

The Kommandeur



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A Publication of AHIKS

August 2012

From the President Charles Marshall

Hi everyone! I hope everybody is having a great summer, and that those who managed to make it to WBC this year had a good time. Being a west coaster makes it difficult for me to attend, but I'd like to try to get out there one of these years. If you've been to the website lately you will have noticed that our map-based social network was shut down due to Yahoo's discontinuation of their Groups Labs applications. However, we very rapidly replaced it with a page on Facebook. Duncan Rice, our Match Coordinator, did a stellar job in getting us set up for our own Facebook account and building the page. You must already be a Facebook member to view the page, so, if you are, log in and check it out! I want to remind everyone about the upcoming elections this year. The president and web administrator positions are open, and we still need some folks to throw their hat in the ring. In the last issue I talked about the president position. Now I'd like to discuss what the web administrator position entails. The web administrator is a crucial position in our organization now that we have such a feature-rich web presence. The web administrator duties include:

Updating the web site on a bi-monthly basis or as needed

Administering the AHIKS Forum

Administering the AHIKS Die Roller

Administering the Members' Only registration process

The web administrator must have experience with web page design and html coding. Coding in a text editor or through an html creation application is acceptable. However, since our server does not allow Frontpage extensions, use of Frontpage to edit/create pages is not possible. The website requires bi-monthly updating for posting *The K* and

potential monthly updating for posting updated open match requests. Periodically, there is additional updating for new OOBs as well. Experience with graphics and use of graphics software is required. Experience with an SFTP browser (such as Cyberduck) is required and the web administrator will be responsible for monthly backups at a minimum, preferably weekly.

Administering the AHIKS Forum requires knowledge of the phpBB system and its administrator control panel. The main duties consist of new user authentication, attachment/server space settings, new forum creation, and database backups.

Administering the Die Roller consists primarily of new user authentication, however experience with PHP and SQL databases would be a big plus.

Administering the Members' Only side of the site primarily consists of new member registration. For this duty, use of Bluehost's Cpanel suite of administrative tools is required.

Ideally, our web administrator would also be a programmer as well. We could use an experienced PHP/SQL programmer for applications such as our Die Roller and to rewrite our existing separate databases into one larger one. One of our wish-list items is to have one log in for all the Members' Only features. We also have two applications, an online new member application and an automated open match request form which are written in PHP.

If this sounds like something for you, then throw your hat in the ring! The web administrator position is a highly important job as our Society moves more and more into the online world and a motivated, creative member is needed to help guide us in this new direction!



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: July 31, 2012.

Alan Poulter
grognard@grognard.com

NEWS

Consimworld achieves a milestone:
Wed, June 27, 2012 9:52 am

This morning, we've hit 3,000 members on the CONSIM-WORLD Social Website. It's only appropriate that this happened with the CONSIMWORLD.CON/MONSTER.CON going on at the Mission Palms Hotel in Tempe, AZ, this week! Thanks to all of you who told others about this website and/or invited your friends to join up!
<http://consimworld.com/>

NEW BOARD WARGAMES

Avalanche Press

Kursk, South Flank is the latest in the **Panzer Grenadier series** and covers the clash of amour between German and Russian tanks. <http://www.avalanchepress.com/index.php>

Collins Epic Wargames

Village and Defensive Line Map Expansion is the first expansion for **Frontline General: Spearpoint 1943**, and **Frontline General: Spearpoint 1943: Eastern Front**, both card-game based reconstructions of World War Two tactical combat. <http://www.frontlinegeneral.com/>

Critical Hit

New in the **ASL Compatible** series set in the World War Two are: **Gustav Graveyard**, covering the fighting around Monte Cassino. Ownership of modules providing British, German, and American troops is required. **Fire and Ice** covers battles between Russian and Finnish troops in 1939. Ownership of **Beyond Valour** (2nd ed.) is required.

Brave But Doomed covers fighting in Arnhem in 1944. Ownership of a module providing British troops is required.

