

# The Kommandeur



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## From the President Charles Marshall

Time flies when you're having fun! It's been four years since I took over as President of AHIKS yet it seems like that was only yesterday. A lot has happened in those four years: our membership has grown substantially; we've established an impressive web presence through our website, forum, and social network; we've streamlined and modernized old procedures by offering electronic, online applications for new memberships and match requests; we've provided helpful game-aides such as an online die-roller and a stockpile of OOBs; and I hope we've continued to make your membership in AHIKS an enjoyable part of your wargaming hobby. I'm proud of our accomplishments and I hope to see more.

Four years ago, I was just starting my own software development business. I lived in a rental house, had a wife and a two year old. The two year old is now six, I own my own home, and my business has grown enough to sub-contract out a portion of the work. Oh, and, I still have the wife! All of those commitments are requiring more and more of my time (especially the wife! \*wink wink\*) and, after much consideration, I've come to the conclusion that I should step aside now to let some other industrious soul move into the President's seat and give the Society a new dose of energy.

As much as I've enjoyed working for you as your President I don't want to ruin it by becoming the guy whose perpetual response is "Sorry, I don't have time to do that." When I do a job, I like to put everything I can into it and get it done right. I'm afraid that will become more and more difficult for me in the future and that's not fair to the membership, the Executive Committee, or the Society as a whole. So I think I'd rather bow out now while I can, rather than "hang around" and mess things up. I'll miss the always-interesting discussions with the Exec and the interaction I've been lucky to have with the members, but I'll remain in touch and continue to assist in the support side of the web site.

And now comes the sales pitch: I'd like to personally ask each member reading this to consider, even

if you'd never thought about it before, the idea of throwing *your* hat in the ring for the office of President. Many of you have been a member far longer than I, and, if you've benefitted from and enjoyed the services AHIKS has provided in the past, I encourage you to consider running. You could think of it as giving a little back to the Society you love. I say "little" because, although it requires some dedication of time and effort, it's not a hard job by any stretch of the imagination. The helpful and professional individuals that comprise the Executive Committee make the job simple. It's up to you to make of it what you will. And it's a great opportunity to have a role in steering the Society on its course into the future. We've come a long way to put AHIKS into the modern era of wargaming organizations, but there's so much more that is waiting to be accomplished. And that's what I'm going to miss more than anything!

So don't find yourself asking "What if?" Give it a shot! If you're considering running but have a nagging question or two or thirty, I'll be more than happy to answer any of them to the best of my ability. Our previous president, Chester Hendrix, was beneficial to me in that regard and I'd like to do the same for the next person to fill the slot. Send me an email at [chasmash@sbcglobal.net](mailto:chasmash@sbcglobal.net) and I'll get right back to you. There are a few specifics I can mention here: to run for President you must be a member in good standing, and you must have been a member for at least 2 consecutive uninterrupted years. That's about it. Well, I'll add a personal one: you should be an energetic, forward thinker and also be a compromiser. There are no dictators in AHIKS and it's all about working with the team. I hope you give it some thought and consider it. I can tell you that it's been a remarkably rewarding experience for me, and I'm sure it will be for you as well! I'll be writing more in the upcoming issues of *The K* as the year progresses, but, again, if you have any questions, send them my way!

Until next time, Happy Wargaming!

## Game News

This is a compilation of information gleaned chiefly from Consimworld (<http://www.consimworld.com>), Web-Grognards (<http://www.grognard.com>) and Boardgamegeek (<http://www.boardgamegeek.com>). Material correct at time of writing: May 28, 2012.

Alan Poulter  
grognard@grognard.com

### NEW BOARD WARGAMES

#### Acies Edizioni

**Ascari** covers battles of the Italian Army in Africa between 1890 and 1895, at the company level.  
<http://www.aciesedizioni.it/ascari-eng.htm>

#### Avalanche Press

**Dutch East Indies** is a 64-page book supplement for the **Great War at Sea** series, focusing on battles which could have and in some cases did take place over the period 1914-1917. **War on the Equator** is a supplement for the **Panzer Grenadier** series with six scenarios on the battles between Peru and Ecuador in 1941. This module is not playable by itself but requires ownership of **Eastern Front** and **Road to Berlin**.

**Chickamauga & Chattanooga** is a re-issue covering these two American Civil War battles and includes a combined campaign game using the War Between the States game system. A new entry in this series is **Battles of 1866: The Frontier Battles** covering the opening engagements of the Franco-Prussian War with fourteen scenarios covering five separate battles.  
<http://www.avalanchepress.com/index.php>

#### Clash of Arms

**Amateurs to Arms!** is a detailed game on the entire War of 1812. <http://www.clashofarms.com>

#### Columbia Games

**Ancient Kings** is an expansion for **Wizard Kings** and adds seven historical armies: Egyptians, Greeks, Persians, Romans, Huns, Chinese, and Japanese.  
<http://www.columbiagames.com>

#### Critical Hit

There are new modules in the **ASL Compatible** series. **Digger Pack 1** offers scenarios featuring Australian troops in the Pacific campaign. Note that it requires ownership of modules providing British and Japanese forces. **Kellam's Bridge II** covers the D-Day battle for Merderet bridge at La Fie. It requires ownership of **Airborne Stand** and any module providing German and American forces. **Hell in the Liri Valley** covers the fighting around Santa Maria Infante in Italy in 1944. It requires ownership of **Bracci Hills** and any module providing German and American forces. **Panther Line** covers fighting against Army Group North in 1944. It requires ownership of **Tigers to the Front** and any module providing German and Russian forces.

A new supplement in the **Advanced Tobruk System** is **Battle of the Bulge**, now with linking geomorphic maps.  
<http://www.criticalhit.com>

#### Decision Games

**Hurtgen: Hell's Forest**, the second game in the **Grand Operational series** is a grand-tactical game on the Battle of Hurtgen Forest in 1944. It contains 2,000 counters and two maps. The first game in the series, **Wacht Am Rhein**, is given a new 2012 edition with revised rules.  
<http://www.decisiongames.com>

#### GMT

**Bomber Command** covers the night-time war in the skies over the Reich in World War II. **1989: Dawn of Freedom** is a card-based game covering the end of the Cold War in Europe in 1989 using a system similar to **Twilight Struggle**. **Virgin Queen** is a game of strategy for two to six players based on conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain. **Virgin Queen** is the sequel to **Here I Stand** and has very similar rules. <http://www.gmtgames.com>

#### Grognard Simulations

**Incredible Courage at Austerlitz: Pratzen expansion** is the second game in the **Incredible Courage at Austerlitz** series and focuses on the battle for the Pratzen Heights. This game has a replacement map and scenario card for **Incredible Courage at Austerlitz – Telnitz**.  
<http://www.grognardsims.com/>

#### Legion Wargames

**Hell Over Korea** is an expansion module for **B-29 Superfortress**, a solitaire game designed by Steve Dixon and Shawn Rife. **Slouch Hats & Eggshells** covers the Allied invasion of Syria in 1941. Designer is Vance von Borries. **Tonkin** covers the First Indochina War 1950–1954. Designer is Kim Kanger.  
<http://www.legionwargames.com/>

#### Lock 'n Load Publishing

**White Star Rising: Operation Cobra** is an expansion to **Nations at War: White Star Rising**, which adds new units and scenarios. <http://www.locknloadgame.com/>

#### MMP

**Eftung Budapest** is the eighth module in the **Advanced Squad Leader** series and contains seventeen scenarios and three campaigns covering the fighting in the city and on the Buda side of the Danube from 1 January 1945 through 10 February. **No Question of Surrender** takes the **Grand Tactical** series, begun by **The Devil's Cauldron**, to the struggle of the free French forces defending the southern tip of the Gazala line against Rommel's Afrika Korps.  
<http://www.multimanpublishing.com>

#### Naval Warfare Simulations

**Modern Naval Conflicts 1980s Expansion** adds 200 new and updated unit data for the USSR, UK, and USA for the 1980s period, as well as adding unit data for Argentina and UK for the 1982 Falklands Conflict. It also includes two new maps covering the Falkland Islands and Argentine coastal areas. <http://forums.navalwarfare.net>

#### Red Sash Games

**Kabinettskrieg**, the newest **Lace Wars Grand Campaign Module**, links three other games, **Cockpit of Europe**, **Sport of Kings**, and **Queens' Gambit** in one campaign scenario cover-

ing the entire War of the Austrian Succession (1740-1748) in its three European theatres of operation: Flanders, Germany, and Italy. The module provides brand new maps, games, and 27 sheets of new counters. <http://redsashgames.com>

### Revolution Games

**Washington's Crossing** is an operational game on the American winter campaign of December 25, 1776, to January 6, 1777, that resulted in the twin victories of Trenton and Princeton and turned the fortunes of the American Revolution. This is the first entry in the **Campaigns of the American Revolution** series. <http://www.revolutiongames.us>

### Victory Point Games

**Battle of 4 Armies Expansion: The Battle is Joined** adds a new flying army to the **Battle of 4 Armies**. **Leuthen: Frederick's Greatest Victory** is the first game in the **Drums & Muskets** series that recreates battles of the 18th Century. Designer is Frank Chadwick. **In Magnificent Style** is the first in the **Death or Glory!** series and is a solitaire game on the final desperate Confederate attack on 3 July 1863 at the Battle of Gettysburg, popularly known as Pickett's Charge. <http://www.victorypointgames.com>

### White Dog

**At Neuve Chapelle** is a tactical simulation of the first large-scale organized attack undertaken by the British army during World War One. **Shield Wall: Hastings 1066** covers the battle of Hastings, 1066. Both games were designed by Michael W. Kennedy. **All Is Lost To Me** is a game on the Battle of Pavia, fought in Italy in 1525. Designer is Lionel Liron. <http://www.whitedoggames.com>

### Worthington Games

**Blood & Sand** covers the campaign for North Africa, 1941-42, and uses dice and cards instead of combat results tables. Designer is Richard Berg. **Mercury Market Garden** is the latest in the **Battle Command** series and covers these two World War Two battles using only four pages of rules. There are battle and campaign scenarios. <http://www.worthingtongames.com>

### NEW MAGAZINE WARGAMES

*Strategy & Tactics* #274 contains **The Sun Never Sets volume II** which is an operational simulation of three major 19th century wars in which the British Empire participated.

*World at War* #24 contains **Sedan**, covering the decisive battle for France, in May 1940. <http://www.decisiongames.com>

*Against the Odds* #17 contains **Boudicca: The Warrior Queen**, which is a re-design of **Druid**, now driven by card play. <http://www.atomagazine.com/>

*Vae Victis* Special Game issue #104 contains **Bruneval 1942**, a solitaire game on the raid to capture a German radar station. <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* #8 contains **Wagram 1809**, covering one of Napoleon's greatest victories. Designer is Laurent Martin. <http://www.battle-market.com/>

*Six Angles Special Edition* issue #8 (Japan) contains **Sturm Nach Osten**, a strategic-level simulation of the conflict between the Axis and the Soviet Union in the Second World War. Basic and advanced rules and various campaign scenarios are included. It is designed to retain the playability of the old Avalon Hill classic **Stalingrad**, whilst increasing realism. English rules are available. <http://www.mas-yamazaki.net/sixangles.html>

### NEW DTP WARGAMES

**King of the Hills** covers the battle fought near Kap-Yong during the Korean War. **Blitzkrieg Undone** covers the battle between French Armed forces and those of the Wehrmacht in 1940 at Hannut, in Belgium. <http://www.hfdgames.com/>

### Minden Games

**Retro** (4th Edition) , is a simple, tactical, squad-level World War II combat rules set. **Madagascar 1942** is a solitaire, operational-level game on the British invasion of Madagascar in 1942 against Vichy French forces. [http://minden\\_games.homestead.com/](http://minden_games.homestead.com/)

### Schutze Games

**Czechoslovakia Defiant!** covers a hypothetical German invasion of Czechoslovakia in 1938. [http://www.geocities.com/schutze\\_games/](http://www.geocities.com/schutze_games/)

### TCS

**Socrates' Battles** is the fourth game in the **Glory that was Greece** and covers the two battles from the Peloponnesian War: Delium and Amphipolis. Email: [pumaye@virgilio.it](mailto:pumaye@virgilio.it)

