

The Kommandeur



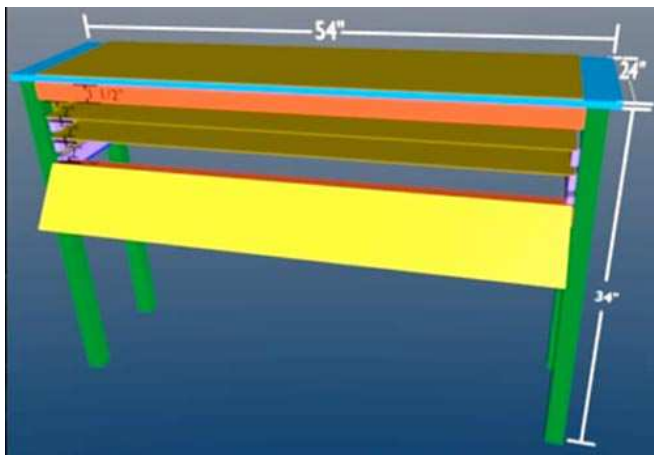
Volume 47 Number 2

A Publication of AHIKS

April 2012

From the President Charles Marshall

Hello AHIKS members! There's not much "news" to deliver this time around, so I've finally dug into my reserve supply of *K* article ideas for my contribution for this issue. VP Bert Schneider has prodded me to describe the game table I built several years ago and pass on my construction plans to any who might have thoughts of building one themselves. I started without any plans but created some basic orthogonal and perspective views using a free, little 3D modeling program called "Blender." I'm not sure if it's still available, but I would highly recommend looking for it or something similar since being able to build a "virtual" model of your game table before ever even buying wood, let alone cutting any, is a huge asset. Here is an image from that program showing the table with the cabinet open:



(Excuse the garish colors, but I wanted to be able to easily distinguish the separate pieces.) The table-top dimensions were meant to accommodate any AH "bookcase" mapboards (8x22) or flat box mapboards (14x22). I made one miscalculation, however. While most flat box games orient the mapboard "horizontally" or 22h x 28w (**D-Day, Battle of the Bulge**, etc) some are oriented "vertically" or 28h x 22w (**Waterloo, Alexander the Great**, etc). I failed to account for the latter so, when playing those, I end up with a little bit of mapboard hanging over the front and back edge of the tabletop. This means that, when ready for storage, I have to reorient the boards horizontally so as to fit them inside the cabinet. Also, if you're into "monster" games, this table won't fit the bill, but for most AH/SPI games it does nicely.

The table's cabinet will hold three games on three removable shelves which can be slid out and placed on the tabletop. At 34 inches, it's a fairly high tabletop, but I needed that height to accommodate sufficient knee-room underneath the three shelves. This is also the reason for limiting the number of shelves to three. Each shelf area is 2" in height so as to accommodate the storage of an ongoing block game or even shallow game boxes. The end result is a tabletop that is situated at

"sternum-level" when seated at the table. Over a long period of time this can get a bit annoying, and, if I'm taking a long time to complete a move, I will invariably alternate between standing and sitting at the table. Here are a couple of images of the finished table, again both closed and open:



As you can see, there is adequate space for a mapboard with some extra room for charts, rules, etc. The frame is made from birch (approx. four 8' sections of 1 3/8"). The sides, front, and top are made from a 4x8 piece of laminated pine. This is just Home Depot-quality stuff but that made it easy to find. However, anyone who has done some woodworking probably knows better and cheaper resources. This was my first creation so I just went "lazy" on acquisition of raw parts. After cutting everything to size I did some routing on all the edges. I just used a Dremel tool with a router attachment. I've since acquired a real router, and, if you think you might do more of this kind of work, I would recommend getting one. The Dremel tool with attachment did the trick, but it wasn't the cleanest job around. Some of my routed edges have minor nicks and gouges. Also, if you plan on routing the edges, get square

(Continued on page 15)

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: March 24 2012.

Alan Poulter
grognard@grognard.com

NEWS

Decisive Battles is a new game series by Turning Point Simulations (TPS). All 20 of the battles or campaigns in the famous Mitchell/Creasy text, **Twenty Decisive Battles of the World**, will be released by TPS over a five-year period, four games per year. The Series developers have chosen to not go sequentially but spread out the releases to cover a range of periods. The first four games will cover the battles or campaigns at Tours, Poltava, Stalingrad, and Joan of Arc's actions in the Hundred Years War.

TPS is offering the series in several packages, the first being a single package price (modified by shipping costs) for all 20 games (plus a "bonus" 21st battle that they believe might have been in the next edition if the book were modernized). There is also a "honeymoon" option that lets gamers sample the first four games and opt in for the entire series later, still receiving the complete series discounts.

<http://www.turningpointssimulations.com/index.cfm>

[Your editor was intrigued by this information and went on the web site and bought the whole package. The cost was \$425, which seems to include postage and an introductory solitaire game. See his article for more information.]

NEW BOARD WARGAMES

Academy Games

1812: The Invasion of Canada is the first in the **Birth of America** game series. Players take on one (or more) of the major factions that took part—British Regulars, Canadian Militia, Native Americans, the American Regular Army, and the American Militia. Players for each side must cooperate with each other in order to plan and conduct their campaigns.

<http://academy-games.com>

Avalanche Press

Soldier Emperor is a re-issue of a game for two to seven players covering the Napoleonic Wars in Europe, 1803-1815.

"Army Group South Ukraine" and "Panzer Lion" are both new 10-scenario books in the **Panzer Grenadier** series. **Eastern Front**, **Road to Berlin**, **Battle of the Bulge**, **Elsenborn Ridge**, and **Red Warriors** are also needed to play all the scenarios in these two books.

Battles of 1866: Frontier Battles is the first of three games using the game system in **War of the States**, with a few modifications for the European wars. It contains fourteen scenarios from the 1866 Austro-Prussian War.

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

Compass Games

The God Kings is a multiplayer, card-driven game covering the ancient wars of the Near East, from the 15th to the 13th century BC, using a game system based on **Hannibal: Rome vs. Carthage**. <http://www.compassgames.com/>

Critical Hit

Omaha West is the first of two new games containing scenarios covering the Omaha landings in the ASL Comp series, while, in the same series, **Pork Chop Hill** contains scenarios from the Korean War. <http://www.criticalhit.com>

Grognard Simulations

Death Ride Kursk: CSS Logistics Enhancement adds extra rules, charts, and counters to add logistic rules to all the **Death Ride Kursk** games.

Death Ride Salerno: 29th Panzer is an expansion containing new maps and counters for **Death Ride Salerno: 16th Panzer**. It requires the original game. <http://www.grognardsims.com>

Lock 'n Load Publishing

Nuklear Winter '68 is an alternative history game, which takes place in the nuclear wasteland of the former Third Reich. <http://www.locknloadgame.com/>

MMP

Roads Through Rome, the eighth action pack for the **Advanced Squad Leader** series, focuses on the Allied drive through Rome and up the Italian peninsula. Its ten scenarios require all ASL core modules.