Omaha West covers fighting on Omaha Beach during D-Day. <http://www.criticalhit.com>

Dan Verssen Games

Thunderbolt-Apache Leader is the latest in the Leader Series of solitaire games on commanding a squadron of American close-air-support aircraft. **Wingmen Expansion**, new in the **Down In Flames** series, includes cards for all the fighters appearing in **Aces High** and **Guns Blazing**. <http://www.dvg.com>

DDH Games

The Battle of Gettysburg is the latest in the **Orders of Battle** series, which uses a unique orders system. <http://ddhgames.com/>

Decision Games

Wacht am Rhein II is a completely updated edition of the SPI original and is the latest in the **Grand Operational Simulation** series, following **Hurtgen: Hell's Forest**. <http://www.decisiongames.com>

Game Production Workshop

Auspicious Beginning, covering the campaign in Sicily in World War Two, is the first game in the planned **Operational Combat Model** system. <http://gpwgames.com>

GMT

Next War: Korea is the first of a planned **Next War** series and updates and improves the previously-released **Crisis: Korea 1995**. **Red Winter** is the first in a proposed **Winter War** series of games covering battles of the 1939 Russo-Finnish Winter War and World War II at a company scale. **Reds! 2nd Edition** (an updating of an earlier game) covers the years 1918 to 1921 of the Russian Revolution. **Ardennes '44** is a reprint of a classic Battle of the Bulge game. <http://www.gmtgames.com>

High Flying Dice Games

A Test of Mettle is a three-game package containing reprints with mounted counters of **Patton's Finest: The Battle of Arracourt**, **Revanche! The Battle of Dompierre**, and **Tough Hombres: The Battle of Mairy**, all World War Two battles. **Bloody Hell: Operations Goodwood and Spring** contains two games on Montgomery's campaign in Normandy. <http://www.hfdgames.com>

Ludifolie Editions

Swords of Sovereignty is the latest game in the **Au Fil de l'Épée** series, and it covers the important battles of Bouvines (1214) and Worringen (1288). <http://www.ludifolie.com>

Revolution Games

Buena Vista, 1847 is a reprint of a 1992 game on the climactic battle of the Mexican-American War. <http://www.revolutiongames.us>

Strategemata

New Polish company Strategemata offers **Szczekociny 1794**, on the decisive battle of the Kościuszko Uprising. <http://strategemata.pl>

Three Crowns Game Productions

Army Group Narwa covers the fighting in Estonia 1944. <http://www.3cg.se>

Turning Point Simulations

Two new games in the **Decisive Battles** series are **The Battle of Tours**, a pivotal clash between an invading Muslim army from the south and a defending Christian French army and **Joan of Arc's Victory: 1429 AD**, covering the siege and relief of Orleans in 1429. <http://www.turningpointssimulations.com>

Victory Point Games

Danube 20 features the battles of Aspern-Essling and Wagram at corps scale. <http://www.victorypointgames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #276 contains **Operation Anaconda**, on the battle between US/Coalition forces and Al Qaeda in eastern Afghanistan in March 2002. Designer is Joe Miranda.

World at War #25 contains **Keren 1941**

Modern War #1 contains **Red Dragon/Green Crescent**, a strategic-level game covering hypothetical future conflicts around the southern and eastern peripheries of Asia. Designer is Bruce Costello. <http://strategyandtacticspress.com>

Against the Odds #36 contains **Defeat into Victory**, a Paul Rohrbaugh design covering the Allied 1945 offensive in Burma. <http://www.atomagazine.com>

NEW DTP WARGAMES

Minden Games

Breakout at St. Lo and **Falaise Pocket** are in the **Battles for France** series, covering the fighting amidst the bocage in France in 1944. The following are reprints: **Swordfish at Taranto**, a solitaire game on the British surprise attack in World War Two.

Pacific & Mediterranean Salvo!, originally two separate modules of the World War Two **Salvo!** system but now combined.