### NEW WEB RESOURCES

#### FREE GAMES

**La Bataille de Mockern, 1813 (ME)** (in La Bataille series) [http://www.labataille.me/Recession\\_Series\\_II\\_Game.html](http://www.labataille.me/Recession_Series_II_Game.html)

#### ERRATA

**The Everlasting Glory: Chinese War of Resistance 1937-1945 (FFG)** [http://boardgamegeek.com/file/download/8d48joy6kw/ELG\\_Errata\\_%26\\_FAQ\\_%28Bilingual%29\\_20120430.pdf](http://boardgamegeek.com/file/download/8d48joy6kw/ELG_Errata_%26_FAQ_%28Bilingual%29_20120430.pdf)

#### No Peace without Spain (Compass)

[http://boardgamegeek.com/file/download/8aqmxqc199/NPWS\\_Errata-Clarifications\\_4-2-12\\_v1.2.pdf](http://boardgamegeek.com/file/download/8aqmxqc199/NPWS_Errata-Clarifications_4-2-12_v1.2.pdf)

#### Sun Never Sets II (DG) (missing random event tables)

<http://strategyandtacticsmagazine.com/wp-content/uploads/2012/03/SNSII-Event-Chart1.pdf>

#### Virgin Queen (GMT)

<http://boardgamegeek.com/file/download/8d8hn2nxxr/VirginQueenErrata.pdf>  
<http://boardgamegeek.com/file/download/8d8lit19l6/VirginQueenFAQ.pdf>





## Secretary's Notes Bob Best

### AHIKS Elections

Today is Thursday May 31, 2012. I'm sitting here at my computer writing this column and wondering where 2012 has gone. It seems like the year just started and here we are about to go into summer already. That means we are about to begin the second half of the year and as this is an election year for AHIKS officers our club by-laws say we should be preparing to publish our list of candidates and any statements the candidates wish to make. (See the excerpt from our by-law's Election Section below)

4. In the second half of the calendar year of the election, the Editor shall prepare and distribute an election ballot to all members in good standing, to be published in *The Kommandeur*, and to be mailed to the Secretary. Those members receiving the e-K must print out and mail a physical ballot to the Secretary.

a. The ballot shall list the names of all candidates for office. Exception: a position for which there is only one candidate may be left off the ballot unless the Executive Committee directs otherwise.

b. The ballot shall list a deadline for receipt of ballots by the Secretary. The deadline must be a minimum of thirty days after posting of ballots.

As of today, the only candidates we have for the AHIKS officer positions are the incumbents. No other AHIKS member has "thrown their hat in the ring" to run for office. New blood is always welcome and fresh perspectives help keep AHIKS moving forward to make the club a better place for everyone.

Time is running out! We need to prepare the slate of candidates so it can be published in *The K*. If you are thinking of running for any AHIKS officer position, now is the time to step forward and submit your notice of candidacy to the President or any other Executive Committee officer. With that said, I will be happy to explain the duties and responsibilities of the Secretary's job for anyone interested in running for that position. You can contact me at my email address listed in the contacts section.

### AHIKS Forum Games

I am still running the **Richthofen's War** game on the forum. We are in the final stages of the game, and I will be posting a narrative that ties up the loose ends with all of our characters and action threads. I will also be posting a final debriefing of all the pilots after the mission. They make interesting reading and present a great view of the game in themselves. A quick recap for anyone who has not seen the game on the forum 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.

Preliminary reports from the players critiques indicated that everyone had fun in the current game and most players seem interested in playing another scenario. After we finish up this game, I will consider running another scenario involving the same squadrons. I will probably start this later in the summer. There will be more on this in upcoming issues of *The K*.

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. We are into turn 16, and the British are trying to get their convoy of merchant ships into harbor. We have had several exchanges of gunfire between ships, and some ships have been damaged by the cannon fire. Each ship captain has his own set of objectives to accomplish along with an overall "mission" for his side. **"El Diablo Rojo"** (the Red Devil) has just unfurled his colors and more action is about to take place. This is also a quasi-roleplaying game and the "fog-of-war" has certainly caused some hesitation among the ship captains as they are trying to determine the exact situation. Come by the forum and check out the action. Feel free to post some comments if you like. ☺

Charles Marshall and Bert Schneider are still 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 of moves for all to see. They started a second round, and there is a good discussion of some rules glitches they found and fixes for them. The forum topic heading is "Alexander the Instructor" in the On-Line Games section.

Paul Pearson has his game of Avalon Hill's **Flight Leader** underway on the forum. After some discussion, the era was changed from the Vietnam War to a later period around 1980 with some more modern aircraft. This game is a learning game also and is using primarily basic game rules only. Paul is using Vassal game applications for moves and he is using regular email for the players who are not familiar with Vassal. There are screen shots of the Vassal moves, and players using Vassal can follow along with the solitary game application. If you like air action, come by and check it out.

### Meet the Members

We have been running member profiles for the last several issues. I have not received any more profiles for members, and I would like to encourage everyone to send in a profile. Old member or new member, please send in your profile so we can get to know you and what kind of games you like to play. I would like to introduce two more AHIKS members. Our first member profiled is Kevin Reid.

NAME: **Kevin Reid** #1315

BORN: 27/08/65

AGE: 46

PROFESSION: Air Load Team

BACKGROUND: 20 years in the Royal Australian Air Force, aircrew member on C130 Hercules, currently employed in a ground based function.

YEAR STARTED GAMING: 1981

GAMES OWNED: One hundred+

FAVOURITE SERIES: **Advanced Squad Leader**

REASON: Enjoyable series that rewards knowledge of the rules. Favorite Game and Reason: **Hannibal**, great blend of historical events, options, and the game is balanced.

OTHER HOBBIES: Reading, running, raising the kids

A MEMORABLE GAMING EXPERIENCE: Playing **Bitter Woods** in the Australian convention as the Americans player, I managed to



get a stacked pair of German SS Regiments encircled in opposing ZOC and eliminated them on a 1 in 6 retreat result. Other Comments: I manage once a week to play a face-to-face game, and I play on average 3 games via Cyberboard. I have 3 young boys, one that is quite interested and starting to learn the basics.

PET PEEVE: Hearing myself bemoan the die rolls.

Thank you Kevin for sharing your profile with us. Our second member profiled is Chuck Leonard.

NAME: **Chuck Leonard # 711**

AGE: Old? 60 Married with three kids, two sons (an architect and a CPA) and a daughter who is a senior in high school.

Address: 109 West Penn St. Muncy, PA 17756

BACKGROUND: Learned plastering trade in family business. (My grandfather use to say, "Don't worry, drywall is just a fad.") When drywall took over, went to college, got my Bachelors, joined a band, traveled the country for five years playing music, went back to graduate school at Penn State University, received Masters degree, and I have been in not-for-profit management ever since.

GAMES OWNED: 40 to 50, not including magazine games  
Year started gaming: I started with the usual Milton Bradley **Civil War, Risk, Stratego**, etc as a kid in the 60s. I saw a copy of **Air Assault on Crete** at my band's keyboard player's house. Then while we were working in Boston, I pooled resources with the keyboard player and bought a copy of **1776** (in 1975?). We played it in hotel rooms as we traveled from Massachusetts to Florida to Iowa and Colorado, and I became hooked, even though I regularly got my clock cleaned in the campaign game. Keyboard player still reminds me that I managed to lose the Revolutionary War in 26 States ... for both sides!

FAVORITE GAMES: I like all games, in general, but as I have gotten older I seem to have gravitated back to those I know best: **PanzerBlitz, PanzerLeader, Squad Leader** (the original), **1776**, and **Gettysburg '88** (I think I have two wins in this game, but I still enjoy playing).

PET PEEVE: The realism vs. playability debate. My test: does it work as a game? If you want realism, join one of the services.

HOBBIES: Wargaming, golf (I love the game...It doesn't love me back), reading (mostly history, politics and crime stories). Most Memorable Gaming Experiences: I will never forget all the fun I have had and friends I have made at all of the Origins, Atlanticons, WBCs, and the weekends that Omar used to sponsor at his schools in New Jersey in the 80s. I saw **Drang Nach Osten** (right Omar?) played there. Those guys spent hours setting that game up... never knew how many turns they finished during the weekend! It was a great time when there simply weren't too many places to find a friendly environment for gaming.

GENERAL COMMENTS: I believe I joined AHIKS in the early 1980s and I have belonged ever since. I have enjoyed the services provided, and I disagree that AHIKS is outmoded. I

use Vassal, but I also still play games the "old fashioned way" with OOBs etc. Thanks to all the officers and volunteers that do a great job for us old guys who just can't seem to make the complete transition to things electronic. There is no other source for the kind of info that is in *The K*. Thanks for keeping it going!

Thank you Chuck for the kind words! ☺

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

Kevin S. Tucker	1683 Harlow, United Kingdom
Michael J. Barrette	1684 Charlotte, MI
Ralph Bean	1685 Granite Bay, CA
Eric S. Luthy	1686 Kalamazoo, MI
William Maternan	1687 Kingston, NH
Steve L. McNeil	1688 Riverside, IA
Martin L. Musella	1689 Arapahoe, NC
Richard K. Thumann	1690 Pompton Plains, NJ
Karl Gaarsoe	1691 Rogers, AR
Saman A. Assadi	1692 Manuka, A.C.T. Australia
Justin P. Falson	1693 Narraween, Australia

Gentlemen, *welcome* to AHIKS!

Here is 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 ☺



## The Ratings from Kenneth Oates



### Observations

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 the past few month's submissions had issues, which introduced inefficiency (and caused me to spend more time). 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, but also AREA has used our numbers for a long time. If you want proper credit, it must be included. Also, see the statement regarding Inactive and Non-members' games below.

**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!) just the email pseudonym (which may have little or no connection to someone's name). You get the picture. Again easily solved using the MATCH ASSIGNMENT FORM to report completed games.

**SIDE PLAYED/WON.** Just a couple missing this time, but it is interesting to see if there is a bias for one side or the other, and this could be the basis for a comparison.

**NO MATCH NUMBER.** This is a relatively new feature, and it helps us know what matches are being completed and which are not, how many outstanding, etc.

**MISSPELLED NAMES.** I had two names like this, one easily recognized, but the other was... a challenge until a subsequent email cleared up my quandary. If you want the games rated, the name and the member number must be included.

**NON MEMBER GAMES.** Games played between members of AHIKS and those who are not currently a member, **will not** be rated. This includes those former members who are listed as Inactive. If the former member/nonmember and the member want the game rated by AHIKS, he must be a member in good standing, and this can be accomplished (preferably before the match is concluded) by simply notifying the secretary and be added to the official Active list.

It is good to see old hands return to the Society.

Most of these problems can be avoided simply by using the MATCH ASSIGNMENT FORM (or a reasonable facsimile) to report the conclusion of a game/match.

### Games Reported

It is my goal in every issue of *The K*, to 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 list was compiled as of May 5, 2012. Any submissions after that date will appear on the next list.

### Stalingrad 9 Game Winning Streak

Normally I do not give out the names of winners or defeated players, but this in my opinion is special, and deserves public recognition. Joe Angiolillo has had a 9-game winning streak of the Avalon Hill classic, **Stalingrad**, in a row. I do not think, and have not found in the archives I have, any one gamer with this many wins in a row for a single game title, all accomplished between November, 2011, and April, 2012! And against multiple opponents playing both the Russian and German side.

