference in the heading, just in case I start going on about myself!

I am 50 years old, looking forward to my first colonoscopy later this month (woo hoo!). I will be married 25 years in 2012, to a wonderful woman who at least tolerates my primary hobby. Two children, a son in college, and a daughter, a junior in high school who is an accomplished Irish Dancer. I am an attorney by trade, mostly family and criminal law, here in Southwest Ohio. Been doing that as a second career now since 1999. Before that, I was a scientist, earning my Ph.D. in chemistry in 1989. I won't bother you with how I got here from there.

I started gaming in the summer between 7<sup>th</sup> and 8<sup>th</sup> grades. The first wargame I ever played was the hex-version of TAHGC's *Gettysburg*, loaned to me by my band director. We met at the crossroads one summer afternoon, moved our armies to the tops of Seminary and Cemetery Ridges, and then sat there and looked at each other. Nevertheless, it was enough to get me hooked. Soon after that I bought my first game, *Stalin-*

*grad*. Still have it, and it remains in pretty good shape. By the end of that year (1974, I think), I was the proud owner of about a half-dozen or so wargames, including the **Wooden Ships and Iron Men** game that serves as the platform for the game on the forum.

I would estimate that I own about 400-500 games at this time, although a lot of those are magazine games. I used to keep a list, but that stopped once children came along. I rarely buy games these days, having mostly enough already to keep me busy, but I will still make a purchase once every couple of years or so. My favorite game of all time has to be the 1981 edition of **Third Reich**; despite its many flaws, it is still a heckuva lot of fun to play. But, if you take a look at my rating qualifiers, you'll see that I enjoy a great diversity of titles. My preference leans towards strategic-level games, but I'm not terribly picky. One game that I used to play a lot and miss is **Kingmaker**. Perhaps a forum game someday...

I am generally a pretty laid back kind of guy, but if I have to pick wargaming pet peeves it would be 1) overly-competitive players, and 2) players who just cannot figure out the rules and keep making the same errors, over and over again (no, we discussed that back on turn 4, you can only stack two units in a fort hex, not three). It's all about having fun, and stomping somebody who doesn't know the rules isn't any fun!

I do have some other hobbies as well, although the work thing limits my time. I am a National-level referee in the Soccer Association for Youth, which keeps me busy (and in shape) in the spring and fall (pet peeve there: fat referees; how can you keep up with 17 year old boys to make the appropriate calls if you weigh 300 pounds and can't see the ground because of your belly?). My wife and I like to travel, hike, and kayak. We like wine and good food. I try to read as much as I can, mainly military history, science fiction, and fantasy. My music tastes are eclectic, from classical, movie soundtracks, Celtic, folk, and some pop (Lady Gaga yes, rappy crap *no!*). No cable TV in the Stretcher household, but I do watch *Glee!*

So that's all news that is news. Hopefully I haven't bored you to tears!

### Treasurer's Report

Still little activity this period.

**Starting Checking Balance 10-1-11:** \$ 1,044.36

#### Income:

Dues: \$ 0.00

#### Expenses:

K Sep/Oct Printing \$ 64.44

Bank Paper Statement Fee \$ 2.00

**Checking Balance as of 12-1-11: \$ 913.48**

**Perpetual Fund Balance, 10-1-11:** \$ 3,316.19

**Interest Income through 10-31-11:** \$ 0.42

**Contributions:** \$ 0.00

**Perpetual Fund Balance 12-1-11:** \$ 3,316.61

**Operating funds in Savings, 10-1-11:** \$ 5,675.68

**Interest Income through 10-31-11:** \$ 0.73

**Operating funds in Savings, 12-1-11:** \$ 5,676.41

**Total balance in Savings, 12-1-11:** \$ 8,993.02

**Total Treasury, 12-1-11:** \$ 9,906.50

## Upcoming Events

The Paper Statement Fee is one of those things the Occupy Wall Street people would probably complain about. Buried on page 4 of a 5 page statement in July was an announcement that effective October, 2011, the bank would start charging a \$2.00 fee for those checking accounts still receiving paper instead of online statements. Of course, I did not discover that language until I went searching after the \$2 hit. And of course, when I went to make the AHIKS checking account online accessible, the website kept generating error messages every time after I clicked on the EULA agreement. The bank manager couldn't get it to work either. So I have to call the bank during certain restricted times to set up online access, to eliminate a tiny monthly fee that is still more than the tiny amount of interest we earn. Remembering to do that when I am at home before 9:00 PM EST has been a challenge. BOO!