Jutland Edition uses the **Dreadnoughts & Battlecruisers** system to cover actions between the British and German fleets in the North Sea during World War One. http://minden_games.homestead.com

Murray McCloskey

Salamaua '42 is a solitaire game on the Australian commando raid of 29 June 1942 on the north coast of New Guinea. Contact: steve@bluepantherllc.com

Saxon Games

Senlac Hill (second edition) covers the Battle of Hastings, 1066. **Orri's Storm** on the Battle of Stamford Bridge, 1066, is also available as a second edition. <http://mistersmith.magix.net/public>

Schutze Games

Kaiapit covers this small but important 1943 battle in the New Guinea jungle. http://www.geocities.com/schutze_games/

NEW WEB RESOURCES

OFFICIAL RULES

Battle for Normandy (GMT)

http://www.boardgamegeek.com/file/download/8j2ijsvusq/BFN-errata_FAQ_8-21-11.pdf

Red Winter (GMT)

http://www.boardgamegeek.com/file/download/8hatwy7712/RW_Rules_FINAL_Med_Res.pdf

War and Peace (Worthington)

<http://www.boardgamegeek.com/file/download/8hl6savn3r/WPrules060512.pdf>

ERRATA

The Everlasting Glory: Chinese War of Resistance 1937-1945 (FFG)

http://www.boardgamegeek.com/file/download/8lwt3qrdzy/ELG_Errata_%26_FAQ_20120705.pdf

King Philip's War (MMP)

http://www.boardgamegeek.com/file/download/8ltj7dxa5z/KP_War_QA_v4.pdf

Red Winter (GMT)

http://www.boardgamegeek.com/file/download/8lkdz4ha9b/Red_Winter_Errata_%2B_Q%26A_7-8-12.pdf



ATTENTION AHIKS MEMBERS!

FACEBOOK COMES TO AHIKS!

Are you a Facebook user? Well, if you are, you can now check in with AHIKS while you are logged into your Facebook account on-line.

Duncan Rice has created a new AHIKS group for Facebook. It has been approved by the Executive Committee and is now our official Facebook connection. There is also a link to the Facebook on our AHIKS website. Just click the Social Network button, and it will take you right to Facebook and the AHIKS Group page.

Check the various areas of the AHIKS page for links to game companies and various events of interest. Meet fellow gamers and arrange games. Discuss game tactics and topics, all while logged into Facebook. We hope to have some great commentary on gaming, along with photos and comments about games in play. There is even a link to the AHIKS website so you don't even have to leave Facebook to visit the AHIKS website.

If you are a Facebook member, the AHIKS Facebook page can be found by searching for "AHIKS" (no quotes) on your personal Facebook page. To join the Facebook AHIKS Page simply click the "join the group" button after searching for AHIKS and an AHIKS administrator will approve your membership. You need to make sure you include your real AHIKS roster name and ID number in your Facebook friend request so that we can verify you as an AHIKS member.

Looking forward to seeing you all over there! ☺ Bob Best

Secretary's Notes Bob Best



Get Well Wishes...

Today is Monday August 6, 2012. Summer is in full swing and we are enjoying the Olympic games from London! It's been fun watching our athletes as they participate in the summer games, and we are cheering on all of the athletes. Go USA! ☺

We are enjoying some beautiful weather here in the San Francisco Bay Area. I really enjoy the blue sky with a slight breeze and temperatures in the mid-80s. It's not really indoor activity weather so I have a couple of my games put on hold as opponents are vacationing or otherwise occupied with other warm weather activities.

I have learned that three of our members are not able to participate in the outdoor summer activities as they are home now recovering from surgery. On behalf of AHIKS I would like offer our Best Wishes for a speedy recovery to Chester Hendrix, our former President, Dave Bergman our current Judge, and to Bill Watkins our former Secretary. Gentlemen, may you all heal quickly and get back into the swing of things and enjoy the rest of our Great Summer! ☺

AHIKS Offers A New Member Service

Recently Yahoo, who was the host for our AHIKS Social Network on our website, decided to no longer offer that service. Yahoo's decision to terminate their service forced us to close down our AHIKS Social Network site.

Duncan Rice our Match Coordinator has put together an AHIKS Group page on Facebook. The Executive Committee approved the addition of the Facebook page as an official AHIKS site. It was felt that there were enough potential AHIKS members who also use Facebook to warrant the addition of a Facebook link to our website as well.