### 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. *For the greatest ease in reporting, use the Match Assignment Form to report the games' outcomes (it has all the info I need to properly rate the game, if filled out and returned).*

I do need your help. There are a number of games which have the same name. 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) was published by both AH and Columbia; I have both, as 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
PanzerBlitz	AH	5	German ( 2)	1
			Russian (3)	
Panzer Leader	AH	2	Allies (1)	
			Germans (1)	
The Arduous Beginning	VPG	2	German (2)	
D-Day77	AH	2	Allies (1)	
			Germans (1)	
Bitter Woods	AH	3	Allies (2)	
			Germans (1)	
Stalingrad	AH	9	Russian (4)	
			German (4)	
			Unknown (1)	
ASLSK	MMP	3	Allies (2)	
			Unknown (1)	
VITP	AH			1
Up Front	AH	1		
The Russian Campaign	L2	4	German (2)	1
			Russian (2)	
Napoleon's Last Battles- Quatre Bras		2	French (1)	
			PAA (1)	
North Africa Quad-Crusader	SPI	2	Allies (1)	
			Axis (1)	
<b>Total Games Reported</b>		<b>35</b>		<b>3</b>

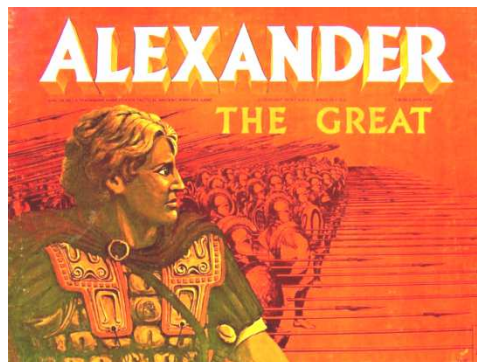
As AHKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHKS become totally self sustaining. Give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

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

## The VP's Corner by Bert Schneider

**"Age is not a particularly interesting subject. Anyone can get old. All you have to do is live long enough."**

**Groucho Marx**



Charles Marshall and I were engaged in a game of **Alexander the Great**, created by the Avalon Hill Game Company. We played our game using the Vassal game engine (which allows us to make

our moves using our computers, and we can then email our "move" to each other). We decided to post our moves onto the AHIKS Forum located at AHIKS.com. We posted our game on the Online Games forum under the title of "Alexander the Instructor." This was the first time I had ever played this game. And it showed! As the Macedonians, I made horrible mistakes. Alexander probably rolled over in his grave. While playing the game, Charles found several errors in the Vassal module which he corrected, and we both decided to play a second game, now that we both understood how to play. I figure I can blame my poor performance on "getting older." I will be 54 years old this October, and I think that my eyesight is starting to change, just a little bit. Most of the old wargames of the Sixties and Seventies included small 1/2" red and blue counters. **Alexander the Great** was no exception (although this game does include a few 1 1/2" by 1 1/2" counters as illustrated in Figure 1). However, to add insult to injury, this particular game has names on each counter to identify the unit, such as "Gedrosian," "Hyrcanian," and "Coelo-Syrian." I don't think Microsoft has Word© fonts as

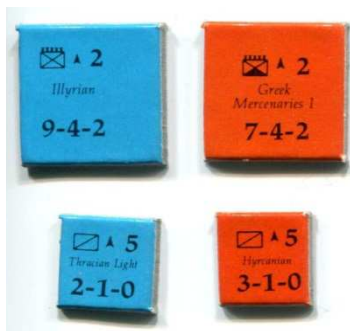


Figure 1 Counters

small as the letters on these counters! I had a terrible time trying to read the names on these dark blue and red counters. Of course I tried using a magnifying glass. Very impractical. I could go out and buy reading glasses (not quite ready for those yet). Or I could just play the game entirely on the computer (I prefer to see the entire board at once). So what do I do? I want to conduct another battle, but I feel the current situation does not lend itself to conducting an effective campaign. I hate getting old!

According to Wikipedia.com: **Alexander the Great** is a board wargame first published in 1971 by Guidon Games. This game was designed by Gary Gygax. When Guidon went out of business, Avalon Hill contacted Gygax to secure an agreement to revise and publish the game, and, working with Donald Greenwood, the game was published again in 1974. The tactical game recreates the ancient battle at Gaugamela in 331 BC between the Macedonians and the Persians. Players choose to portray either Alexander the Great or King Darius III. Pieces represent infantry, cavalry, phalanx formations, chariots, and elephants. A unique feature of the game is a sliding morale track to determine which combat results table is used for combat resolution.

I really wanted to play another round of this game, with Charles, but I had to find a solution that would fit my needs. I decided to make a larger version of the game! For a scanned copy of the map sheet, I bought a reference CD for **Alexander the Great** at <http://ahgeneral.org/>. For a new set of counters, I downloaded a free game kit from the Deer Valley Game Company at [www.dvgc.com/](http://www.dvgc.com/).

I printed out the Deer Valley Game Kit counters onto 8.5" by 11" photo-quality paper on my color inkjet printer. I ended up with four sheets (two for each army). In order to accommodate these larger counters (now 2 1/2" square for the larger counters and 1 3/4" by 2 1/4" for others) I needed a map sheet that was 1.6X larger than the original map sheet. I used a scanned image from the AHGeneral.org CD to print a larger map sheet. I touched up a few flaws with Photoshop, and proceeded to get a two large sheets printed at my local Office Max store. Office Max was able to print out a map sheet that was 1.6X larger than the original map sheet, but they had to split the map into two halves in order to print the size I needed. I carefully cut the white "border" off of the printed halves, and I used a sheet of Plexiglas© to cover the two map-sheet halves. This map sheet was expensive to print—we'll see if it was worth it.

Since the Avalon Hill version of **Alexander the Great** has unique sized counters, I decided to use 1/4" thick Alder hardwood I purchased from Home Depot to make my larger than life counters. Using my Shopsmith Band Saw, I cut all of the wood counter blanks and sanded them neatly to accept the printed unit counters. After printing the counters on my inkjet printer, I carefully marked the back sides of each one with a light pencil a unique number, to ensure each counter face was matched with its counterpart. This particular game uses two-sided counters that enable a unit to take a reduction in capability as a result of combat.

I carefully cut each printed counter face from the photo paper, using a cutting board. I then sprayed 3M General Purpose 45 Spray Adhesive onto the wood blocks and carefully placed each cut-out counter face onto each block. Once dry, I attached the back side of each counter. I then used Rust-Oleum Matte Clear finish to coat each counter. The results are quite stunning, as you can see from the following photos. To see if this new capability provides me with a tactical advantage, tune in to the AHIKS online games forum for more fun!







Figure 3 The Macedonian Army



Figure 4 The Persian Army

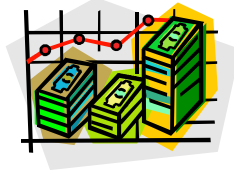


Figure 5 Front side of a counter (left) and back side of a counter (right) for reduced strength



## Treasury Notes

Brian Stretcher



### Campaign 2012

I reckon I would be willing to stay on as Treasurer for the next four years, if AHIKS will have me, and no one else leaps at the opportunity. So this is my official “announcement.” No stumping for me, as you will get plenty of that elsewhere over the next several months.

### El Diablo Rojo Update

If you've not been following the **Wooden Ships & Iron Men** game on the forum, we have just finished turn 15 of my home-grown scenario, *El Diablo Rojo*. The situation is set off the coast of Spain in March, 1808, about the time Napoleon moved to occupy Spain in the face of the failing rule of Charles IV. A combined French and Spanish squadron approaches the fictitious port of Puerto Abierto, guarded by blockading British ships, as a British relief force also approaches. Neither side knows the exact victory conditions, and each player has his own individual missions to accomplish as well.

So far, it has been somewhat difficult to stir the two sides to action, as much wailing and gnashing of teeth has occurred as each captain tries to figure out what and what not to do in the face of an enemy. The British have stirred up a small hornet's nest of Spanish gunboats, and the old Spanish fort high on the hill protecting the approach to the port irregularly and seemingly half-heartedly fires on the British capital ships below. One unlucky French ship lost a mast on the opening salvo, and the mast continues to hang over the side of the ship rendering her helpless. Meanwhile, a mysterious, blood-red colored Spanish frigate has raised a sail showing a skull and crossbones, while her and her companion ship separate themselves from the French. A woman in black, turbaned crewmen, singing castaways, mysterious on-shore signals, they're all here! Check us out on the forum, as the action is about to heat up as the fleets converge off Punta Esperanza!

### Got Time for Some Heavy Summer Reading?

#### A Book Review

*The Story of Britain*. Rebecca Fraser. W.W.Norton & Company, 2005. This book covers the history of Britain from the time of the Romans to 2002 in 785 well-written but densely -printed pages, so, if you're looking for a quick read, this is not the book for you. However, if you enjoy sweeping history and getting a sense of how everything is tied together, then this book will interest you.

The first two chapters deal with the Roman and Anglo-Saxon eras, and so the reader is relatively quickly taken through the first 1100 years of the history of Britain, until the arrival of the Normans in 1066. From there, each chapter covers the period of each ruling monarch, starting with William I (the Conqueror) through Elizabeth II's Golden Jubilee in 2002. This year is her 60<sup>th</sup> (Diamond), that just started this week. Her reign has lasted almost as long as Queen Victoria's, but not quite yet.

As you might expect, the history of Britain was largely driven by the personalities of the ruling monarchs, at least until after the English Civil War, when the monarchy was restored

following the rule of Oliver Cromwell and the Puritans, but with reduced powers. So the first half of the book is all about the personalities, the plotting, scheming, rebellions, and other sorts of intrigue that seems to always plague a supreme monarch: crush your brother's army there, marry your cousin here, have many children by mistresses, and so forth. Many monarchs met violent ends, so it is not always good to be the king. As the history of England is intertwined with both Scotland and Ireland, there is a significant amount of discussion about the events in those countries as well.

The book slows down once England gets her first Prime Minister, Sir Robert Walpole, in 1721. For my tastes, there was a little too much discussion of which party was in power, Whigs, Tories, Conservatives, Liberals, or Labour, depending on the era, and the passage of certain laws. But of course, there is more of a record to report as the book moves into the modern era. Given the scope of the book, important periods of military history seem to go by in a flash, such as the American Revolution, the Napoleonic wars, and WWI and II. There is limited information on important battles, war strategy (except in the most basic terms), and non-royal military personalities, with the exceptions of Cromwell, Nelson, the Duke of Wellington, and Winston Churchill. There is a fair amount of discussion about the British economy, politics, and the rise and fall of the British Empire, and the role it played and continues to play in the world.

The best thing about this book is how it ties all of British history together. As Americans, we typically learn bits and pieces of the history of countries other than our own, through books, movies, and wargames. But it is rarely all put together to show the big picture. For example, I never fully appreciated the relationship between Henry VIII and Elizabeth I, both prominent figures of history (Elizabeth was the granddaughter of Henry VII, Henry VIII's father, although not Henry VIII's daughter). Britain emerged as the world's leading economic power in the 1700s, and that economy touched nearly every corner of the world, from North America to the Far East. Britain was mostly an economic power, not a military one. And it was all maintained by a tiny island nation at its zenith for almost 200 years, until the wars of the first half of the 20<sup>th</sup> century brought it down. Not militarily, but financially.

So, there is a lot for Americans to learn from British history. What did I learn that I did not already know? Puritans were not particularly pleasant people. Religious zealots, they were intolerant of almost everything, including Catholics and anything remotely resembling fun. Those pictures of happy Pilgrims at the first Thanksgiving? Don't believe it! Ireland remained a hotbed of conflict until the late 20<sup>th</sup> century in no small part because of the long-term oppression of Catholicism by the Puritans and their Protestant heirs. The British experimented with essentially unfettered capitalism in the early Victorian age, and the results were work houses for the poor, debtors prisons, 6-year-olds working in mines, and skies so filled with soot that there was never any real daylight in some English cities in the 19<sup>th</sup> century. Elsewhere, such conditions created the backlash of communism. On the other hand, the British experiment in socialism was almost as bad: Britain nearly went broke until the Iron Lady, Margaret Thatcher, starting rolling back the entitlements and privatizing industry. The answer appears to be a balance between the extremes. For example, the British remain proud of their national health service. We Americans should probably heed those historical lessons and not take either an extreme left or right path.



There are also lots of little tidbits of information. For example, from the book you can learn the origin of some words, like sheriff, still in common usage, and other things like that. So, if you like sweeping history and have some time this summer, I recommend this book.

### Gaming your way through British history

There are innumerable games with the British as primary combatants. Setting aside the vast number of WWI and WWII titles with which many gamers would be familiar, and many of the individual battle games, it is still possible to game your way through most of British history, although a lot of the titles I am going to list here are probably out of print. Here are some titles I can recall from memory that will give you a taste of the sweeping history that is Britain.