Breakthrough: Cambrai is an area-movement game driven by impulse mechanics (like those in **Breakout: Normandy**) and covers the British assault on the Hindenburg Line in 1917. **Where Eagles Dare: The Battle for Hell's Highway** is a sequel to **The Devil's Cauldron: The Battles for Arnhem and Nijmegen**, and allows players to play out the entire operation at a tactical level. <http://www.multimanpublishing.com>

Victory Point Games

Waterloo 20, Second Edition, introduces improvements and enhancements to the game that launched the **Napoleonic 20** game series

Nebulas and Nanotechs is the second expansion kit for **PARSEC** and allows players to make more discoveries and provides additional rules, counters, and cards.

Franco-Prussian War 40 is the first game in the **von Clausewitz** series, and uses Friction Points to replicate Clausewitzian tactics. <http://www.victorypointgames.com>

Worthington Games

First Bull Run: 150th Anniversary Limited Edition has only 525 copies. Designed by Richard Berg. **Blood & Sand** is the latest game in the **Great Campaigns of WWII** game series, and covers the North Africa Campaign. <http://www.worthingtongames.com/>

NEW MAGAZINE WARGAMES

Strategy & Tactics #273 contains **Reichswehr & Freikorps** designed by Brian Train and Ty Bomba.

World at War #23 contains **Pacific Battles: Guadalcanal**, designed by Joseph Miranda. <http://www.decisiongames.com>

Vae Victis #103 Special game edition contains **Syracuse**, on the siege of Syracuse during the Peloponnesian War. <http://vaevictis.histoireetcollections.com/en/>

[On a hot streak, your editor also bought this issue and two others.]

NEW DTP WARGAMES

Konev's Gambit covers the battle for the capital of Nazi Germany. It is an expansion game for **Zhukov's Final Victory**. Combining both games allows three players as participants, taking on the roles of the German Army and the two Soviet Front commanders.

Courage Under Fire covers the assault on An Loc during the North Vietnamese Easter Offensive in 1972. The game uses area movement.

A Bold Fight details the Battle of Mobile Bay fought on August 5th, 1864, one of the most violent and decisive naval battles of the American Civil War. It uses a standard deck of cards to activate warships and fortress batteries and resolve combat such as gunnery, ramming and torpedo/mines. <http://www.hfdgames.com>

Schutze Games

Poland Crushed covers the German invasion of Poland. http://www.geocities.com/schutze_games/

TCS

Fairfax's Revenge: Battle of Langport 1645 is a "Print 'n Play" game on the English Civil War battle. <http://wargamedownloads.com>

NEW WEB RESOURCES

OFFICIAL RULES

No Retreat: the Russian Front (GMT)

<http://www.boardgamegeek.com/file/download/8uojvlt4q7/NoRetreat-Rules-v2.pdf>

ERRATA

The God Kings (Compass)

http://boardgamegeek.com/file/download/8xncau2wpz/FAQ_Errata_031412.doc

King Philip's War (MMP)

http://boardgamegeek.com/file/download/8pi8ep2ls0/KP_War_QA.pdf

Seikigahara : unification of Japan (GMT)

http://www.boardgamegeek.com/file/download/8t8hf53h6r/Seikigahara_Q%26A.docx

Twilight's Last Gleaming 2 (DG)

http://boardgamegeek.com/file/download/8spooxfmyl/S%26T225_TLG2_Rules_summary_%26_errata.pdf

RULES TRANSLATIONS

Grunwald 1410 (Taktyka i Strategia)

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

Kosovo Field 1389 (Taktyka i Strategia)

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

Kursk 1943 (Taktyka i Strategia)

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

Moscow 1941 (Taktyka i Strategia)

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



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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: May 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.

Secretary's Notes Bob Best

And the winner is...

I'm sure that all of you have been wondering who our Meet the Member drawing winning will be. Last issue we announced that any member submitting a Meet the Member résumé for publication by March 25, 2012, would be entered into our drawing for a new shrink-wrapped copy of Avalon Hill's **Bitter Woods** game.

AHIKS member Randy Heller graciously donated the game for the drawing. For those that may not know, Randy is also the game's designer. A big Thank You to Randy for his contribution.

So, with out further ado let me announce the winner ... drum roll here...

Jeff Miller, AHIKS # 1303

Congratulations Jeff! I know you are going to enjoy the **Bitter Woods** game! ☺

I would like to thank Jeff and the other members who shared their profiles with the association so far. I still have several profiles for publication in the next few issues, but I would encourage everyone to consider sending in his profile for future publication. We may have additional drawings for games in the future and everyone who has submitted a profile will continue to be eligible for any future drawings we may hold. So keep those profiles coming! ☺

We have Jeff Miller's Meet the Member résumé.

Jeff Miller AHIKS ID# 1303

Born: 1958

Address: 263 Buchert Road, Gilbertsville, PA

Background: I have a 4 year degree in business management/accounting and a minor in military history. I've worked in Retail Management for more years than I care to admit.

I started gaming in 1971 when my aunt gave me a copy of AH's **Gettysburg**, which was then followed by my purchase of **Panzerblitz** and **Blitzkrieg**. I still have all three of those games, although they have followed me around the country from Massena, NY, to Richmond, VA, and Anderson, IN, plus a lot of points in between. Currently I have around 300 games or so. I finally settled down a bit and furnished off our family room with a game cabinet and shelving built in for the games.

I guess my favorite game would be **ASL**. The full system lets you recreate just about any action from WWII. With all the scenarios out there you never have to play the same one twice, which gives a fresh feel to every game when you sit down. The learning curve can be a bit steep, but I started out with **SL** and worked my way up to there. Although I do remember it took two years or so of having the ASL rulebook before I actually made the jump.

I'm not sure I have a least favorite game. I'll pretty much play anything. My daughter and her girlfriend play a good bit of **Dominion** [at which I seem to lose—a lot] and **Settlers of Catan**—which, while not wargames, are fun.

Favorite memory, humm.... winning the '92 **SL** Tournament at AvalonCon. On the other hand my daughter went to the last BPA and we had a great time. Although she is more into the **Age of Steam**, **Catan**, etc.. Still a lot of fun, always wrapped up the days grabbing a couple of beers and taking a walk around looking at some of the other games being played late at night.

Three thoughts on AHIKS. Looking at the games wanted to play it appears that most of them are the old titles. Nothing

wrong with that, I have pretty much AH's entire line of games along with the VG's. However some of the new stuff is pretty cool and in most cases the learning curves are simple compared to **A3R**, **Gettysburg 77**, **ASL** etc., so take a chance and try some of the new stuff. I'm currently getting into more of the card driven game types and just picked up **Twilight Imperium**.

Second, I still think we need an AHIKS team at BPA. So let me know if anyone has any interest. I have a post on the forum about this also.

Third, AHIKS has come a long way in the last 2 years or so. Especially with the on-line presence. I think we are certainly headed in the right direction. Thanks to all of the officers for raising the bar!