Here's how we have done for the year:

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

### Income:

Dues and contributions \$ 270.00

Transfer from savings \$ 21.00

### Expenses:

K printing \$ 420.52

2009 Ironman Plaque \$ 40.60

Website/dieroller development \$ 362.40

Bank Fees \$ 2.00

Checking Balance 12-1-11: \$ 913.48

Net change in Checking Account for 2011: - \$ 534.52

Savings Balance 12-1-10: \$ 8,892.17

Interest Income: \$ 14.70

Net Transfers (contributions): \$ 86.15

Total Savings Balance, 12-1-11: \$ 8,993.02

Net growth in Savings balance for 2011: \$ 100.85

**Total treasury balance, 12-1-10: \$ 10,340.17**

**Total treasury balance, 12-1-11: \$ 9,906.50**

**Total treasury change for 2011: - \$ 433.67**

This represents a total decrease for the year of 4.19%. This is the second year running of a decrease in total treasury. Nevertheless, if we eliminate the cost of printing *The K*, we can remain revenue neutral for 2012 if we collect on the order of \$300 in contributions (instead of dues) and expenses remain the same. That would be less than a \$2 contribution from each member! A change this year was moving the savings money into a regular interest-yielding savings account instead of a CD, since the interest rates on CD's were less than the pitance a regular account offered and tied up the money for many months as well. Until interest rates go back up, a regular savings account is not going to generate enough passive income to cover expenses. Compare the \$15 we earned this year to 2007, when we earned some \$224 in interest, on less than \$5,000 in principal.

Until next time!

★★

**Jan. 13-16**, Columbia, SC

SCARAB 2012

<http://www.s-c-a-r-a-b.com/>

**Feb. 3-5**, Williamsburg, VA

ODMS WINTER CON

<http://www.odms-club.com/convention/index.html>

**Feb. 17-20**, Los Angeles, CA

STRATEGICON: ORCCON

<http://www.strategicon.net>

**Feb. 17-19**, Saint Paul, MN

CON OF THE NORTH

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

**Feb. 18-20**, Ottawa, Ontario

GAME SUMMIT 2012

<http://www.gamesummit.ca/>

**Feb. 18**, Valparaiso, IN

ARCTICON

<http://www.arcticon.webs.com/>

**Feb. 22-26**, Charlottesville, VA

PREZCON

[www.prezcon.com](http://www.prezcon.com)

**Feb. 25-26**, Phoenix, AZ

PHOENIX VUL-CON

<http://www.advancedgrafixonline.com/vulconsite/index.html>

**March 2-4**, Indianapolis, IN

WHO'S YER CON

<http://www.whosyergamers.org/wyngms/>

**March 8-11**, Lancaster, PA

COLD WARS

<http://www.coldwars.org>

**March 22-25**, Portland, OR

GAMESTORM

<http://gamestorm.org>

**March 31-Apr. 1**, Rochester, NY

SIMCON XXXIV: THE CON AT THE END OF THE UNIVERSE

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

**Mar 30-Apr 1**, Vancouver, BC Canada

TRUMPETER SALUTE

<http://www.trumpetersalute.com>

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

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## The print version of *The Kommandeur* is being discontinued.

We have about 235 members receiving *The Kommandeur* via the internet. We have 25 members receiving the print version. Obviously we have entered the electronic age. Of the 25, six members have no PC or have not notified us of an email address.

Producing two *Kommandeurs* for each issue is no longer a practical option, and I proposed to the other officers to stop the print *K*. The officer corps has agreed.

At one time, I wrote, "There will always be a print *K*." There will be, but it will be different. It will be the same as the web version, but it will be printed in color on 8½ by 11 paper from a computer. The results will be the same as if you printed it from your computer. Postage costs will vary, but I would expect about \$1.30 an issue. Printing costs will be about \$1 an issue. Therefore it will cost about \$14 a year to receive the print *K*. If any member is willing to do the job for less, let me know. If any member is able to print a sheet 17 by 11 and is willing to collate and mail six copies or so, let me know the cost per issue.