You can begin your survey with **Brittania**, TAHGC's title covering the Roman invasion until the Norman invasion in 1066. **Hell Hath No Fury** is a *Wargamer* game of Boudicca's revolt against Rome. **Kingmaker** is a classic game of the War of the Roses, as Lancastrian and Yorkist forces struggle to crown their heir king. **Down with the King**, while set in a fictitious island country, is a political game from TAHGC, where the players vie to make one of their personalities king or queen through bribery, assassination, and other intrigue, and so nevertheless an interesting reflection of the politics of the medieval to renaissance English monarchy. There are no strategic level games involving the British through most of the medieval period, although there are some significant battle games: **Hastings** has been portrayed in at least one if not two *S&T* games, and one old *Wargamer* edition as well, I believe, although what I would like to see would be a strategic/operational game on the 1066 campaign in England. Then there is **Agincourt**, in both SPI and GDW 120 series editions. There are no strategic level games covering the English Civil War between the Roundheads (Puritans under Cromwell) and Royalists either that I know of, although there are several battle games scattered through various *S&T* issues and some quadrigames. **The Campaigns of Marlborough** are offered in a late-edition *Wargamer*. Moving towards the colonial/Napoleonic era, we first have **The '45**, a game on the Jacobite Rebellion in Scotland in 1745, the **Wilderness War**, popular card-driven game of the French and Indian War, and the AH classic **1776**, along with numerous less well known games on the American Revolution. Then come **Empires in Arms** and/or **War and Peace**, strategic simulations of the Napoleonic wars. However, one cannot completely understand how Britain maintained her empire without understanding how she dominated the age of fighting sail, and for that **Wooden Ships & Iron Men** or one of that game's successors should be studied. Then we get to the age of Imperialism. **Pax Britannica**, a Victory Games title, covers that age from 1880 until the outbreak of the First World War. Within that general era are several games, mostly *S&T* titles, that cover the Afghan Campaigns, the Indian Mutiny, and the Boer War. That gets us through the Empire until WWI. Following the world wars, the only other title that I can think of reflecting the British struggle to preserve the Empire would be a game on the **Falklands**, I believe published in the *Wargamer* in the 1980s. Those should be enough to keep one busy for awhile!

## Treasurer's Report

**Starting Checking Balance 4-1-12:** \$ 879.06  
**Income:** \$ 0.00  
**Expenses:**  
 Bank Paper Statement Fee (Mar and Apr) \$ 5.00  
**Checking Balance as of 5-31-12:** \$ 874.06

**Perpetual Fund Balance, 4-1-12:** \$ 3,386.91  
**Interest Income through 4-30-12:** \$ 0.39  
**Contributions:** \$ 0.00  
**Perpetual Fund Balance 5-31-12:** \$ 3,387.30

**Operating funds in Savings, 4-1-12:** \$ 5,678.65  
**Interest Income through 4-30-12:** \$ 0.65  
**Operating funds in Savings, 5-31-12:** \$ 5,679.30

**Total balance in Savings, 5-31-12:** \$ 9,066.60

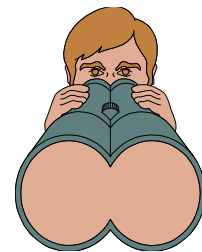
**Total Treasury, 5-31-12:** \$ 9,940.66

Sadly, there seems little I can do regarding the paper statement fee short of closing the current account, which has now gone up to \$3.00 a month. It might seem easy to close and reopen the account, but thanks to the Patriot Act and certain rules that apply to the AHIKS account, it is easier said than done. I am still working on the issue. And, our savings account interest rate is now down to 0.05% (yes, a twentieth of a percent annual percentage rate)! Time to start stuffing some mattresses!

Until next time!



# Upcoming Events



**June 7-10**, Bedford, TX  
NORTH TEXAS RPG CON  
<http://ntrpgcon.com/>

**June 8-10**, Jacksonville, FL  
RAPIER 2012  
<http://www.rapiercon.com/>

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

**June 15-17**, Oaks, PA  
TOO MANY GAMES  
<http://www.toomanygames.com/>

**June 21-24**, Hudson, OH  
ANOTHER GAME CON 2012 (ANCON2012)  
<http://anothergamecon.com/>

**June 22-24**, Tempe, AZ  
CONFLAGRATION 2012  
<http://www.conflag.org/>

**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 4-8**, Morristown, NJ  
DEXCON 15  
<http://www.dexposure.com/dexcon15.html>

**July 5-8**, Kissimmee, FL  
DICE TOWER CON  
<http://www.boardgaming.info/convention/>

**July 5-8**, Seattle, WA  
CONCLUSION: WESTERCON 65  
<http://drupal.westercon65.org/>

**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 20-22**, Quincy, IL  
QUINCON 27  
<http://grgg.org/>

**July 27-29**, Burlington, Ontario, Canada  
CONBRAVO  
<http://conbravo.com/>

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

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

**August 3-5**, Austin TX  
AUSTIN BOARDGAME BASH  
<http://www.boardgamebash.com/schedule>

**Aug. 10-12**, New Orleans, LA  
HEAT OF BATTLE VI  
<http://www.nationalww2museum.org/learn/educational-wwii-wargaming/heat-of-battle.html>

**Aug. 10-12**, Bellevue, WA  
DRAGONFLIGHT 33  
<http://www.dragonflight.org/dfcon.php>

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

**Aug. 24-26**, Plainview, NY  
RETCON  
<http://www.theretcon.com/>

**Aug. 31-Sept. 3**, Santa Clara, CA  
PACIFICON GAME EXPO  
<http://www.pacificongameexpo.com/>

**Aug. 31-Sept. 3**, Los Angeles, CA  
STRATEGICON'S GATEWAY 2012  
<http://strategicon.net/>

**Sept. 20-23**, Columbus, OH  
BUCKEYE GAME FEST  
<http://www.buckeyeboardgamers.org/buckeyegamefest.htm>

**Sept. 21-23**, Anaheim, CA  
SOCAL SMACKDOWN  
<http://www.socalsmackdown.com/>

**Sept. 22-23**, Peterborough, Ontario  
PHANTASM 22  
<http://phantasm.pfga.ca/>

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





## Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	Russian Front AH	Michael Mitchell (1086) ETV
1776 AH	Ken Rutkowski (1398) EL	SPQR GMT	Justo Perez (1656) V
1914 AH	Mike Kettman (1067)	Squad Leader AH	Chris Kenney (1667) FVEG
Adv Squad Leader MMP	Dennis Sheppard (804) E	Squad Leader AH	Melvin Yarwood (36) P
Afrika Korps AH	Brian Britton (1603) Z	Stalingrad AH	Brian Britton (1603) Z
Afrika Korps AH	Paul Heiser (1051) P	Stalingrad AH	Joseph Angiolillo (412)
American Civil War VG	Shannon McNamara (1639)	Stones River Decision Games	Mel Yarwood (36) P
Anzio (6th ed, rev. map) AH	Tom Oleson (111)	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Anzio AH	Melvin Yarwood (36) P	Twilight Struggle GMT	Ron Gregory (1366) E
Anzio AH	Greg Dilbeck (1363) P	Victory in the Pacific AH	Chris Kenney (1667) FVEG
Arnhem SPI	Thomas Ten Eyck (826) EP	A Victory Lost MMP	Ed O'Connor (1243) V
Arab Israeli Wars AH	Dennis Sheppard (804) E	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Battle for Midway Decision		Warriors of God MMP	Chris Hancock (565) CV
In the Pacific 42 GDW	Bill Scanlan (275) E	Washington's War GMT	Chris Hancock (565) CV
Battle for Midway Decision		Waterloo AH	Joe Angiolillo (412)
in the Pacific 42 GDW	Melvin Yarwood (36) P	Waterloo AH	James Antalek (1098) P
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Waterloo AH	Brian Britton (1603) Z
Bismark '79 AH	Chris Kenney (1667) FVEG	Wooden Ships and	
Bitter Woods AH	Greg Dilbeck (1363) P	Iron Men AH	Ralph Bean (1685)
Bitter Woods AH	Ron Gregory (1366) EFLV		
Bitter Woods AH	Melvin Yarwood (36) P		
Blue and Grey I, II	Melvin Yarwood (36) P		
Borodino SPI	Melvin Yarwood (36) P		
Bulge '65 AH	Dave Wallace (1643) EL		
Bull Run AH	Paul Heiser (1051) P		
Chickamauga WEG	Joseph Angiolillo (412) E		
D Day 61, 65, or 77 AH	Brian Britton (1603) ZL		
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		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Flight Leader AH	Pat Williams (1669) EV		
Flying Colors GMT	Ralph Bean (1685)		
Fortress America MB	Jeff Miller (1303) VC		
Fortress Stalingrad S&T	Chris Harding (1591) E		
Frayser's Farm Decision Games	Mel Yarwood (36) P		
Fury in the West AH	James Antalek (1098) PEV		
Gettysburg 77 AH	Jeff Miller (1303) V		
Gettysburg 64, 77, 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 AH	Richard Saunders (1664) E		
Napoleon at War SPI	Melvin Yarwood (36) P		
Napoleon's Last Battles SPI	Melvin Yarwood (36) P		
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		
Russian Campaign AH	Greg Dilbeck (1363) P		
Russian Campaign AH	Paul Heiser (1051) P		
Russian Campaign L2	Art Dohrman (1551) EV		
Russian Front AH	Melvin Yarwood (36) 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

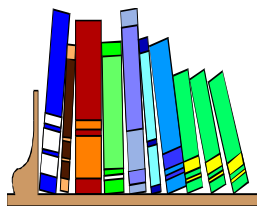
### Match Coordinator

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

1683 Kevin S. Tucker	Harlow, United Kingdom
1684 Michael J. Barrette	Charlotte, MI
1685 Ralph Bean	Granite Bay, CA
1686 Eric S. Luthy	Kalamazoo, MI
1687 William Maternan	Kingston, NH
1688 Steve L. McNeil	Riverside, IA
1689 Martin L. Musella	Arapahoe, NC
1690 Richard K. Thumann	Pompton Plains, NJ
1691 Karl Gaarsoe	Rogers, AR
1692 Saman A. Assadi	Manuka, A.C.T. Australia
1693 Justin P. Falson	Narrabeena, Australia



## Book Reviews

from Tom Oleson

How interested are you in WW II? Only if the answer is "extremely" would you, as I did, buy these books!

**Freedom Betrayed**—Herbert Hoover's Secret History of the 2nd World War and its Aftermath  
Edited and with commentary by George Nash  
Stanford U. Press., 2011  
910 pages, \$50.

The reaction of a friend was to scoff at the idea that a discredited president would have anything of interest to say in this long ignored manuscript. As Nash mentions, both of his Democratic successors, FDR and especially Truman, thought so highly of Hoover that they offered him very key responsibilities. Hoover had some interesting insights, primarily into the diplomatic aspects. Note to Craig Besinque designer of **EuroFront**: I will send it to you if you want it because it may have some useful info re your Diplomatic Events. I was struck by how Britain, about the time of the Molotov Pact, was just as ready to sacrifice Poland to the USSR as Hitler was. On the whole though, give me back my fifty bucks.

**The Wehrmacht Retreats**—Fighting a Lost War, 1943  
by Robert Citino (author of many other books on WW2)  
U. Press of Kansas  
389 pages, \$30.

The book is written in a breezy style which made it an enjoyable read, but it covers familiar ground. My usual complaint about inferior maps applies here. No scale, omission of

key places even when cited on the very next page. Supply dump said to be in Tunisia clearly in Morocco per map on the preceding page. I have a huge library of books on the Italian campaign which was my main reason for buying this book. From many hours spent researching the OOBs, so much easier now with Google, I learned that sources differ. True even within the same volume of the official U.S. history. Two discrepancies jumped out at me, and in both cases Citino was mistaken, one of them confirmed for me by the source he himself cites. Once again, not worth it to me.

This figure was somewhere in the back of my mind, but it was startling that Italy changing side removed 3.5 million troops from the Axis cause, one million disarmed by 600,000 Germans; the others took to the hills.