Thank you Jeff for your kind words about the direction of AHIKS and also for submitting your profile for publication. I hope you will soon be adding **Bitter Woods** to your list of favorite games as well!

As Jeff mentioned, interest in the forum has been increasing. While we had our original forum host decide to close his business in February, Charles Marshall successfully migrated our forum to a new host company, and we are back up and running again with only a minor disruption of service. There has been at least one person so far who had difficulty reestablishing their password, but the problem was easily corrected once Charles was notified. If anyone has any computer issues with the forum or with the "members only" section of the website please contact Charles Marshall or any of the Executive Committee, and we will make sure that the right person is notified and the problem corrected as soon as possible.

As I said, interest in the forum is increasing. We now have four games playing or about to start there.

I am still running the **Richthofen's War** game on the forum. For those of you who have not visited the game yet, **RW** is being run as a quasi-roleplaying game. The scenario for the game is set in June of 1916 just a few days before the Battle of the Somme. The fighters of No. 24 Squadron and JASTA 2 are meeting over the trenches in the area near Albert, France. The game is trying to present a real life pilot's eye view of what might be happening if you were flying a real life combat mission. Come by and visit.

Brian Stretcher's **Wooden Ships & Iron Men**—"El Diablo Rojo" is also running 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. This is also a quasi-roleplaying game, and there is a bit of hesitation from the "fog-of-war" as ship captains are trying to determine the exact situation. Combat has started and some ships have taken damage. Stop by and check out the action and post some comments if you like. ☺

Charles Marshall and Bert Schneider are playing a learning game of **Alexander the Great**, a golden oldie from Avalon Hill. They're using Vassal as their PBEM utility of choice but are posting screenshots and perhaps even moves for all to see. The forum topic heading is "Alexander the Instructor" in the On-Line Games section. If you're wondering about the topic heading, it's because this is a learner's game. Charles and Bert are hashing out rules questions as they go along, and they will be referring to old articles from the AH *General* magazine.

Paul Pearon is starting a game of Avalon Hill's **Flight Leader**. The game is about to get underway, and it features a

Vietnam War era aerial combat scenario. Paul will be using some Vassal game applications for moves and will also be using regular email for the players who are not familiar with Vassal. If you like air action, come by and check it out.

As reported last issue, this will be an election year for AHIKS. All of the officer positions will be up for election in December. Each volunteer officer serves a 4-year term. If you are interested in running for one of the officer positions, please submit your notice of candidacy for the position you are interested in. So far, the Executive Committee has not received any notices of candidacy.

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

Francesco Faraci # 1677 San Donato Milanese, Italy
 Pat Yakey # 1678 Mode, IL
 Lawrence Hung # 1679 Aberdeen, Hong Kong
 Eric Lai # 1680 Happy Valley, Hong Kong
 David Zimmerman # 1681 Myerstown, PA
 Sean Walker # 1682 Conyers, GA

Gentlemen, *welcome* to AHIKS!

I have one last item. Last issue I wrote an article for *The K* about roleplaying games and playing them on the AHIKS forum. I planned to place the article on the forum and invited members interested in roleplaying games to email me, or post on the forum. This was just before the forum went down, and I did not get the article posted for a few weeks. It is posted now under the "General AHIKS Discussion Topics" heading. I did receive an email from one interested person, and I invite anyone else who might be interested to take a look and post any thoughts you may have on roleplaying games.

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 ☺



Jeff Miller's game shelves.

Multiplayer Games

by Mike Kettman

Looking through my game collection as I was shifting them to a new storage unit, I came across my copy of **Diplomacy**. This discovery reminded me of the many multiplayer games that I participated in during my gaming career. I thought that it would be great to be in another multiplayer (MP) game now that I had additional time for my hobby. My thoughts, of course, went to AHIKS. I went to the AHIKS website and did not see anything that really dealt with MP games. I did note that there was a Multiplayer Coordinator (MPC) position. I contacted the individual and found out that there was very little going on in the MP area. After consulting with Charles Marshall, I decided to undertake the role of MPC and see if I could generate some interest in MP games. This position deals with games that are different from **WSIM** and **Flight Leader** that are now being played. This position will focus more on games where players represent “powers” such as in **War and Peace**, **Empires In Arms**, **Third Reich**, etc. For this purpose, a separate Open Match Request listing for MPC games will be placed on the AHIKS website. My role will be to coordinate the start of MP games once the agreed upon number of players has been achieved. If necessary I will act as Game Master (GM) if the players so prefer.

Other duties that may become part of the position include the following: receive requests to be part of a multiplayer game and posting such to the AHIKS website; recruit additional players for a multiplayer game as well as midgame replacement players; provide starting information to the GM; provide player aids, established and accepted rules clarifications and changes, and the format on how moves will be submitted; establish the “administrative rules” for the MPC game—due dates for moves, how combat will be resolved, version and scenario to be played as agreed by the players; coordinate moves from players and provide the info to the GM; follow up with players who are delinquent; provide a running account of the game to the players and perhaps post to the AHIKS website; provide a summary of a game or summary of turns in an article in *The K*; provide results to Kenneth Oates for tracking purposes; and assist in resolving disputes and rules interpretation using other AHIKS officers.

So I invite you to begin submitting your ideas on and requests to participate in a MP game. Send your name, AHIKS ID#, game, position you would prefer, and if you are interested in being a MG to mokbuck@hotmail.com. Once I have received enough info I will post it to the AHIKS website.

I hope to hear from many of you and see a number of MP games getting underway in AHIKS!

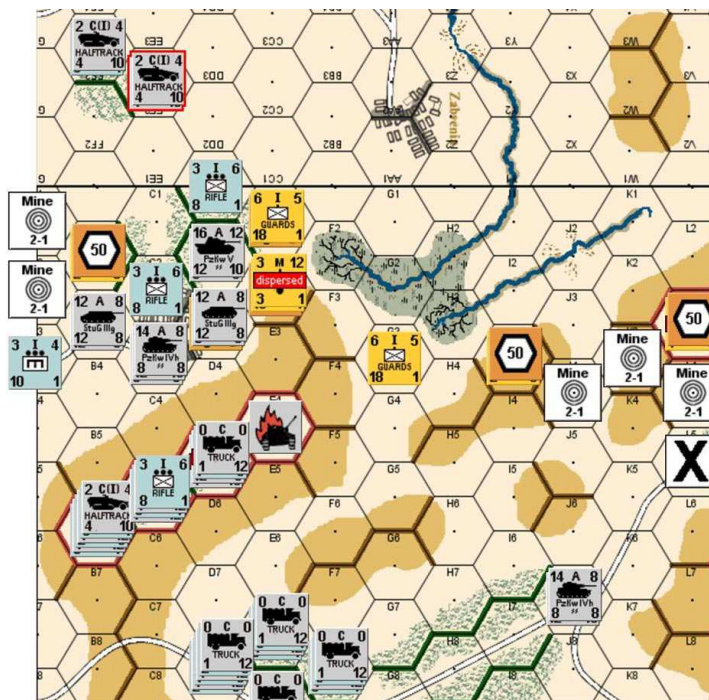


From the Match Coordinator

Duncan Rice

The match request office has been unusually quiet for two months and the match request list is too darned long. Here’s what you can do about it. First, keep the MC office informed. If you have any games on the list that you are no longer interested in let me know so that they can be deleted. I am more than happy to add or amend any request as well. Better yet, take a look down the list and see if there are any matches that interest you. There’s a lot there to choose from.