If you are a Facebook member, the AHIKS Facebook page can be found by searching for "AHIKS" (no quotes) on your personal Facebook page. To join simply click the "join the group" button after searching for AHIKS and an AHIKS administrator will approve your membership. You need to make sure you include your real AHIKS roster name in your Facebook friend request so that we can verify you as an AHIKS member in order to be approved for the group.

After a week-long testing period, we got Facebook's security settings right and made sure the links to and from the AHIKS website were up and working. Charles Marshall our president is working to create a log-in identity for AHIKS Members who are Non-Facebook members. This would allow non-members to take a look at the AHIKS page and decide if they wanted to create a Facebook account so you can participate on the AHIKS Facebook page.

Also in the "new services" line, Bert Schneider our Vice President is heading up a group discussion with the Executive Committee on reworking our website so that all member services provided by AHIKS will be under one log-in. This will address members' concerns over having to have multiple passwords and log in to each individual section of the AHIKS website individually.

The simplified explanation for why this problem occurred originally was that as services were developed they were added to the site piecemeal as links. Many of the added services were not compatible with the programming used by our host site. Also a change of host providers for the AHIKS website oc-

curred last February and the new host provider uses software that is different than that used by the previous host. Hopefully we can find a solution that will correct this problem. If you have any suggestions, please contact Bert Schneider.

In addition to this the AHIKS dice roller will need an upgrade to get rid of unused game files that are accruing through use. This will be included in the makeover. This whole project is in the discussion stage now but we hope to have steady progress on it and I will keep you posted on developments.

Election Of Officers

We are moving into the second half of the year, and there are only two issues left for *The K* newsletter. So far we have not had any members step up and throw their hat in the ring to run for any of the elected Officer positions on the Executive Committee. I urge anyone who wishes to run for office to please submit a candidacy statement so that we can get it published in the October issue of *The K*.

Per the by-laws the ballot for any office with more than one candidate will be published in the December issue of *The K*. I've included the appropriate reference from the by-laws 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. 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.

The Iron Man Trophy

The Iron Man Trophy was resurrected in 2006 by then-President Chester Hendrix. The Iron Man Trophy was to be awarded for face-to-face play at the World Boardgaming Convention each year. It was not part of the WBC awards but would be strictly an AHIKS award.

"...The AHIKS Iron Man competition recognized those individuals who concentrate play at the WBC on games that epitomize PBM/PBeM play through AHIKS... Victory goes to the contestant who accumulates the most points ...(for playing in a series of games specified by AHIKS.)" Quoted from Volume 41 Number 2 of the *Kommandeur*, April 2006.

After a complicated scoring procedure the actual event winner was determined. The winner received a wood plaque. The Iron Man Trophy was used as the symbol of the event and displayed at WBC. Sometimes it took several months to determine a winner as the winners of each qualifying event at WBC had to be located and scores awarded. Each year AHIKS had to find a

member who was going to WBC and who was willing to take the trophy and score the events. In 2009 no one stepped forward to handle the Iron Man event. No Iron Man events have been sponsored by AHIKS since then.

Member Randy Heller has suggested that the Iron Man Trophy be resurrected again. He has volunteered to be in charge of the event and to take a look at the scoring procedure and simplify it so that winners may be determined more quickly. The Iron Man Trophy cannot be turned over to Randy this year, but hopefully it will be at the WBC next year.