**Mussolini & His Generals**—1922 to 1940  
by John Gooch,  
Cambridge U. Press, 2007  
642 pages, \$30.

I buy anything which I hope will add to my knowledge of the Italian campaign, and this did, although not \$30 worth. Interesting how much better Europe is now than it was back then, when war was regarded as unavoidable. Given the performance of Italy in WW2, Mussolini's plans to attack so many countries seems—and was—ridiculous. Italy had plans for war with *Germany* even up to 1939, although of course history had now overtaken them. When Italy and Germany competed for influence in Austria (or so Mussolini imagined), it was amusing to read where Italy expected to advance should they invade Austria. They had a plan for war with Czechoslovakia, which they did not even border, and, of course, Switzerland, France, Britain, Yugoslavia, Greece, Turkey, etc. Probably an indispensable source for those interested in the subject.



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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: August 10, 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.

## GMT East 2012

### As Reported by a Well Beaten Bill Watkins

I love GMT's mini cons. I've been going to their spring NY area con for most of the past decade and wish I had discovered them years before!

This year's was Thursday March 29 through Sunday April 1. Next year's is going to be either St. Pat's weekend or the following. Place is the Crowne Plaza Hotel in Greater Downtown White Plains. Great rooms, good rates, and surrounded by restaurants from Morton's down to PF Chang's, Cheesecake and all the way down to Outback (they aren't sponsors, are they?)

This con is different. It is limited to 80 folk, although the economy had us down somewhat this year. With a small number like this, you get a crowd of highly knowledgeable gamers and lots of designers. Usual attendees Mark Herman and Carl Paradis were missing from this year's designer lineup, but John Butterfield, John Foley, and a bunch of other top designers made up for their absence. Lots of games to playtest, with GMT's Andy Lewis giving hints on how to present the games, so they make it onto the P500 list.

Andy and Allan Rothberg do a great job putting this whole thing together every year. There is a forum on CSW, so you can insult each other beforehand and schedule a few games. Some people schedule their time tightly, others pick up whatever needs playing or spend their time playtesting. There are always GMT games needing playtesting.

In case I sound too enthusiastic, let me tell you about the t-shirts. Every con has a t-shirt, right? GMT's are usually pretty nicely designed. I thought this year's bright purple with yellow lettering was ultra cool. At midnight Friday, I called Peg to tell her I was heading home. She said not to bother, to get a room at the hotel. Our senior AHIKS member, Tom Thorsen, suggested I check who she was fooling around with. Thanks, Tom!

The desk folk gave me a room at less than the con rate (what else were they going to do with it at 2 AM?) They gave me a toothbrush, paste, and a razor. All set!

Then I realized I didn't have a change of clothes. Upstairs at 2:30 AM washing my delicate undies, then the brand new t-shirt. Turned the sink bright purple. 3 AM trying to dry my clothes and purple t-shirt with the hotel blow dryer!

Saturday afternoon I zoom home, pick up middle son, and race off to the Ancient Order Of The Hibernians Final Four Beefsteak Dinner. I'm still wearing the purple t-shirt. It's not till I'm in a room of about 100 tanked up Irishmen that I realize the back of the t-shirt advertises GMT's new game, which just happens to be named after Ireland's greatest enemy: The Virgin Queen. Luckily, there weren't very many historians in the crowd.

Oh yeah, Thorsen. We started the con Friday morning with my first real game of the GMT version of **No Retreat!** You'd think Thorsen would be embarrassed by beating a fellow AHIKSer that badly!

Great, great game. **East Front 1941-1945**. Terrific concepts. Very few counters. CDG with no ops points, but events for both players on each card. You need to pay attention to the cards. You may not want to put a card into discards when you realize it could be a key card for your opponent. Different ways

to win, initiative shifts half way through, lots of surrounding the other guy and scoring points for starving him out. No points for simply destroying armies.

Needless to say, I got consistently miserable die rolls, card draws that were awesomely bad and, just when I thought I had a chance to survive long enough for General Mud to rescue my Rooshians, Tom threw clear weather. Sigh. In short, high tension and high replay value. I assume it'll be up for various awards.

Friday afternoon was Mike Nagel and **Almeida**, a Hexxasim Jours de Gloire game pitting Wellington against Massena in Spain. Chit driven. Brit is on the defense. French player must accurately spot and exploit weak spots in British line, lots of them considering most Brit units are militia.

The game went a lot better than the last time Mike and I played. That was the incredible **World At War** game at WBC that was decided by the very last chit pull.

You'd think Mike would be embarrassed by beating me so badly—are you noticing a developing pattern here? Actually, it was my own stupid fault. I kept pulling all the Brit chits first, then all the French. That's exactly the reverse of what you need. Meanwhile, Mike was accurately IDing the weak spots in my defense. Good game, but turns took a major time commitment.

That was a problem, as I had screwed up and forgot I had promised to play our traditional HIS game Friday night through Saturday morning. Since I won last year, you know I wanted to join that game. Luckily, there was someone who wanted to play, so I gave him my place and rejoined Mike. Unluckily, my replacement thought playing with a quart of Johnny Walker Black was a good idea. The other players didn't think so and the game ended early. And angrily.

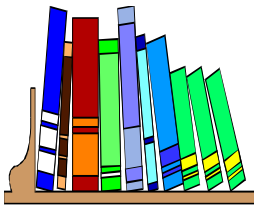
Last game was **Labyrinth** Sunday morning against Scott Muldoon. As you can guess, Scott's U.S. buried my poor Jihadis. Scott wrote our game up on BGG and pointed out I blew 14 die rolls in a row!

Another truly great game, though: **War on Terror**. Great concepts. Very asymmetrical. Jihadi is trying to tear Mid-East governance down, while building up his funding through successful plots and tearing down U.S. prestige. U.S. is carrying on a War of Ideas, trying to keep troop deployments to a minimum while thwarting plots. Scott got very good at turning my plots into fairy dust. I was carting a nuke around half the game and never got to use it. I see awards in store for **Labyrinth**, along with **No Retreat!**

Lots of new games. Victory Point always has a ton of games to sell, along with Compass, Hexasim, and Zman. And every GMT game you need to fill a few more rooms in your house. In addition to our game, Mike ran a huge **Flying Colors** new scenario, saw a miniatures game of **Sergeants**, a Butterfield Bulge playtest, also a playtest on a very bloody alternate French revolution in Paris in 1789, and at least half a dozen other playtests I'll be anxious to see in further development. All in all, a heck of a weekend.

Next time, I'll tell you about the SciFi con two weeks before and military SciFi top novelist John Ringo and his very scary predictions for threats down the road. Till then, somebody *please* send me some loaded dice!

★★★



## Another book review

### **Empire of the Summer Moon**, Quanah Parker and the Rise and Fall of the Comanches, the Most Powerful Indian Tribe in American History

by S. C. Gwynne

Scribner (c) 2010

371 pages. Map. Photographs

Reviewed by Omar DeWitt

It was surprising to me how much I learned from this book. I had known the Comanches were a powerful force, but what I read was eye opening.

The Comanches created the southwest.

The Spanish were very effective against the Aztecs and Incas, which were advanced civilizations with cities and agriculture. They were essentially helpless against the Comanches, who were primitive, nomadic, and mounted. The horses, of course, were originally from the Spanish. The horses were lost by the Spanish, multiplied in the southwest, and were captured by the Plains Indians. By 1700 all the Plains Indians in Texas had horses. The Comanches were masters of the horse; it was not uncommon for a warrior to have up to 200 horses.

Comancheria, their land, covered almost a quarter of a million square miles and included large parts of New Mexico, Texas, Colorado, Kansas, and Oklahoma. They were there because of the buffalo herds.

Although they never attacked a fort, the Comanches were flawless raiders. They would raid the pueblos under Spanish "protection" and then disappear. They did this so often that it is believed the pueblo revolt in 1680 was because the Spanish could not protect the pueblos.

The result was that the Spanish never really "conquered" New Mexico or Texas and did not try to expand what land they had. They could fight civilized peoples, but not barbarians.

No plains Indian tribe was a nation as we understand nations. The Comanches were not even a single group of people; they were made up of five to seven groups who had the same language and were completely compatible. There were no leaders, although one Indian might say let's go raid the Apaches; he would be a leader for that raid.

We are all appalled at the Indian's habit of torturing and killing their captives. But no Indian anywhere on the continent was surprised by it; that's the way things were.

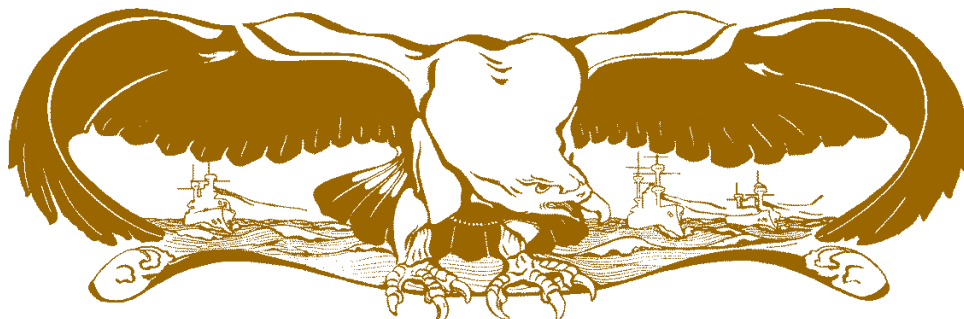
An interesting outcome of the Comanche problem was the formation of the Texas Rangers. They were formed in the 1830s expressly to counter the Comanche danger. Although they were given ammunition, they had to furnish most of their food, clothing, horses, and weapons. There seemed to be no problem in getting volunteers: young men with a yearning for action. And many volunteers were needed; a great many were killed battling the Comanches. Their weapons were single-shot, muzzle loading rifles (one per man) and single-shot pistols (two or three per man). The man who solidified and led the Rangers was a man named Jack Hays. He copied the warfare style of the Comanches: stay on horseback. He found too that the Indians were predictable, and he used that against them. Somehow, Hays got his hands on Colt's new revolver, which went into production in 1838. It was a five-shot device that could not be reloaded on horseback, so the Rangers carried many loaded cylinders. Interestingly, the Rangers were the only people who liked the new weapon. The Army could see no use for it, and the general public was indifferent. With the weapon, the Rangers were on a par with the Comanches with shots-per-minute.

The Civil War gave the Comanches a lease on life because most of the men who could fire a weapon went east. The homesteads moved eastward as well, to get out of the way of the marauding Indians.

After the war the making and breaking of treaties went into full swing. The U.S. Government broke over 100 treaties with the Indians. A big problem was the inept and crooked Indian agents who kept the Indians from getting the food and clothing they had been promised. Eventually, the Quakers were given the job as Indian agents, but that did not help when the food and clothing did not arrive at the agencies. Indians who had never farmed were not interested in learning how to farm. They stayed on the reservations in the winter for the food (when available), and went back on the plains in good weather.

The last Indians (Comanches) surrendered in 1875 at Fort Sill. It was, of course, necessary to subdue the Indians. We couldn't today have 3,000 wild Indians roaming the state of Oklahoma and occasionally attacking a McDonalds, but much could have been done to make the transition from barbarity to "civilization" more smooth for them.

★★





## UCP News

from Brian Laskey

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. Also, I'd like to extend a Thank You to Roger Eastep and Cory Wells for their donations to the UCP and to Randy Heller for his assistance on a UCP matter.

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 42<sup>nd</sup> 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 1<sup>st</sup> Edition. Also Vehicle and ordinance notes (Chapter H) for Americans, French, Italians, Japanese, British (1<sup>st</sup> 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 rick-enclacker@att.net.

I'd also like to apologize for any delays in responding to emails lately, especially to Bob Best, who has been wonderful in keeping me fully updated on any new members. This has been a very busy time of year for me and I am doing my best to reply in a timely manner which unfortunately is sometimes not as timely as I would like. And last but not least, please note that I will be on vacation from June 9 through June 24, and I will get to any requests made during that time as quickly as I can once I return. Be of Good Cheer!



## From the Editor

As usual, the August issue will be delayed because of the WBC. If you attend, please send in a few words for *The K*. Other members would like to know what you saw, experienced, and ate. Ate??

**Elections:** Charles Marshall would like to step down from the President's position (see his article), Dave Bergmann is willing to step aside if someone is interested in his position, but the rest of the officers are willing to carry on. You are, of course, able to run for *any* position. Think it over and let us know.