The AHIKS **PanzerBlitz** tournament is in progress. We are playing the first of five rounds in a double-elimination format. The first situation is #8, *Russian Organised Defense: German Relief On the Korsun Pocket*. One result is in with Randy MacInnis resigning to Duncan Rice. In our first game, Randy’s Germans got held up on the hills and blocks while my Russians inflicted significant damage to the German armour from fortified positions. In our second game my Germans kept Randy’s Russian CP dispersed and unable to spot with two panzer platoons supported by long range mobile artillery. Meanwhile my Germans punched a small gap through a built up and forested area granting the German troops a narrow but viable escape. It’s great to be playing this classic again. Thanks Randy! And thanks to everyone who signed up for the tournament! Remember that you have until June 1, 2012, to send in a decision for the first round.



Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	The Russian Campaign AH	Greg Dilbeck (1363) P
1914 AH	Mike Kettman (1067)	The Russian Campaign AH	Paul Heiser (1051) P
Adv. Squad Leader MMP	Dennis Sheppard (804) E	The Russian Campaign L2	Art Dohrman (1551) EV
Afrika Korps AH	Brian Britton (1603) Z	Russian Front AH	Melvin Yarwood (36) P
Afrika Korps AH	Sid Driver (1567) AV	Russian Front AH	Michael Mitchell (1086) ETV
Afrika Korps AH	Paul Heiser (1051) P	SPQR GMT	Justo Perez (1656) V
American Civil War VG	Shannon McNamara (1639)	Squad Leader AH	Julie Buse (1665) VE
Anzio (6th ed, revised map)	AH Tom Oleson (111)	Squad Leader AH	Chris Kenney (1667) FVEG
Anzio AH	Melvin Yarwood (36) P	Squad Leader AH	Melvin Yarwood (36) P
Anzio AH	Greg Dilbeck (1363) P	Stalingrad AH	Brian Britton (1603) Z
Arnhem SPI	Thomas Ten Eyck (826) EP	Stalingrad AH	Joseph Angiolillo (412)
Arab/Israeli Wars AH	Dennis Sheppard (804) E	Stalingrad AH	Sid Driver (1567) AV
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Stones River Decision Games	Mel Yarwood (36) P
Bismark '79 AH	Chris Kenney (1667) FVEG	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Bitter Woods AH	Greg Dilbeck (1363) P	Tactics II AH	Julie Buse (1665) VGEP
Bitter Woods AH	Ron Gregory (1366) EFLV	Twilight Struggle GMT	Ron Gregory (1366) E
Bitter Woods AH	Melvin Yarwood (36) P	Victory in the Pacific AH	Chris Kenney (1667) FVEG
Blue and Grey I, II	Melvin Yarwood (36) P	A Victory Lost MMP	Ed O'Connor (1243) V
Borodino SPI	Melvin Yarwood (36) P	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Bulge '65 AH	Dave Wallace (1643) EL	Warriors of God MMP	Chris Hancock (565) CV
Bull Run AH	Paul Heiser (1051) P	Washington's War GMT	Chris Hancock (565) CV
Caucasus GMT	Chris Hancock (565) V	Waterloo AH	Joe Angiolillo (412)
Chickamauga WEG	Joesepe Angiolillo (412) E	Waterloo AH	Paul Heiser (1051) P
DDay 61, 65, or 77 AH	Brian Britton (1603) ZL	Waterloo AH	James Antalek (1098) P
DDay 77 AH	Sid Driver (1567) AV	Waterloo AH	Brian Britton (1603) Z
Drive on Paris Gamers	Bill Scanlan (275) E	We The People AH	Clyde Longest (1413)
Eurofront 2 Columbia	Pete Menconi (146) V		
Fire in the East/			
Scorched Earth GDW	Daniel Davis (1635) CAS		
Flight Leader AH	Julie Buse (1665) VE		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Flight Leader AH	Pat Williams (1669) EV		
Fortress Stalingrad S&T	Chris Harding (1591)		
Fraser's Farm Decision Games	Mel Yarwood (36) P		
GCACW AH	Clyde Longest (1413)		
Fury in the West AH	James Antalek (1098) PEV		
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		
Leipzig Decision Games	Mel Yarwood (36) P		
Ici c'est la France			
Legion Wargames	Martin Svensson (1466) Z		
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)		
Panzer Blitz 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		
Red Storm Over Reich CG	Lawrence Hung (1679) FLV		
Richtofen's War '72 AH	Scott Saunders (1664) EF		
Russia Besieged L2	Michael Paul (1578) 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@AHKS.COM

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.

1677	Francesco Faraci	San Donato Milanese, Italy
1678	Pat Yakey	Mode, IL
1679	Lawrence Hung	Aberdeen, Hong Kong
1680	Eric Lai	Happy Valley, Hong Kong
1681	David Zimmerman	Myerstown, PA
1682	Sean Walker	Conyers, GA

The VP's Corner by Bert Schneider

Mano-a-Mano

...or eye to eye, man-to-man, one-on-one, person-to-person, vis-à-vis, woman-to-woman, or just plain face-to-face—that is what wargames were really designed for—playing face to face.

While a great deal of our membership enjoys playing wargames via email or mail and many like to play solitaire, many of our members yearn for the days when they were in high school or college and had many wargame players to do battle with. Many of us live busy lives now and with our AHIKS “corps” scattered all across the globe, most of us resort to playing a game long distance. There are many advantages to playing via email or mail; one good reason is that it gives a player time to orchestrate “the perfect attack or defense maneuver.” However, I’m sure that I’m not the only one in AHIKS who enjoys pushing counters around on a board in the company of a fellow wargamer!

I recently had the honor of playing a face-to-face game of **Worthington Games'** fast-action game of **Boots on the Ground** with Omar DeWitt. Omar and his wife were visiting southern Arizona recently, and he and I were able to link up for a face-to-face game. Omar said he liked the review I wrote about **Boots on the Ground** in our last issue of *The Kommandeur*, and, given that this game is fairly easy to learn, we decided to give it a try. Keep in mind that **Boots on the Ground** is a game about counter insurgency warfare in an urban situation. Players control individual soldiers and insurgents. The game can be played solitaire, two-player (cooperatively or competitively), or three-player (one playing the insurgents and the others playing either cooperatively or competitively). We picked the “Hostage Run” scenario and decided to play cooperatively. The game mechanic calls for a drawn card to drive the actions of the insurgents.