Right now, the plan is to send print copies to only the six who do not have an email address. If any of the rest of you feel you need a paper copy, the officers will review your requests individually; you must let us know, of course.

Issue 47/1 will be the last regular-paper copy. Hopefully, those 20 members who have internet access will notify us ahead of time so AHIKS can save money and not print your copy unnecessarily. If you wish the last paper copy, we would request (not demand, request) that you send Brian Stretcher the \$3 printing/mailing cost.

Renewal forms will be sent only to "the six."



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#### PUBLICATION DEADLINES

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.

**Deadline for next issue: January 31, 2012.**

#### 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. 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.

## Ian Daghish Has Died in a Plane Crash from Chris Geggus

I need to advise you all that Ian Daghish died in a plane crash in late July. Ian was, I believe, the European Regional Director before Murray Cowles and was a long time member of AHIKS. His name is also synonymous with ASL.

Ian was an experienced pilot and was flying his own plane with a 19 year old lad from the airfield on board when he suffered engine failure on take-off and could only bring it down on to a couple of houses. Both Ian and his passenger were pulled out alive, but with 80% burns Ian succumbed a couple of days later. His brother Andy wrote an obituary on Boardgamegeek in the wargames folder, and the BBC ran the story with photos. Over 300 people attended his funeral last week.

We might try and do something in Ian's name on behalf of the Army Benevolent Fund, which was his favourite charity for obvious reasons and is specified as such by Joy, his widow.

[If you would like more information, you can contact Chris at GEGGUS@SKY.COM. The following is an obituary that Chris sent.]

Over 350 people gathered at St Philips and St James' Church on Thursday, August 11th, to pay their respects at the funeral of Ian Daghish.

Ian, 59, tragically died having suffered extensive burns after the plane he was flying crashed into houses in Salford on Friday 29th July.

Ian lived in Alderley Edge with his wife Joy and two teenage daughters, Hazel and Fiona, where he was an active and very popular member of the community.

The service, conducted by the Revd Canon Professor Loveday Alexander, was attended by friends and family who came from across the country and from overseas.

They were joined by former school friends, current and past work colleagues, associates through the number of clubs and societies that Ian was involved with, people from the regiments he worked with and a representative from the Fire Service that rescued Ian after the crash.

Tributes during the services were given by Kevin Baverstock, a friend and historian, Nicholas Ridings, Chairman of the Parish Plan and a fellow member of The Edge Association, Helen Chambers, a close family friend for over 30 years, and Ian's youngest daughter Fiona Daghish.

Prayers were also said for Joel McNicholls, the passenger flying with Ian at the time of the tragedy, who also suffered extensive burns and is still very ill in hospital.

The family wanted to keep the funeral local to the village that Ian was so fond of, so the service was followed by a wake at the Festival Hall.

Ian's wife Joy said "I want to thank everyone for coming on Thursday and also for the generous donations to the ABF which are still coming in and exceed £1000 so far.

"The family have been comforted by the large number of cards, tributes, emails and phone calls."

Ian will be sadly missed by his friends, family and the local community.

★★



Ian Daghish



### Flodden 1513, Scotland's Greatest Defeat

by John Sadler, Stephen Walsh

Osprey Publications

Reviewed by Duncan Rice

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

Anyone interested in the long conflicts between England and Scotland will want to know about the Battle of Flodden. James IV is often criticised because of his loss at Flodden. It is a large part of why Scotland is not its own nation today. It is also the topic of *Flodden 1513: Scotland's Greatest Defeat*, a new addition to Osprey Publishing's *Campaign Series* of books.

The book has an excellent collection of photographs, drawings, and maps. However, there are some problems with these. The photos are interesting in themselves but they are difficult to relate to the subject. Country of origin describes armour and weapons. For example, a Swiss style helmet, an Italian Brigandine, or German field armour. But it is not clear whether these are examples of what the English, Scottish, or both used. There is also a photograph and very short discussion of the massive Scottish cannon Mons Meg given as an example of how the

Scottish outweighed the English in poundage of shot. However, it is a poor choice because Mons Meg was not at Flodden.