I have subscribed to *Line of Departure*, *Wargaming Quarterly*. It has won the Charles Roberts award for best amateur magazine of 2006-2008 and 2010. It is a modest endeavor; issue 70 had 24 pages. The issue is photocopied, and the 12 pages were stapled together. There are black and white photos. Issue 70 was written (except for one review) by the editor, Jim Werbaneth. This issue was essentially game reviews. For a closer look, check out [www.jimwerbaneth.com](http://www.jimwerbaneth.com). Subscription rate is \$22 for four issues.

The three copies of *Vae Victis* arrived promptly from France. Everything was in French. I had downloaded the English rules to **Operation Nordwind**, which is on the Battle of the Bulge, although none of the town names on the map look familiar. I looked on the grognard site to see if there were more English rules for the two other (later) games, but they were not available then. (A more recent search did find the English rules to **Syracuse**.) The counters are attractive and are 1.5 cm on a side, almost 5/8 of an inch. The map is 16.5 by 11.75 inches. So now I have three issues and three games; I can't read the magazines, but I can play two of the games.

Also from Alan Poulter's article in the last issue, I bought **A Bold Fight**, The Battle of Mobile Bay August 5, 1864. The colored map is 17 by 11 inches. The counters are half-inch squares; I asked for mounted counters (extra charge) and they came on a nonperforated cardboard sheet. There are five pages of rules.

## Richthofen's War, After Action Report

An Excerpt from the AHKS Forum from Bob Best

*There was a loud KABOOOOM!... quickly followed by a ground tremor that shook the sandbagged bunker... dirt could be heard sliding over the canvas and dribbling down onto the wooden planks laid as the flooring... the air was thick with dust and dawn's early light was just beginning to illuminate the eastern sky. The oil lamps flickered as men quietly conversed... conducting the business of war in the command bunker.*

*Colonel Jaunty-Nostrils sat behind a field desk staring off into space. His eyes had that "thousand yard" stare of men who had seen "too much." His hat was missing and his tunic was torn. Dirt smeared his face and uniform and there was dried blood on his hands...*

*Another loud KABOOOM! ...closer this timer... the bunker shook... more dirt trickled down to the floor and more dust filled the air. A man coughed ...*

*All around him men in dirty tattered uniforms sat against the walls of the bunker waiting out the German shelling that had been going on steadily since early last evening. Colonel Jaunty-Nostrils slowly looked around at his men... several were wounded... many were dazed... more were dead and still lying on the field of battle in No-Man's Land...*

*Colonel Jaunty-Nostrils had led the attack against the Germans in no-man's Land. The Tommies had broken through the German lines and were continuing the advance when the German artillery barrage started at dusk. The German artillery had fired all night. The barrage started falling in the rear of the British lines, disrupting and killing hundreds of British soldiers who were in the open waiting to move forward in the advance. The German artillery had then systematically worked over the axis of the British attack until it finally stalled and then broke. The Tommy's had streamed back to their own lines under heavy fire and were now sheltering in the trenches and bunkers on their own side of No-Man's Land preparing for a possible German counterattack that might come at dawn.*

*Jaunty-Nostrils knew it had to have been the fault of that German reconnaissance plane that had been photographing the front when the German ground attack first started. The Royal Flying Corps boys had failed to bring it down, and the German reconnaissance pilot had even loitered over the British assembly area and the axis of attack to get good photos before heading home.*

*The German Balloon behind their lines could not direct artillery fire at night and Colonel Jaunty-Nostrils knew the timing of the artillery fire was such that it could only have come as a result of the reconnaissance plane photos reaching the artillery units before dark.*

*Jaunty-Nostrils was reminded of that nursery rhyme from his childhood...*

*For want of a nail the shoe was lost.  
For want of a shoe the horse was lost.  
For want of a horse the rider was lost.  
For want of a rider the battle was lost.  
For want of a battle the kingdom was lost.  
And all for the want of a horseshoe nail.*

*"Only instead of a horseshoe nail that was lost, it was for want of downing the German reconnaissance aeroplane..." said Jaunty-Nostrils as he shook his head sadly ... "Too bad those RFC Flyboys couldn't have shot down that Recon Plane!"*

The above narrative is from our **Richthofen's War** game scenario that has been playing on the AHKS Forum. It is an example of the supporting detail provided to the players to lend an air of realism to the game and to give purpose to the mission the players are flying.

For anyone who has not seen the game on the forum 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 real Battle of the Somme. The fighters of No. 24 Squadron and JASTA 2 are meeting over the trenches in the Somme sector near Albert, France, as they did in real life. The scenario is trying to present a real life pilot's eye view of events for the players as if they were flying a real life combat mission.

Success or failure of an aerial mission can have far-reaching effects on the conduct and outcome of ground combat operations on the battlefield as Colonel Jaunty-Nostrils, one of our fictional non-player characters, just found out. Failure of the RFC to bring down the German reconnaissance plane in this scenario resulted in a crushing defeat for his attacking infantry troops.

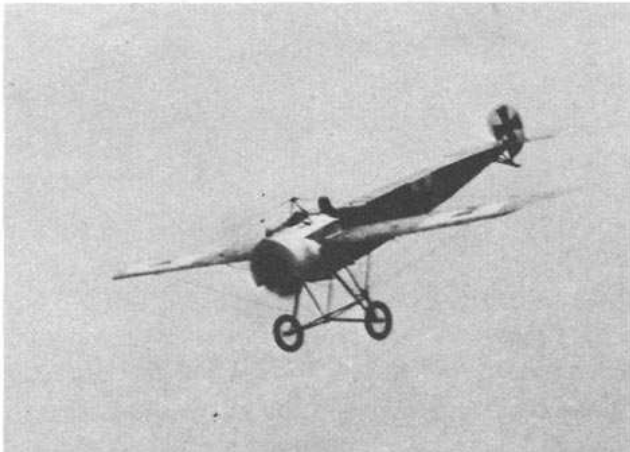
The idea for the game came from research I did on a real-life World War I fighter pilot who flew with the real-life No. 24 Squadron. Robert Henry Braxton Ker was a Canadian officer who went to England with the 48<sup>th</sup> Battalion C.E.F. in 1914. He learned to fly and was seconded to the fledgling Royal Flying Corps. The use of aircraft in military service was in its infancy then, and anyone who had his "Pilot Ticket" and wanted to fly was assigned to the RFC no matter what service branch he came from. Ker wrote about his time with No. 24 Squadron, and I was able to get copies of his notes and his pilot's logbook. I was able to use the material Ker wrote about in our game, and I wove some of the incidents he talked about into our story-line on the forum.

Most British and German Air Service squadrons during the 1914 to 1915 period were composed of mixed aircraft types to handle scouting, bombing, and air defense operations all in one. This changed in late 1915. No. 24 Squadron became the first all-fighter squadron in RFC service. JASTA 2 was the first all fighter squadron in the German Air Service. Both of these real life units met over the Somme in the summer of 1916. Major Lanoe G. Hawker, a decorated British RFC pilot, commanded No. 24 Squadron. Hauptman (Captain) Oswald Boelcke commanded JASTA 2. Boelcke was also a decorated flyer and became an important war hero to the German public. He was also a noted aerial tactician.

No. 24 Squadron flew the single seat DH-2 pusher type fighter. The pilot sat in the nose with the engine to his rear with the propeller literally pushing the plane along. The pilot had a single Lewis machinegun mounted at the front.



JASTA 2 pilots flew the Fokker E.III Eindekker, a more traditional fighter with the engine in front and a single main wing with the pilot sitting to the rear of the engine and over the main wing.



In the months before the Battle of the Somme the Fokker Eindekkers savaged the Allied aircraft flying over the front and gained a reputation that was dubbed the "Fokker Scourge." The British DH-2s and No. 24 Squadron would help end the run of the "Fokker Scourge."

The actual scenario is fictional, but it is based upon real life combat missions and what was really happening in the air over the front during that time period. As the Game Master I ran all of the non-player characters and aircraft that appeared in the game. I controlled all of the "Archie" (Anti-Aircraft Artillery) for both sides, and I ran the convoys that were traveling the road network heading toward the front lines. Just as in real life, all combats were hidden from the players, and the GM handled all of the combat results. The shooter only told what he might be able to see, and the victim was told what the real damage was. Each pilot made victory claims at the end of the game when he turned in his post-mission debriefing just as in real life. The GM determined what other pilots could see and based on a perception die roll passed out information at the end of each game turn. Victory claims had to be verified by other sources to be awarded, again just as in real life. The GM also created and posted the story line for the game. The players were encouraged to contribute to the story line from the point of view of their character but communication between players were discouraged as there were no radios in these early planes.

We started the game with six players, three per side. There were no restrictions on character generation. You could play yourself or create someone or pick an historical figure, whatever you wished. No. 24 Squadron was composed of following players.

Charles Marshall decided to take on the role of Major Hawker, No. 24 Squadron Commander. Charles submitted the following biography for his character.

*Major Lanoe George Hawker was an ace with seven victories and was awarded the Distinguished Service Order and the Victoria Cross, the highest and most prestigious award for gallantry in the face of the enemy that can be awarded to British and Commonwealth forces. He designed the 97-round double drum magazine for the Lewis gun along with several other technical advancements that were incorporated into RFC aircraft. He was personally decorated by the King of England and was a highly thought of leader in the RFC command structure. Promoted to Major early in 1916, Hawker was placed in command of the RFC's first (single seater) fighter squadron, No. 24 Squadron. He was killed in a dog fight with the legendary German ace Manfred von Richthofen, ("The Red Baron") on November 23rd 1916.*

Jeff Miller created Sir George Greystone as his character.

*1st son of a noble family that has a long history and is thought of as one of the more honorable of the nobility. However, that has not translated well into wealth. While not at the bottom of the coffers, lavish spending is out of the question these days. George has gone through the usual private schools and his family was mapping out a venture into banking in an attempt to improve the family fortunes. However George has a bit of a rebellious streak that is raising its head. He joined up against the wishes of his family, in particular his father. This has led to very strained relations at home and seemed to spur his stepping out of the proper bounds for a gentleman of the time. He is kind of on the edge of becoming the black sheep of the family. Strongly drawn now to cards, drinking, and women. If shot down behind the lines, he's armed with a 1911 45 Colt [a gift from an American divorcee, of whom his family did not approve], and would resist capture up to the point he was actually staring down the barrel of a rifle.*

Paul Pearson made the following choice for his character.

*If he's still available, I'll choose William C. Lambert for my character. I seriously considered using my maternal grandfather, who was inspired by the returning WWI pilots and their stories, to start flying. My grandfather grew up in the Portsmouth, OH, area. Portsmouth is only about 30 miles from Iron-ton, OH, where Lambert was born and where Lambert returned after the war. My gut feeling is Lambert was probably one of those inspirational pilots! Historically, Lambert joined No. 24 Squadron a little later (March 20, 1918) than our scenario, but, it looks like there's a little flex in our timeline.*

On German side John Trosky decided to be Oswald Boelcke.

*No problem flying with the Imperial German Air Corps. For my character, since we are flying Eindekkers, how about that great ace Oswald Boelcke. He flew Eindekkers over Verdun and the Somme in 1916. I think he even shot his own propeller off on occasion. Are these Eindekkers going to be equipped with an interrupter gear? Otherwise, we may end up like poor Boelcke!*

Brian Stretcher created Franz Gruber.

*Franz Gruber will take an Eindekker. Gruber is a bit of an enigma. He speaks little and is known by his colleagues as "The Silent Knight." Keeping mostly to himself, he is rumored to have relatives in high places, be proficient in personal combat, and to have eyes in the back of his head. Tall, blonde, and with emotionless, steel-gray eyes, he is also rumored to be a ruthless kil-*



ler, and not just during wartime. Gruber carries only a stiletto as a personal weapon. In his hands, it is just as effective as a pistol, if not more. Gruber reports for duty one morning, unannounced, with orders in hand...

Charlie Heckman originally created Godeschalk Hegkman von Grebeneck for the game. Charlie had to resign from the game due to work conflicts and Scott Saunders joined us midgame to manage Godeschalk Hegkman von Grebeneck.