According to the Hostage Run scenario card, there are two to four hostages located in one building with two insurgents. There are ten other insurgents scattered in the windows and doors of several buildings, in the area. Two teams start at different ends of the game board. All four hostages need to be retrieved and taken to “Zulu” with at least six combined team members. Many more insurgents “pop up” throughout the game and aggressively attack both teams.

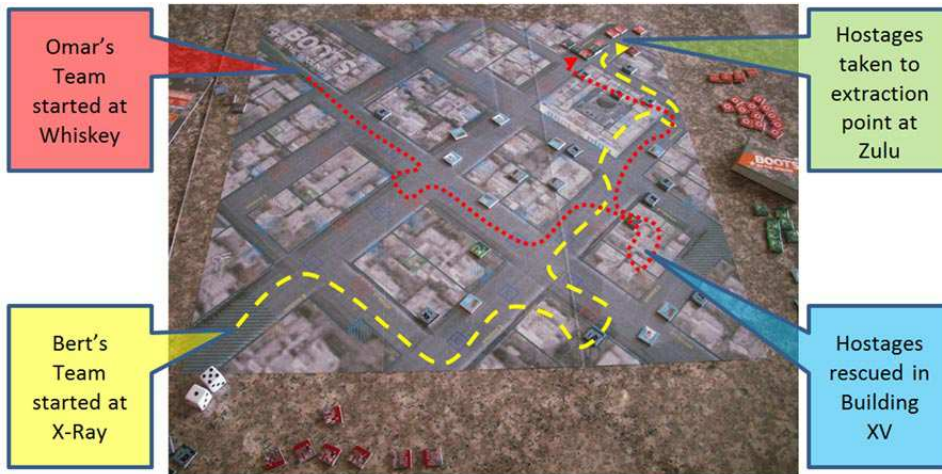


Hostage Run Scenario Initial Set Up

At first, my team made it through one street without a scratch. Poor Omar’s team was getting shot up right and left. Then, a barrage of insurgents popped up on the street I was entering. One of the civilians I encountered was really an insurgent. My Demolition expert took a hit. A vehicle that my team took cover from was really an Improvised Explosive Device. My Sniper took a couple of hits. My Team Leader ended up getting a hit. My Medic was very busy just trying to get everyone patched up. While I was taking all the heat, Omar’s team pushed forward down his street and even ended up getting some regular G.I. reinforcements! We pushed through until we closed in on the hostages. Omar’s team rescued them, and I ended up providing cover for his team. In the end, I only had one team member left standing. All of my soldiers ended up sacrificing their lives, for the good of the team. We ended up rescuing our hostages and completed our mission.

I enjoyed playing this quick game with Omar. Given we didn’t have a great deal of time, playing a game like **Longest Day** probably would not have been a good idea. More importantly, I enjoyed meeting someone in AHIKS whom I’ve only been able to get to know via email and the AHIKS Forum.

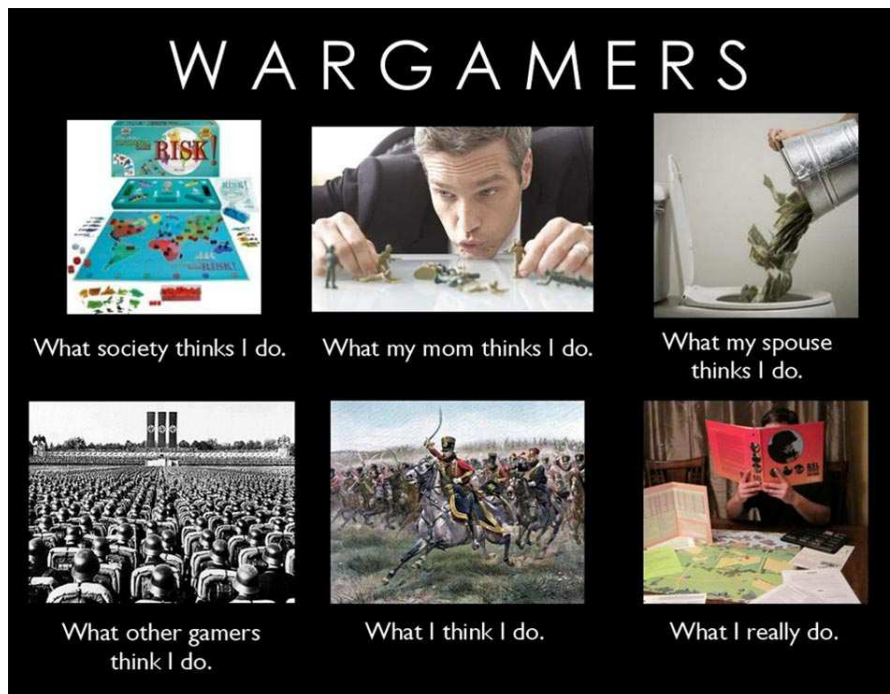
I’ve now had the distinct honor of meeting in person four of our AHIKS members: Roger Eastep, Charles Marshall, Cory Wells, and now Omar DeWitt. It would be nice if I had the chance to meet some of our other members. Perhaps the next best thing could be to use an Internet video conference capability like Skype™ (using a simple web camera). Charles and I used Skype™ several times, at the start of our tenure as AHIKS President and Vice President. We felt we could be more productive meeting virtual “face to face” to get organized. However, perhaps the following graphic provides a simple representation of what most of us really are like.



The End Game – Omar and Bert rescued all of the hostages!



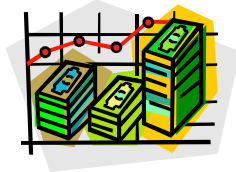
Omar and Bert



This says it all – perhaps we were not meant to play "face to face" (Image from BoardGameGeek.com)

Treasury Notes

Brian Stretcher



Ireland 2012

My wife, 16-year old daughter, and I spent 12 days in Ireland in February, building a vacation around a 4-day Irish dance competition in Dublin. It was our first trip to the Emerald Isle. Rather than go through a travelogue, I thought I would share with you some of the history we experienced during our trip.