There is also a minor problem with the maps. They are aligned with North facing the bottom right of the book. This can be a little disorienting at first.

The illustrations, by Stephen Walsh, are quite good; however the reader needs to be aware that they are an artist's rendition and not primary sources, but they are an excellent inclusion.

The illustrations describe the battle well and include a numbered legend that describes the figures and action. The book cover is a reduced version of one of these.

The book goes beyond discussing the actual battle of Flodden. There is a brief discussion of the Anglo-Scottish war of 1513 and its origins. The author links the Anglo-Scottish con-

flict to the French invasion of Italy in 1494 and the eventual need for Scotland to decide between its agreements with England and France, as they became conflicting. I would have liked this section to be longer than six pages. It is good background, but the author could have demonstrated the links between events better. It is a good introduction for the uninitiated but leaves the reader wanting more.

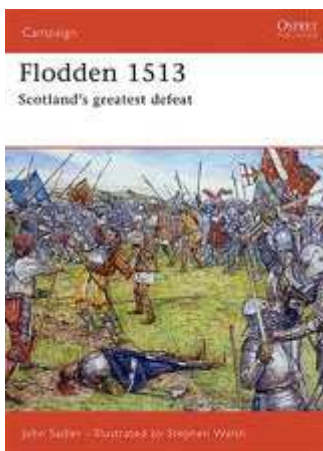
The section describing the commanders is also quite brief but there is continuous examination of them throughout. The author deals mainly with James IV of Scotland and Thomas Howard, Earl of Surrey, Second Duke of Norfolk. He counters the idea that James IV was an inept leader. James IV made errors at Flodden, and the author points out that personally leading the Scottish troops is often considered one of James IV mistakes but also expresses his recognition that this was necessary and was actually a strength. He also points to the government James IV left behind as an example of his strong leadership. We are left with an impression of how these men came across, physically and temperamentally.

The actual battle takes up most of the book, and it makes some interesting and surprising points. Firstly, the battle of Flodden was not necessary for the Scottish. The Scottish had achieved their goals, and the campaign would have been a success if they had dispersed rather than met the English at Flodden. There is a good comparison of weapons and tactics. The most surprising revelations are in the discussion of imbalances in the field. The Scottish had adopted Swiss methods of battle, they had greater weight of shot for their cannons, and they held the high ground. But these things, counter-intuitively, were disadvantages for the Scottish. This is the most interesting and well written aspect of the book.

Flodden is an important battle for the history of warfare. It was one of the last battles where the longbow played an important role. It was one of the first battles in which the cannon played a large part. It is also an excellent study of how imbalances in the men, leaders, equipment, and ground effect an outcome. Flodden was also decisive for the future of Scotland. It was an unnecessary battle for the Scottish and claimed the life of their King, James IV.

*Flodden 1513: Scotland's Greatest Defeat* has some failings. The graphics need more precise description and the background is vague. However, the discussion of the actual battle is excellent and more than makes up for the weak points. There are quite a few things to be learned about the leadership of James IV and how imbalances that appear to be advantages may actually be disadvantages. Failure to examine and recognise this was decisive at Flodden. Overall this is an excellent book but too brief. I enjoyed it and learned a great deal. I came away wanting to know more but was still quite satisfied.

★★





## Book Reviews

### Forty Miles a Day on Beans and Hay

The Enlisted Soldier Fighting the Indian Wars

by Don Rickey, Jr.

(c) 1963 University of Oklahoma Press

382 pages, maps, photographs

Although it does not describe one battle in detail, this is an excellent book. It, like few other military books, describes the soldier.

The Indian Wars discussed in this book ran from the end of the Civil War to December 15, 1890, when Sitting Bull was killed at his cabin on the reservation.

The enlisted soldier was a volunteer in times when other work was not readily available. Some men enlisted several times under different names. They might desert in Wyoming and reenlist in New Mexico. Men deserted because of their officers, their work, or their surroundings. Almost 30% of the enlistees deserted. Desertion was not considered an especially bad act; the army was mostly concerned with the loss of government-owned property that the deserters took with them. Of course, not all officers were good at their jobs. Soldiers put on courts marshal had to put up with whatever the officer(s) handed down. NCOs sometimes were more a menace than helpful.