*Godeschalk Hegkman von Grebeneck, flying for Germany, fancies himself one of the last Teutonic Knights. He carries himself with Prussian military airs, though he is actually from West Central Germany. Hegkman sports a close-shaven head, a wide handlebar mustache, and takes great pride in wearing a monocle. He usually carries a small rod, tucked under his arm, which he waves about when issuing orders to his mechanics. He is of medium height and build, enamored with pageantry and nobility and fancies himself at the center of the German aristocracy, even if his connection to blue blood is extraordinarily thin. Truth be told, his personal aristocratic history is 90% invention and 10% tenuous ties to very distant fifth great cousins. His grandfather and father made a small fortune in the early German Industrial Revolution, by skill or luck... He is more properly nouveau riche than "old money" but goes to great pains to disguise and deny this fact. Godeschalk means "God's Seneschal," and Hegkman uses his given name as if it is a title of some import. He displays the "Crux Ordis Teutonicorum" splashed on the sides of his white PLANE. He often insinuates a legitimate endorsement of his "title" and his "colors" by the "German Order," though he has no true affiliation.*

We had two other players join us in mid game and they came on the board as members of the "Dawn Patrol" that was sent out before our afternoon mission.

Bob Dowrey joined us and created Bartholomew Bandy, a survivor of No. 24 Squadron's Dawn Patrol. Lt. Bandy entered our game as a No. 24 Squadron pilot from an earlier patrol returning to British lines after becoming separated from his patrol during an encounter with JASTA 2.

*I will call my pilot "Bartholomew Bandy." He is Canadian, the son of an Anglican Minister from Peterborough, Ontario. He began in the infantry but managed a transfer to the RFC to escape the drudgery of the trenches. He remains undaunted by the short expected lifespan and enjoys the better rations and liquor that the flyboys enjoy.*

Jonathan Swirsky also joined us mid-game as a member of JASTA 2. He entered the game pursuing a No. 24 Squadron plane from the Morning Patrol. Jonathan created Paul Baumer as his character. Baumer was a dentist before becoming a pilot. Jonathan played several turns before he too had to leave the game for personal reasons. Below is the introduction narrative for his character that appeared on the forum.

*Looking around the room, Kreuger spotted Leutnant Paul Baumer sitting at a table in the corner with the other new Leutnant, Manfred von Richthofen. Both were listening quietly to the song and both had that far-away look in their eyes.*

*Kreuger walked up to the table and waited for the end of the song ...*

*"Ahhh ... there you are Herr Zahnartz (Dentist)Baumer... good evening!" Said Kreuger "and also, good evening to you von Richthofen."*

*Both men snapped out of their reverie and replied "Good evening, Herr Oberleutnant!"*

*Kreuger pulled out a chair and sat down at the table... The club was beginning to pick up a buzz of conversation as one of the men was putting another record on the Victrola...*

*"How is our resident dentist this evening?" asked Wulf in a kidding voice. Kreuger was remembering Baumer's occupation from his personnel file...*

*He remembered that Paul Baumer was born in Meiderich Germany and had learned to fly before the war began. Baumer joined the Infantry and after serving in the trenches came to the Air Service initially as a dentist's assistant. He was seconded to flight status when his commander learned he was trained as a pilot. Baumer had a reputation as a Balloon Buster, with several "kills" to his credit...*

*"Hey Wulf... You better be nice to our "dentist" here... you never know when you might need a good one with all that French "Candy" you have been consuming lately!" said von Richthofen...*

So this is the cast of player characters for our game. There are a number of Non-Player Characters (NPCs) as well. We have Feldwebel (Sergeant) Bruno Heimdahl, pilot of the Albatross C-3 reconnaissance plane and his photographer/gunner Gefreiter (Corporal) Otto Stimke. Corporal Darwhinkle, another NPC is the commander of a particularly pesky British AAA gun that caused JASTA 2 all kinds of trouble during the game. And then there is Lt. Archer, also a member of No.24 Squadron who is shot down and crashes in No-Man's Land precipitating the British attack by Colonel Jaunty-Nostrils. And lastly we have Baron Manfred von Richthofen... What game of **Richthofen's War** would be complete if the Baron did not make an appearance! ☺

We used the **Richthofen's War** board game and most all of the basic, advanced, and optional rules. There were some modifications to the turn-play sequence to facilitate processing moves and combats by the GM, but most rules were used as written. We also modified the anti-aircraft artillery rules to better simulate the capability of ground fire.

Charles Marshall took time out of his busy schedule to create and post maps showing the locations of all aircraft and other important items each turn, making it easy to follow the action. Thank You Charles!

Both the British and German players were briefed on their respective missions before we started.

### *No. 24 Squadron Briefing:*

*As you all know British Army units are massing for an attack along the Somme River on or about 1 July 1916. In order to deny intelligence to the Germans, No. 24 Squadron along with other aero-squadrons attached to 4<sup>th</sup> Army have been tasked with stopping all German aerial reconnaissance efforts as our primary mission. We are to conduct patrols from dawn to dusk over our assigned sector of the front.*

*It looks like you will be meeting the Hun's new Jasta 2 Squadron. Their new fighter squadron has just arrived here in the Somme sector. Also expect to meet FFA 11, a composite squadron primarily operating Albatross C3s. In this fine weather we are having today the recon planes will be operating at their prime altitude around 800-1,000 meters... They like to stay above our "Archie" for the most part, but there are some daring pilots who go lower to get good photos.*



They will be operating for sure in the good flying weather we are having this afternoon. With the sun directly overhead and clear skies it should make for some good photographing weather. You might not be aware of this, but the rear gunner operates the camera on the C3, so he cannot shoot and take photos at the same time.

The Huns also have balloons operating along the front. These are primarily engaged in artillery spotting. We know of one located in the vicinity of grid coordinate O-19. Be careful if you approach them as they have both light machineguns and medium AA artillery protecting them. The Huns also have a few AAA machineguns spotted in the trench lines to protect against our strafing their trenches. These guns seem to move around some, and we don't have them firmly located. Just be careful and note any guns you observe firing so we can plot them on our maps.

3rd Kite Balloon Company has a balloon operating at grid coordinates FF-31. There is a heavy machinegun company providing "Archie" for them along with a few 3-inch medium guns in the same area. 4th Army is also operating a heavy machine gun company along the trenches in our patrol area.

Be aware that there is a supply dump located outside of Albert, which is just south of our patrol area. There is a mobile battery of heavy AA guns assigned there to protect the supply dump. No. 32 Squadron is working to the south of us and is tasked with covering the supply dump. The Huns have been bombing it regularly and you might see some of their big twin-engine bombers. They usually come over singly or in pairs at around 4,000 meters. They have not caused much damage so far.

We are using the church bells as usual to announce enemy aircraft attacks. Our spotting people will lay out a large arrow on the ground pointed in the direction of enemy aircraft if any have been spotted. If you hear church bells you should be able to tell the direction to the enemy machines by looking for the arrow.

Also, be aware of the prevailing westerly wind, as it is quite strong this time of year. You will have a good headwind coming home but a strong tailwind if you chase the Huns too far to the east.

We have another patrol operating along the front now that you will relieve. Lts. Archer and Bandy took off about 30 minutes ago, so keep an eye out for them as well.

Ker looked around at the faces of each of the flyers. "Anyone have any questions?" he asked.

(From the gamemaster: 24 Squadron planes will enter the map at the board edge between KK-2 and OO5. Pick your entry hex and your plane's starting altitude, speed, and direction. When I get everyone's information back we can begin the game.)

### JASTA 2 Briefing:

As you all know, British Army units are massing for an attack along the Somme River Front sometime soon. Second Army needs accurate intelligence about what the British are doing. FFA 11 is conducting reconnaissance missions along the front and bombing stockpiled supplies as they are found. It's Jasta 2's job to protect our reconnaissance and bombing flights. We have been instructed to aggressively patrol our sector of the front and keep the British at bay. Protecting German aerial reconnaissance efforts is our primary mission. We are to conduct patrols from dawn to dusk over our assigned sector of

the front. It looks like you will be meeting No. 24 Squadron flying their new DH2 pusher fighters.

Today's mission is to escort an FFA 11 Albatross C3 reconnaissance plane as it photos the British trench line near Albert. In this fine weather we are having today the recon plane will be operating at their prime altitude around 800-1,000 meters, so look to pick them up at about that altitude. They like to stay above "Archie" for the most part, but there are some daring pilots who go lower to get good photos. They will be operating for sure in the good flying weather we are having this afternoon. With the sun directly overhead and clear skies it should make for some good photographing weather. You might not be aware of this, but the rear gunner operates the camera on the C3, so he cannot shoot and take photos at the same time.

The Brits also have balloons operating along the front. These are primarily engaged in artillery spotting. We know of one located in the vicinity of grid coordinate FF-31. Be careful if you approach them as they have both light machineguns and medium AA artillery protecting them. The Brits also have a few AA machineguns spotted in the trench lines to protect against our strafing their trenches. These guns seem to move around some, and we don't have them firmly located. Just be careful and note any guns you observe firing so we can plot them on our maps.

2nd Balloon Abteilung has a balloon operating at grid coordinates O-19. There is a heavy machinegun company providing "Archie" for them along with a few 3-inch medium guns in the same area. 2nd Army is also operating a heavy machine gun company along the trenches in our patrol area.

Be aware that there is a supply dump located outside of Albert, on the west side of the front, which is just south of our patrol area. There is a mobile battery of heavy AA guns assigned there to protect the supply dump. FFA 11 has been bombing it regularly, and you might see some of our big twin-engine bombers. They usually come over singly or in pairs at around 4,000 meters.

The Brits are using the church bells as usual to announce our aircraft attacks. Their spotting people will put out a large arrow on the ground pointed in the direction of our planes if any have been spotted. If you hear church bells you should consider that there are probably Brit airplanes about, too.

Also, be aware of the prevailing westerly wind, as it is quite strong this time of year. You will have a good tail wind coming home but a strong headwind if you chase the Brits too far west.

We have another patrol operating along the front right now that you will relieve. Leutnants Baum and Goering took off about 30 minutes ago, so keep an eye out for them as well.

Kreuger looked around at the faces of each of the flyers. "Anyone have any questions?" he asked.

(From the gamemaster: Jasta 2 planes will enter the map at the board edge between F-50 and A-45. Pick your entry hex and your plane's starting altitude, speed, and direction. When I get everyone's information back we can begin the game.)

And now the game is about to begin. As each side enters the board they can see what appears to be a bombing raid in progress against a British ammunition dump off of the south edge of the map board. There are several large bombers being attacked by British planes. One bomber is hit and heads north toward the game map. On the board itself a lone German Al-

batross reconnaissance plane is flying slowly over the British trench line taking photographs. There is a German balloon in the northeast and a British balloon in the southwest. The DH-2 are approaching from the northwest and the Eindekkers are coming in from the southeast.

Below are two debriefing reports, one from No.24 Squadron and one from JASTA 2. The reports explain the coming action from both side's perspective.