A military history of Ireland in two minutes or less: Uninhabited until 9,500 years ago, Neolithic peoples and builders of large stone tombs are replaced by Celts who migrate from Central Europe via France and Britain about 300 BCE, who become the dominant culture. No Romans ever come, although they thought about it. So, Celtic kingdoms war amongst themselves for centuries. The pagans become Christians, more or less, starting about 500 AD, thanks to the work of St. Patrick and a lot of other missionaries. Literature and scholarship flourishes during relative peace until the Vikings arrive at the end of the 8th century, pillaging, plundering, and building walled cities such as Dublin, Limerick, and Cork, to protect themselves from the hostile natives. Vikings are defeated by Brian Boru at the battle of Clontarf in 1014, **Clontarf** being the only wargame set in Ireland that I know of (Clontarf is near Dublin). Eventually, the Vikings integrate with the locals, but without a common enemy, the Viking kingdoms eventually war amongst themselves, never quite uniting the island. One king invites the Anglo-Normans (i.e. English) to help in 1169, and they never leave. But the invaders eventually become locals themselves, a common theme in English history. Catholic Anglo-Irish eventually become oppressed by the Protestant English thanks to Henry VIII et sequelae, and several Irish Catholic rebellions are suppressed by the English over the next few hundred years, including the defeat of a combined Irish-Spanish army at the battle of Kinsale. Cromwell tromps all over, forcibly transplanting Catholic landowners to the far west of Ireland in 1649 (the Puritans were not a particularly tolerant bunch). James II, the last and deposed Catholic king of England, flees to Ireland in 1688 and raises an army, only to be defeated by William of Orange following the Siege of Limerick in 1691. Then relative peace for about 100 years. The hope of a possible Napoleonic invasion stirs up trouble for the British in 1803, but is crushed when the French invasion fails to materialize. The Great Famine occurs in 1845-49, and millions die or leave Ireland, but uprisings against the British fail in 1848 and 1867. Sinn Fein is created in 1905. A push for Home Rule begins, but Ulster (Northern Ireland) Protestants resist. The Easter Rising in 1916 is quashed by the British. In 1920, the partition of the island is proposed, and in 1921 southern Ireland is plunged into civil war. The war-weary British do not intervene this time. The Irish Free State is created in 1922. Ireland (now Eire) declares complete independence from Britain in 1937, but Northern Ireland remains a part of Great Britain. Eire declares neutrality during WWII. The IRA, created in 1936, conducts terrorism campaign in Northern Ireland until 1962, with intermittent acts through the mid-nineties. Northern Ireland remains a part of Great Britain, although at this time it seems that the Protestant and Catholics there are managing a

peaceful co-existence. For now. I recently read a newspaper article that mentioned Scotland may soon be seeking independence from Great Britain as well. Whew!

While there were never any huge European armies trudging over Ireland like there were in the rest of Europe, its history pretty much lays bare over the Irish countryside for all to see. From the ancient tombs to the crumbling walls of the Anglo-Norman castles, you don't have to go looking for history there, it can pretty much be seen from the road. For Americans, it's an easy place to get around, since we share the same historic overlords, and so language. That driving on the wrong side of the road and car thing is a minor issue. Pubs are fun (no smoking indoors nation-wide), and the Guinness there tastes far better than it does here. Ask for your check (literally) at the restaurant or they won't bring it; a statement that you're done, or finished, isn't good enough. Great soups, although the food generally isn't terribly impressive, but very friendly people.

I sent Omar a few pictures for you to enjoy, should he have room to print them. By the way, my daughter's team won their competition, the upstart Americans beating both the English and Irish teams!

Treasurer's Report

Starting Checking Balance 2-1-12: \$ 826.27

Income:

Dues for mailed K's: \$ 112.00

Expenses:

K Nov/Dec Printing \$ 55.21

Bank Paper Statement Fee (Jan /Feb) \$ 4.00

Checking Balance as of 3-31-12: \$ 879.06

Perpetual Fund Balance, 2-1-12: \$ 3,317.37

Interest Income through 2-29-12: \$ 0.54

Contributions: \$ 69.00

Perpetual Fund Balance 3-30-12: \$ 3,386.91

Operating funds in Savings, 2-1-12: \$ 5,677.72

Interest Income through 2-29-12: \$ 0.93

Operating funds in Savings, 3-30-12: \$ 5,678.65

Total balance in Savings, 3-30-12: \$ 9,065.56

Total Treasury, 3-30-12: \$ 9,944.62

I thank those of you who made contributions to the Perpetual Fund this year, especially those of you who did not send in money for the postal *K*. That requires an extra step, which shows extra commitment to your society.

I have an opportunity with a bank promotion to make some free money for AHIKS this year, but it would require closing our current checking account. I have to make sure the AHIKS account would qualify, but it could mean an extra \$200 for us, plus eliminate the paper statement fee. I should have it worked out by next report. Perhaps I can find a savings account with a little better than the 0.1% interest we are now earning as well.

Until next time!



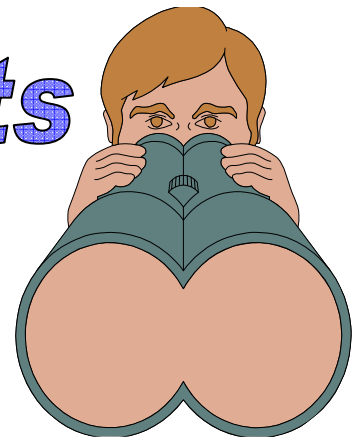
Brian, Denise, and Sarabeth at The Queen of Tarts, Dublin

Glendalough, first settled in the 6th century, Wicklow Mountains.



Bunratty, the O'Brien family castle, my ancestors. County Clare

Upcoming Events



Apr. 6-8, Boston, MA
PAX EAST
<http://east.paxsite.com/>

April 13-15, Regina, SK Canada
FRAGCON
<http://www.reginagamers.com/index.php/convention>

Apr. 14-15, New Caney (Houston area), TX
MAG CON 4
<http://www.magcon.org/>

Apr. 20-22, Omaha, NE
PRETZCON
<http://www.pretzcon.org/>

Apr. 20-22, Savannah, GA
GNOMECON
<http://gnomecon.org/>

Apr. 21, Crystal River, FL
CGA SHOW NATURE COAST
<http://naturecoast.cgashows.com/home.php>

April 27-29, St. Charles, IL
LITTLE WARS
<http://www.hmgsmidwest.com/>

May 4-6, Des Moines, IA
DEMICON
<http://www.demicon.org/>

May 18-20, Mobile, AL
MOBICON XV
<http://www.mobicon.org/>

May 25-28, Los Angeles, CA
STRATEGICON: GAMEX
<http://www.strategicon.net/>

May 30—June 3, Columbus, OH
ORIGINS
<http://www.originsgames.com/>

June 1-3, Brandon, Manitoba, Canada
PRAIRIECON XXXIII
<http://www.prairiecon.com/>

June 9, Calgary, AB
UNDERGROUND CON
<http://www.undergroundcon.com/>

June 22-24, Belfast, Antrim, UK
Q-CON 19
<http://q-con.org.uk/>

June 22-24, Collinsville, IL
DIECON 12
<http://www.diecon.com/D12/>

June 25—July 1, Tempe, AZ
CONSIMWORLD EXPO
<http://expo.consimworld.com/>

July 13-15, Hartford, CT
CONNECTICON
<http://connecticon.org/>

July 19-22, Lancaster, PA
HISTORICON
<http://www.historicon.org/>

July 20-22, Fort Worth, TX
TEXICON
<http://texicon.net/>

July 30-August 5, Lancaster, PA
WORLD BOARDGAME CHAMPIONSHIPS
<http://www.boardgamers.org/>

August 3-5, Columbia, SC
ROUNDCON
<http://www.roundcon.com/>

August 16-19, Indianapolis, IN
GEN CON
<http://www.gencon.com/>

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



UCP News

from Brian Laskey



Book Review

Sorry that it has been several issues without a UCP article but there has been little to report other than the UCP has been able to successfully help out several members with their requests. Regarding that, I would like to thank the following members for either their donations to the UCP or their help in other ways: David Bobchin, Roger Cox, Art Dohrman, and Anthony Zmuda.