The pay of the enlisted soldier was not great, although the author does not give an equivalent 2011 amount. Until a soldier was assigned to a unit, his pay was halved.

Food was never a reason to join up. Salt pork, hardtack, and coffee made up most meals, with beans a luxury sometimes added. Scurvy was not unusual. When a unit was in a favorable place long enough, some of the men would start a garden.

Liquor was always popular with most soldiers, and too much often got them into trouble. There was no mention of the soldiers making their own whiskey, however.

Until halfway through the Indian Wars, the soldier was given a rifle but little instruction on how to use it. Eventually practice was included! The army also had canon and Gatling guns; the latter were prone to problems and both were hard to carry into the wilderness. They were used in forts, which were occasionally attacked. In general, Indians were poor shots as well, although a few were quite good.

Today we are familiar with a few large forts of the Indian Wars time, but then there were many forts, some in very desolate areas. Those forts were not popular with the soldiers: no people, no alcohol, nothing to do.

In a fight with Indians, the soldiers were usually outnumbered. The individualistic Indians were not eager to fight when there was a reasonable chance of getting killed, so a well disciplined group of soldiers usually survived. Today, when we are concerned for the Indian, we forget what kind of a fighter he was. When Indians captured a live white man, torture, mutilation, scalping, then death were the results. Some soldiers eventually reacted the same way, but some were quite compassionate.

The army did little to provide recreation. Soldiers sang, talked, played cards, read, and played jokes on one another. Sports were sometimes played, but foot racing and horseshoe pitching were more popular.

While it was possible for an infantry man to become an officer, it was difficult, and only a very few succeeded in making the change.

There were fewer medals available during the Indian Wars. The Congressional Medal of Honor, the only medal authorized for heroism was available, and quite a few were bestowed at that time. On March 3, 1874, congress authorized the awarding of the Certificate of Merit, for heroism in combat. This medal also gave the recipient \$2 extra pay a month. By the Act of March 5, 1934, (60 years later) men who had received the Certificate of Merit could be issued the Distinguished Service Cross.

This is a well-written book and interesting to read. I found it on one of our trips to the forts in the Southwest, but you can buy it through the publisher. Recommended.

★★



Imperial War Museum model of HMS Lion

## Book Reviews

### Phillip II of Macedonia

by Ian Worthington

Yale University, 2008.

Hardcover: 303 pages, 33 plates, 3 figures, 6 maps. \$35.

Reviewed by Duncan Rice

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

If asked who was the greatest warrior-king of history many armchair generals would answer Alexander the Great and be able to put forward a convincing argument. But consider, what would Alexander be had Phillip II not ruled before him? What foundation would Alexander have to work with? Without Phillip and what he did for Macedonian policy, military, economics, and culture there could be no Alexander the Great. Phillip II laid the foundation for the great and vast Macedonian Empire, which Alexander would inherit.

This is a substantial claim and it is not the only one made in this book, which discusses Phillip II as his own man with specific aims and motivations. Phillip II is much more than simply a beneficial precursor to Alexander. Ian Worthington does a splendid job of examining Phillip II and what he did for Macedonia in this new biography.

To begin, Worthington presents a background of Macedonia including the people, society, and political structure. Phillip II inherits a kingdom that is on the brink of collapse in 359 BC. The army consists of poorly equipped conscripts unable to prevent Illyrian incursions from the north. The economy is dependent on eastern ports controlled by the Chalcidian League with whom relations were frequently difficult. In addition, Macedonia suffers from rapidly changing leadership – a dozen kings in a space of thirty years – and was rarely free from outside influence. It is clear that Macedonia before Phillip II was a fractured and weak state.