### JASTA 2's Report:

*Scott Saunders - Leutnant Grebeneck's verbal post-flight report given to G2.*

*"Herr Leutnant, my flight was assigned an afternoon patrol with the primary mission to protect an Albatross C3 recon plane that was photographing the Brit lines east of Albert. The flight consisted of Hauptman Boelke, me, and Leutnant Gruber. Weather throughout the flight was good with very high ceilings, prevailing winds mostly from the west, and excellent visibility.*

*As we climbed past 700m we saw a big explosion a little off our nose towards the west; apparently our Gothas had unloaded on that Brit ammo dump just south of Albert we had been told about yesterday. Passing about 1,000m, we confirmed that it was indeed our Gothas, and it looked like 3 of them were being harassed by several enemy machines. There's a Brit sausage near the ammo dump as well and was about at our altitude. Perhaps we should try to take it out on our next patrol. Hauptman Boelke had just started to head us to the west to help the bombers when we picked up the Albatross C3 we were assigned to escort. We also saw another flight of enemy machines a little higher than we were NW of our position. The aircraft turned out to be a flight of 3 DH-2s and they were obviously heading to intercept the C3. We immediately broke off our rescue plans for the Gothas and headed toward the threat to our recon plane, climbing as we turned. A last glance towards the Gothas revealed that one of them must've been hit either by one of the Limey machines or AAA as it was trailing smoke and heading east back towards our lines.*

*As we turned NW I saw that Gruber was already heading towards the C3 and was well ahead of me and H. Boelke. The C3 looked to be in dire straits. As we got closer we could see tracers coming up at him from a AAA battery about 1,500m behind the British lines, and I feared that we were going to arrive too late to fend off an attack by the 3 DHs. Fortunately, the DHs saw us before they dove to attack the C3, and their leader chose to bypass an attack on the C3 and engage us first. We saw the C3 gunner shoot a burst towards one of the EA, but it didn't appear to have hit him. The next 10 minutes were a blur—there were machines all over the sky. Though he was a little above me and still about 1,000m away, I loosed a burst of fire towards the nearest DH just to make sure he didn't change his mind and attempt to go after the C3 that was just below and a little ahead of him. He obviously saw the tracers and turned towards me, and I let go another short burst. I lost sight of Gruber but saw H. Boelke just to my left just as we started to mix it up with the Limeys. Passing directly in front of me and about 100m above, I saw a Limey firing towards H. Boelke, and when I took a quick glance over at him to see if he was OK, I could see tracers coming up at him from the deck as well. Hauptman Boelcke made a hard right and crossed behind me apparently unharmed. All 3 EA had passed to my right, so I extended a bit and then made a hard turn to try to get behind*

*them. Unfortunately, that manoeuvre brought some separation between me and the DH-2s and provided an opportunity for the AAA boys to put a couple of holes in my machine. My mechanic is not going to be happy with me today. I kept the turn in, to head more towards our lines and back towards the 3 EA. When I rolled out of the turn, I saw H. Boelke almost have a near mid-air with one of the Brits, both of them firing as they passed. Off to my right and a little below me was that fool C3. Instead of turning towards home the idiot was heading west back over the trenches. At least there weren't any EA in his immediate vicinity. As I looked at the C3 I caught sight of a DH-2 crash land in no-man's land. I didn't see any other aircraft in the immediate area other than the C3. Perhaps the C3 gunner got him. Even if it wasn't him, he might have at least gotten a picture of the Limey on the ground if he was back to taking photographs. You ought to check with him.*

*A blur on my left caught my attention and I looked over to see one of the DH-2s (DH-2 #3) heading NW. He was in perfect position for an attack and apparently hadn't seen me yet. I rolled left and let him have it from his left rear quarter. I could see the rounds enter his machine and pieces of wood and fabric flying off. I was so close I could see the pilot duck his head in the cockpit, as if that would help him avoid the rounds. I was about to circle around for another attack when my cockpit exploded. I had concentrated so hard on my prey that I didn't see another of the Schweins closing on my rear quarter. Boy, did he let me have it. I'm really lucky to be alive. How he didn't hit me or anything critical is a real miracle. He shot out half my instruments and one of his rounds knocked a huge splinter out of my stick and it lodged in my right thigh. That's what this bloody bandage is covering. Hey, make sure I get put in for a wound badge, will you? And another thing, you guys need to fire a message to Division HQ to put the word out to our own AAA batteries to make sure they positively ID aircraft before firing. I saw tracers coming up from two of our batteries, and they were way too close for comfort. It looked like they were shooting at me as well as the Limeys! That being said, I think they may have inadvertently saved my life because they must've distracted the Limey that was blasting away at me long enough for me to make a hard right diving turn and give him the slip.*

*As I rolled out of the turn I could see artillery pounding our lines and what looked like one of our machines strafing the British lines. Apparently one of the artillery shells must've hit him as his machine just disintegrated in a huge ball of fire. I wonder who it was. Do you know? I saw the adjutant on my way in and he told me that H. Boelke and Lt. Gruber were back so it must've been someone from one of the other squadrons.*

*Off to my left I saw H. Boelke going after a machine at a lower altitude but another DH-2 was rolling in on him from behind. I immediately headed towards the Hauptman to help him out. H. Boelke must not have seen the DH-2 at his rear as I could see him focused on starting an attack on the lower DH-2 from a good way away. He certainly became aware of the DH-2 behind him when it started to spray him with lead. He quickly out-maneuvered the DH, and they ended up in a fur ball trying to get the advantage of each other. I spotted the other DH-2 that H. Boelke had started to attack before he was interrupted trying to flee the fight and dove after him. By his speed and lack of maneuvering or willingness to engage I figured he must've had some problems with his machine. It*

appeared to be the same machine I had plugged full of holes a few minutes ago, he had a big #3 painted on his side like that one did. He was obviously trying to head toward his lines and get low to try to get some help from the Limey mud daubers. As I dove I looked around to make sure the other DH-2 had not broken off his fight with Boelke and come after me. It looked as though they were still focused on each other so I continued after the escaping DH-2. My DH-2 turned a bit to the left as I closed causing me to fire almost a 90 degree deflection shot, but I think I got some rounds into his machine though I didn't see any immediate effect. I got a couple of holes in my right wing as well from somewhere, probably some lucky mud dauber. I passed right over the DH-2 and saw him turn and look at me. I could see he had a big moustache whoever he was. He continued straight ahead and went for the deck. I made a hard diving left turn and followed him. Just before I turned I glance over my right shoulder to check my 6 o'clock and saw H. Boelke diving away with some smoke coming from his machine. I didn't see any EA chasing him so I got back on the DH's tail and followed him to the deck. I let him have another burst and saw his forward interplane strut disintegrate and smoke start to billow from his engine. He made an immediate left turn still diving for the deck and I continued to follow. Coming out of the turn I realized I had put myself in quite a pickle. A DH was diving on me from my 9 o'clock and fired on me from a good way away. The lucky bastard's aim was pretty good and he put a couple of holes in my machine. Another DH was just to the left of my nose and above me about to cross over top of me. It must've been the one that was tussling with H. Boelke. I did not like the odds that were starting to stack up against me. Fortunately, I got a couple of breaks. The DH-2 I shot crashed landed letting me focus on the new threats, and from out of nowhere Lt. Gruber appeared and engaged the DH-2 that had shot at me from far off diverting the Limey's attention from me long enough for me to take advantage. I wanted to engage the closest DH-2 and add another victory to my score, but I was dangerously low on fuel and I could feel my machine taking hits from the Tommys in the trenches. By the way, has anyone called in yet to confirm my kill?

I knew it was a matter of time before one of the Tommys got lucky, so I disengaged and headed back as fast as my machine could go toward my lines. Fortunately, the DH-2 that had flown over me disengaged as well; he was probably nearly out of fuel as well. You know, when I flew over the DH-2 I shot down, I saw the pilot jump out of his cockpit on my side, turn and look up at me, and then run and dive for cover behind the engine. I think he thought I was going to strafe him. I have no idea what happened to that stupid C3 crew. Last I saw them they were still photographing the Brit trench lines near where the DH-2 had crashed in no-man's land. Did they make it back? Oh yes, I saw a large truck convoy heading towards the lines on the Albert road. Looks like they are beefing up this sector.

#### No. 24 Squadron's report:

Paul Pearson – Lt. Lambert Debrief

I was assigned to the afternoon patrol with Maj. Hawker and Lt. Greystone. Our primary mission was to stop any German aerial reconnaissance efforts, in No. 24 Squadron's sector of the front.

Takeoff was normal, but I was further WNW of our rendezvous coordinates, than planned. Aided by tracers from our

forces in X19, I spotted an Albatross recon plane to my ESE, in the vicinity of grid coordinates V19, and heading south. I also noted a German observation balloon near O19. Artillery fire was hitting the town centered around III3. Far off to the ESE, a convoy appeared to be moving along the road, behind the German trenchline, near G45. To my south, I observed an unidentifiable aircraft in the vicinity of FF31.

Maj. Hawker appeared to be diving and maneuvering to engage the Albatross, now in V20, and Lt. Greystone was following, covering Hawker's 6 to 9 o'clock. I moved to cover Maj. Hawker's 3 to 6 o'clock. The craft in FF31 became recognizable as one of our British observation balloons.

As Maj. Hawker pursued the Albatross, now turning back along our trench, near U20, I moved to cover Hawker's 6 to 9, and Lt. Greystone moved to Hawker's 9 o'clock. I spotted an aircraft very low and moving west near A35. Looking east toward the Archie bursts now beginning, I spotted three aircraft that were clearly Fokker Eindekkers, several hundred meters below, near M35.

One of the Eindekkers turned toward the aircraft near A35, which was now clearly a DH-2. The DH-2 was already being pursued by 2 Eindekkers. The Albatross is clearly a C3, but Maj. Hawker and Lt. Lambert passed north of it. The #1 marked Eindekker E.III was maneuvering in behind Lt. Greystone. I dove to the SW to intercept, and fired when I was losing my angle. I was approximately 400 meters away and unable to discern any damage to the #1 E.III near W22. Our AA MGs in X19 were also firing at the #1 E.III. Low to my ESE was another E.III marked as #3.

Maj. Hawker and E.III #1 passed so close in Q21, I was sure there would be a mid-air collision. I think it took Lt. Greystone by surprise also, as he was firing on E.III #1 at the time. As I scanned to see the E.III #3, I spotted a Gotha in the distance to my south, descending and trailing smoke from its left engine. I also spotted an aircraft higher to my south, which was appearing red in color, or a maybe a trick of the sun.

The DH-2, marked as #5, in A35 descended and landed in T35. The pursuing E.III was setting up for a strafing run on #5. There was activity in the German trenches, and they appeared to be moving to capture the #5 pilot. I could see German AA MG fire coming from N26 and O21. The Gotha had descended to around 1,500m, and was continuing to dive. The aircraft above was indeed red and was attempting to camouflage, or hide, in the sun.

I took fire from E.III #1, saw plenty of splinters flying from my ribs and struts, as well as the twang of what fortunately turned out to be a bracing wire, not a control wire. E.III #3 fired on Lt. Greystone. The E.III #4 moved in and strafed DH-2 #5.

I bore in on E.III #3 in O23 and fired from approximately 100m away. I saw fabric and wood fly off as I passed by and turned. I took AA fire from the previously noted N26 and O21 positions but noticed no significant damage. I turned toward the red E.III diving in, now near X26.

I fired from approximately 100m away but saw no evidence of hits. The pilot actually waved as he dove under me. The E.III #4 appeared to be hit by artillery fire and explode in S25. The German troops were assaulting from their trenchline, and our forces were preparing to counter. I could see the down DH-2 #5 pilot taking cover in a foxhole.



*The Gotha appeared to be in R32, when DH-2 #4 fired upon it. I could see yellow flames coming from the left engine and the nose gunner returning fire at #4.*

*I turned toward E.III #1 in X19, closed to approximately 200m, and fired. I saw wood, and fabric fly off. The engine began to smoke. The pilot was hunched over the controls, but I couldn't discern if he'd been hit, was taking cover, or struggling with his controls.*

*There was clearly a battle brewing in no-mans land near the downed DH-2. I could see the pilot firing his pistol from the foxhole. The Gotha appeared to lose its wing and crash in H39.*

*I was going to turn for the Albatross C3, when I saw Lt. Greystone landing in CC14 pursued by E.III #3. Opting for the E.III #3, I saw Maj. Hawker making a steep dive, with the top wing canvas flapping. He pulled out but his engine appeared out, and he seemed to be gliding for Bertrangles.*

*As I turned for E.III #3, I saw Lt. Greystone taking cover behind his engine, Colt 45 at the ready! E.III #3 decided small arms fire from the trenches would be better and turned East. I saw Maj. Hawker, and DH-2 #4 exit west, wagged my wings at Lt. Greystone, and headed back to base to report Greystone's location and face the wrath of my mechanics.*

And there you have a taste of what is posted at the **Richthofen's War** game on the AHIKS Forum. If this intrigues you, stop by and read the full account of the air battle that is posted there. I will be posting all of the player's debriefing reports there as soon as they are all in, and I will also be listing victory credits for this scenario. Everyone seemed to have a great time with the game and several players indicated they would be interested in playing in the next game. Since this game was billed as a campaign, I am considering a second scenario. I hope to get that scenario ready to go in late summer. I will announce it here in *The K* when it is ready and ask for players.

So victory in this scenario goes to JASTA 2 as the recon plane survived and the British ground attack was stopped because of the recon photos it provided! ☺

I would like to give a **BIG thank you** to all the players for making it a great game. I certainly had fun running the game, too. I look forward to seeing you all for the next game! ☺



## 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

### 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

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 \_\_\_\_\_