However, there are a couple of requests that the UCP was not able to help out with, so I am turning to the membership for help. First, there is a member who needs the 9/16 sized Soviet 42nd Infantry Division counter for **Russia Beseiged**. Please contact me if you are able to help on this and I will pass the info along. Secondly, member Paul Warnick is in need of the following and I quote: "In need of Chapter F and G **ASL** Rulebook 1st Edition. Also Vehicle and ordinance notes (Chapter H) for Americans, French, Italians, Japanese, British (1st Edition). Black and White Copies or scans OK. Accidentally thrown out in move! Will help with postage/printing costs." Should anyone be of assistance with this you may contact Paul directly at rickenclacker@att.net

Be of Good Cheer!



Good Movie says Bill Watkins

We all know movie critics are full of it, particularly when it comes to movies that actually take a positive view of America. They proved it again with the less than warm reviews of "Act Of Valor."

Peg and I saw it this afternoon. Wow! It is about the fastest two hours you will ever see on the screen. The movie never slows down but it never loses you. And it never stops hammering you! We *both* loved it.

The fact these aren't professional actors, all the SEALs are active duty, except one who retired, and everybody in uniform is active duty, doesn't subtract at all. The personal and non-action scenes aren't much, but the final ending, a list of their members killed in action brought a real "Wow!" from Peg. The list is not short.

See it. Not only is it good, anybody making a positive flick about America should be encouraged!

Best line in the movie was the exact thought I had the night before: "The hardest thing about growing old is it's harder for young men to be afraid of you."

One point: the movie makes it clear illegal immigrants can easily get into the US with malice aforethought. Tom Clancy made the point very strongly in one of his books. Heck, it goes all the way back to "Red Dawn," in which illegals cross the border with suitcase nukes. Are all illegals dangerous? Of course not, but the point that hit me was we have no clue how many of the tons of illegals in this country came here as sleepers.

I'm trying to figure out why the ending credits listed "in association with Tom Clancy." Interesting.

So, go see it. You know it's better than sitting through half the dreck that's on the screens right now!



Empires Collide, The French and Indian War 1754-63

Editor: Ruth Sheppard

Osprey Publishing (c) 2006 \$19

272 pages, maps, drawings

Reviewed by Omar DeWitt

This paperback is lavishly illustrated, with most illustrations in color. There are many maps, but points discussed in the text are often not identified on the maps.

The war is not examined in great detail, although most of the battles are well described. Many of the illustrations show the uniforms of the participants, others are of contemporary paintings of battles or of Sir, Lord, General somebody.

George Washington is present at the beginning of the war and is credited with starting the war when his group killed several innocent Frenchmen, including Jumonville, while reconnoitering Fort Duquesne. He was also with Braddock when the English were routed by a much smaller force while on the way to attack Fort Duquesne.

The British were slow to adapt to the country of North America, while the French were more adept. It wasn't until General Jeffery Amherst captured Louisbourg [on Île Royale between Newfoundland and Nova Scotia] in June 1758 that the war finally went in Britain's favor.

Although the number of British troops were greater, American forces, usually considered inferior by the British, did participate. Rangers, such as Rogers' Rangers, were a great help. Rogers wrote a book on rangering that was extremely helpful. The French used regular French troops and Canadian Militia. Both sides had help from the American Indians. The text always precedes "Indians" with "American." They don't want us to be mistaken and think people from India were present.

The book is well written, and the illustrations are a good addition.



Book Review

First to Die: The First Canadian Navy Casualties in the First World War
by Bryan Elson
Formac Publishing Company Limited 2010
96 pages Paperback \$24.95
Reviewed by Duncan Rice

This review originally appeared on the Armchair General Website
<http://www.armchairgeneral.com/first-to-die-book-review.htm>

First to Die is much more than the title indicates. Although its story of the first four Canadian Navy casualties in World War I is an excellent and deserved tribute, the book is much broader in its scope. The four midshipmen serve as a vehicle for discussing larger events around them.

The book begins by reprinting an advertisement for the first intake of officers into the Royal Naval College of Canada (RNCC). Bryan Elson describes the RNCC as "embryonic;" it must therefore draw from the British naval tradition, including the British system of boarding schools. The Royal Canadian Navy (RCN) converts a Royal Navy hospital in the Halifax dockyard for this purpose. The RNCC opens in 1911 without ceremony, accepting 21 cadets between the ages of 14 and 16. Elson generously calls this a modest beginning.

The book quickly demonstrates that the lives of the RCN cadets do not occur in a political vacuum. The debate over "colony or nation" is important to Canada at this time, and the Naval Service Act of Prime Minister Sir Wilfrid Laurier's government is part of this debate. The naval arms race of the time also weighs heavily. The British Admiralty prefers direct financial support from the colonies, but the Laurier government wants Canada to have its own navy.

The government also has an economic and political desire to foster Canadian shipbuilding. The Naval Service Act is a step towards building a Royal Canadian Navy. However, Canada must either build its own ships, which would take years, or purchase older ships from Great Britain. Sir Robert Borden's Conservatives defeat Laurier in October 1911 and announce their intention to repeal the Naval Service Act because it is inadequate for the current world situation. Prime Minister Borden believes that the path to Canadian security is through direct contributions to the Royal Navy. The new conservative government of Canada believes this will give Canada influence in Great Britain's foreign and defence policies. However, Borden fails to announce a replacement policy. The cadets finish their first year at the new RNCC in an atmosphere of change and uncertainty.

The 21 Canadian midshipmen train aboard the RN cruiser *Berwick*, where RN culture plays an even greater part in their development. The Canadians hold the distinction of being "snotties," slang for midshipmen. Elson points out some differences that could create friction between the Canadians and their British counterparts. For example, the RCN pays better than the RN and RN cadets begin training at a younger age.

There is also discussion of shipboard operations. Elson writes about coaling on a number of occasions and leaves no doubt as to its challenges and importance, both to ship operations and culture. There are also new technologies that must be learned. The Canadian cadets return to the RNCC for communications training because *Berwick's* syllabus doesn't include wireless operations.

Elson shows that the world is not idle while the cadets train. He explores everything from Borden's Naval Aid Act to the assassination of Mexican president Francisco Madero in 1913 and explains the effect these had on the RNCC trainees. He outlines the positions of Great Britain, Germany, and their navies. He is blunt in his description of the RCN against this backdrop: The RCN had only two ships in the spring of 1914, neither of which was capable of steaming. He states that their training value is "nil" and Canadian naval policy is a "vacuum." While the rest of the world moves towards total war the RNCC arrives at a "dead end."