Worthington goes on to discuss Phillip's unification of Macedonia. This includes building a new army in order to end threats to Macedonia, securing the borders, taking control of valuable mining resources, and unifying the land by force. Phillip II is also a skilled diplomat. When he isn't actively attacking, he is maneuvering politically and diplomatically for advantages. Like a grandmaster chess player, Phillip doesn't wait for an opportunity – he creates it. There is almost no tool Phillip is unwilling to use. He brokers advantageous peace agreements, plays enemies against each other, uses bribery, or will outright lie if it is necessary. He demonstrates skill in the diplomatic and political arena particularly well when dealing with Athens. At one point I found myself wondering why the people of Athens kept believing Phillip and falling into his traps. Even Phillip's marriages are designed with an eye to gaining a political advantage. Worthington presents Phillip II as a hard drinker and carouser but an even harder fighter and negotiator.

Worthington relies heavily on Phillip's contemporaries for his information. This material is scarce and often only found as fragments or in secondary sources. More recent findings confirm some of this information. For example, Diodorus writes that the city of Olynthus fell after a number of assaults. Archaeological findings of sling bullets and bolt-heads from non-torsion catapults with "Philippou" inscribed on them support this. Educated speculation also plays a large part in the book. Worthington states that Phillip may have razed Olynthus as an example to other Greeks that resistance and interference in Macedonian politics – Olynthus gave refuge to claimants to the Macedonian throne – would not be tolerated.

This can be a challenging read at times. Names are difficult to remember. Cities and borders have changed. I was thankful for the maps included near the beginning. The preamble is a good primer and easily read. The book also concludes gently with a description and analysis of Phillip's assassination, a retrospective, and a discussion of Alexander. The bulk of the book is rich with information and deserves a close reading. Worthington states, "While my book is meant to be authoritative, it is also written to be accessible to a non-specialist readership." He's successful, but you will want to find a quiet place so that you can give his work the attention that it deserves. I would recommend *Phillip II of Macedonia* to any skilled readers regardless of their knowledge on the subject.

★★

### The Third Reich

by Roberto Bolano

Farrar, Strauss

Reviewed by Tom Oleson

The Chilean writer Roberto Bolano died 8 years ago at the age of 50. He is considered perhaps the finest contemporary novelist writing in Spanish. All of his novels have been translated into English.

Among his papers was recently found a 277 page novel entitled "The Third Reich" (Farrar, Strauss, \$25). Udo, the German protagonist, vacations on the Spanish coast "formulating a radical tactic to achieve Axis victory in his favorite game, **Third Reich**." He is "a national champion at war-strategy board games." The climax of the novel is a "rather dull match of **Third Reich** that Udo plays against El Quemado"—"the burned man," suspected of murdering another German tourist.

I lived in Madrid at this time, but do not recall the national championships referred to. I will ask my Spanish friends in the hobby if they do. Next, the movie?

★★

## 12.4 REINFORCEMENTS

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

1655 Andy Bouffard	Houston, TX
1656 Justo Perez	Miami, FL
1657 Robert Nash	Wellington, New Zealand
1658 Robert Fix	Sterling Heights, MI
1659 Robert Zmaczynski	Feeding Hills, MA
1660 Kim Meints	Waterloo, IA
1661 Jim Miller	Germantown, TN
1662 William Byrne	Madison WI
1663 Alan Tan	Singapore
1664 Scott Saunders	Virginia Beach, VA
1665 Julie Buse	Yakima, WA
1666 Mark Bayliss	Chepstow, UK
1667 Chris Kenny	Leavenworth, KS
1668 Bruce Gelinas	Centerville, GA

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

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



Part of a Japanese Zero from The Imperial War Museum.

## Survey

I would appreciate some input on *The Kommandeur*. You can circle your answers and email the results back to AHIK-SOmar@cableone.net. Many thanks.

Please rate the articles below. 1 is **excellent**, 5 is poor.

Game News by Alan Poulter	1 2 3 4 5
Upcoming Events	1 2 3 4 5
Book Reviews	1 2 3 4 5
Game Reviews	1 2 3 4 5
The President's Column	1 2 3 4 5
The VP's Column	1 2 3 4 5
The Secretary's Column	1 2 3 4 5
The Treasurer's Column	1 2 3 4 5
Open Match Requests	1 2 3 4 5
Ratings Information	1 2 3 4 5
The Editor's Column	1 2 3 4 5

Do you prefer two or three columns of text on the page? 2 3

What would you like to see in *The Kommandeur*?

What can you contribute to *The Kommandeur*?