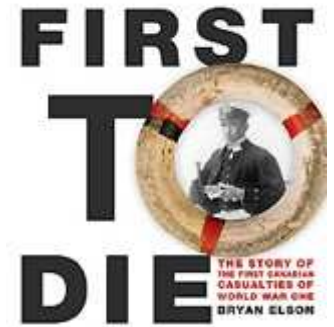
Once the war begins, the book covers the operations led by the Royal Navy's Rear-Admiral Sir Christopher Cradock and Germany's Vice-Admiral Graf Maximilian von Spee. At this time, the Royal Canadian Navy barely exists in fact or in policy. The four midshipmen that *First to Die* is concerned with are selected for service aboard the HMS *Good Hope*, Cradock's flagship.

As naval operations bring Cradock and von Spee closer and closer to fighting the Battle of Coronel, Elson goes into great detail about the procession towards battle and the battle itself; his already excellent writing becomes more even specific in its description of the battle. A map of the voyage to Coronel, a diagram of the battle, and diagrams from *Janes Fighting Ships* are also included.

At the Battle of Coronel, HMS *Good Hope* is sunk, resulting in the death of the four midshipmen, the first Canadian naval casualties of the Great War. The book ends with an epilogue that includes a painting done in tribute to the four lost midshipmen. It is a good counterpoint to the RNCC advertisement at the beginning of the book.

First to Die is fairly short at 96 pages, but it includes a surprising wealth of information and is well illustrated. Almost every page contains a picture, map, or diagram. It is an easy read, but it does justice to Canada's first naval casualties and serves as an excellent primer for World War I naval warfare. I would recommend this book to anyone looking for accessible reading on Canadian naval history or WWI naval operations in general.

Duncan Rice has been an Armchair General contributor since 2005. He served briefly as a reservist with the Royal Westminster Regiment. His primary interest is Canadian military history.



From the Editor

(Continued from page 1)

frame pieces. I went to the Depot full of indecision and ended up purchasing birch frame pieces with pre-rounded edges. I then changed my mind and decided on routing those edges. I found that routing rounded edges is more difficult than routing squared ones so just get square sections of birch or whatever kind of wood you prefer.

I decided to construct this game table with ease of assembly/re-assembly in mind so I drilled holes in all the frame ends to install threaded inserts.



-Threaded Inserts-

-Allen Head Furniture Bolt-

I then fastened everything together with 2.5" antique brass, Allen-head furniture bolts. This gives you a game table that takes all of 15 minutes to disassemble or reassemble.

The shelves are nothing more than 1/4" ply covered with patterned fabric. I chose linen and mounted the fabric to the ply with spray adhesive. The three patterns I decided on were:



-North Africa-

-Winter Camo-

-Rough Terrain-

I found those at an online fabrics store. I can't remember the actual names but there are millions of cool patterns which lend themselves to a wargame table. I bought a couple of cheap poster frames and used the black plastic edging for the shelf edges and the 1/8" backer board for the back of the cabinet. I considered something heavier including more laminated pine but reconsidered given that I knew the rear of the cabinet would always be facing a wall.

Finally I stained all the individual pieces before assembly. The door, sides, and top surfaces are stained with Minwax "Ipswich Pine" and the frame pieces are in Minwax "Early American." (I'm into two-tone.)

Some final hints/tips:

Cut everything with a 1/16th" of slop and then get your measurements accurate with a power sander

If you have a table saw, use it. If not, get a circular saw attachment called the "Accu-Rip." It will give you fairly straight, clean cuts.

Consider an adjustable stand for your drill. Several manufacturers make them, and they turn your hand-held drill into an inexpensive drill press. If you decide on threaded inserts, you'll want nice, clean, straight holes in your frame pieces.

Overview:

You can play three games at once!

The games can be stored away to avoid spills, dust, the "Giant Cat of Moscow," etc.

You might even have fun building it!

(Now... where to put the beer holder?)



As I noted in Alan Poulter's article, I ordered the Decisive Battles game series. Four days later I received the first four of the planned 21 games. I have opened **The Battle of Tours, 732 AD** because it is designed by Richard Berg, a former AHIKS member. All four boxes (and I assume all future boxes) are close to 9 by 11 by 3/4 inches. The box is plastic and contains 12 depressions for counters. The mounted map boards are 18 by 11. **Tours** has a ten-sided die; combat is determined by getting the difference of the attacking and defending units, adjusting for range etc., and rolling the die. The rule book runs 12 pages and contains colored diagrams and historical notes with the rules; a commentary on the actual battle is included. This battle is considered important because it marks the furthest point of Muslim advance into Europe.

Included with **Tours** is a solitaire game **Rattenkrieg, Assault on the Tractor Factory**. The German/Russian game is area movement on a 4 by 6 inch map with the rules on the back side. There are 20 counters. The game was designed by Steven Cunliffe.

The other games included are **Joan of Arc's Victory 1429** (designed by Andy Nunez), **Poltava's Dread Day**, **The Great Northern War 1700-1722 AD** (designed by Jason Juneau), and **The Battle of Stalingrad** (designed by Hjalmar Gerber). These game are available separately.

Also from Alan's article, I finally bought three *Vae Victus* magazines. The first was #98, which contains the game **Operation Nordwind**; rules in English were downloadable. Issue #102 has the game **Marechaux, Portugal**, and #103 has **Syracuse**. The web site is in English, but there is no guarantee given that the rules or articles are in English. I'm relying on Alan's web site to provide those.

My visit with Bert was very enjoyable. I was surprised to learn that aside from all the interesting things he does, Bert still has time set aside to work! Nine or ten hours a day with the commute. Over the years that I have been associated with AHIKS I have met quite a few of our members in the U.S. and Great Britain. I can't remember meeting a fellow member who was not very accommodating and pleasant.

AHIKS MATCH REQUEST FORM

Complete this form (please print clearly) and send to the **AHIKS Match Coordinator via postal mail or e-mail.**

Name: _____ Member # _____ Date _____.

Address: _____.

Phone: _____ E-Mail _____ @ _____.

PLEASE USE **ALL APPLICABLE** CODES FOR EACH GAME LISTED

- | | |
|---|--|
| [AR] Will play AREA rated match, only | [FA] Will play FAST opponent, only |
| [G#] Will game-master this game with # of players | [M#] Desire multi-player match with this # of players |
| [NM] Will play new member | [NR] Request non-AHIKS rated match |
| [VE] Will play by e-mail only | [VB] Will play by either e-mail or postal mail |
| [VP] Will play by postal mail only | [OT] Will play opponents outside US/Canada |
| [IE] Send my match assignment/ICRK by e-mail | [AD] Desire e-mail match using ADC2 |
| [CY] Desire e-mail match using Cyberboard | [YP] Need preprinted OOB (if available) for postal play |
| [IC] Need continuation ICRK for this match number | [I(#)] ICRKs needed with this #-sided die rolls (6, 10, 12, or other) |
| [YE] Need Excel OOB (if available) for e-mail play or game title | |

Game titles (please list in order of preference, **and be sure to include publisher's name and any dates, e.g. Anzio '69 (AH)**)

- #1 _____ Codes _____.
- #2 _____ Codes _____.
- #3 _____ Codes _____.
- #4 _____ Codes _____.

Maximum number of these requested matches that you are willing to start at one time _____

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

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