AHIKS Forum Games

Brian Stretcher's **Wooden Ships & Iron Men – "El Diablo Rojo"** is in its 18th turn as I write this. The action is hot and heavy. "El Diablo Rojo" has been revealed and ship captains are scrambling to take evasive action from the Privateer! A number of ships have been damaged, and one is about to explode as the French, British, and Spanish exchange broadsides in this fun game! If you enjoy the game or have an interest in the sailing era then you owe it to yourself to come take a look at the game. It is in the on-line games section of the forum. Brian has laid a great story line. The French and Spanish are pitted against a British squadron off the coast of Spain. Each ship captain has his own set of objectives to accomplish along with an overall "mission" for his side. This is also a quasi-role-playing game with plenty of "fog-of-war." 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**, 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's game of Avalon Hill's **Flight Leader** is now in turn 3 on the forum. The setting is a "Red Flag" exercise involving America's Secret MiG aggressor unit based at Area 51 around Groom Lake in the Tonopah Nevada Test Range. I am posting narrative for the game based on the recent Osprey Book "Red Eagles" by Steve Davies. If you enjoy "war birds" and also have an interest in the mysterious "Area 51" this book goes a long way to explain the USAF's secret base and what took place there. Lots of personal interviews with pilots and crews stationed there and some Great History to boot!

In Paul's game, the MiGs are taking on American F-15s and F-4s in a Red Flag graduation exercise. Paul is also using the 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 that Paul posts each turn. If you like air action, come by and check it out. It's a great game of AH's **Flight Leader**.

Meet the Members

Let me introduce Ken Rutkowski. Ken is our profiled member for this issue of *The K*.

NAME: **Ken Rutkowski #1398**

AGE: 56

PROFESSION: Operator In Charge – Municipal Drinking Water Facility

ADDRESS: 131 Stoddard Rd., Port Austin, Michigan

STARTED GAMING: late 1970s

GAMES OWNED: **Fortress Europa, The Russian Campaign, Squad Leader** (with COI, COD, GIAnv), **Panzer Leader, Panzer Blitz, Blitzkrieg, 3rd Reich, Advanced 3rd Reich, Empire of the Rising Sun, Turning Point Stalingrad, Waterloo, Gettysburg 125th Anniversary & '60s version, 1776, Guns of August, Bull Run, Flat Top, Bismark, Afrika Korps**, and more, plus many of the solitaire games; **Ambush, Raid on St. Nazaire, Mosby's Raiders**, etc.

BACKGROUND: My wife Linda and I have been married 29 years and have two grown children and no grandchildren. We do have two grand-dogs and two grand-cats. I purchased **Panzer Leader** in the mid '70s at a local sporting goods store. I didn't really play it until the early '80s. I was talking with my boss at work about golf and the conversation got around to boardgames. I mentioned that I had this game called **Panzer Leader** and never had played it. I was sure he had never heard of it, but to my surprise not only did he know of the game, he also had it. We got together a couple of times to play it and then he introduced me to **Squad Leader**. I got hooked and began putting games on my Christmas list. After getting **Fortress Europa** I joined AHIKS for the first time and requested opponents. I was given a match with Tom Pavy, and we played two or three games, which allowed me to learn the rules. Tom was a patient opponent, and I greatly appreciated it. As my kids grew, my time became quite limited, and I stopped playing in the early '90s. Last year I found I had time again to play, with the kids grown and out of the house, and rejoined AHIKS.

FAVORITE GAME (S): **Fortress Europa, Panzer Leader, Squad Leader** (so far). These are the games I have played of my collection.

HOBBIES: Wargaming, golf, playing accordion in a polka band (can't beat it, get paid to play, and beer is free).

CURRENT: I have reacquainted myself with **FE** and currently am playing **Gettysburg 125th Anniversary Edition** and **Waterloo** all by mail. I enjoy using the VASSAL system, I just have to remember to make sure I move all counters in VASSAL that I do on my gameboard. I am looking forward to expanding the number of games I am playing and learning some of the games I have not played but own.

Thank you Ken for contributing to AHIKS by writing your profile for us! ☺ I'm glad to see that you are enjoying your gaming experience with AHIKS. And, fellow AHIKSers, if you are looking for a gaming opponent for any of the games Ken listed, please contact him or our Match Coordinator, Duncan Rice.

I would like to encourage all you other AHIKS members to submit profiles for publication in *The K*. I currently have two profiles remaining for publication, and we will not be able to continue the Meet the Member section without more profiles.

New AHIKS Members

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

David Gibson	# 1694	Morgantown, GA
Robert Morris	# 1695	Charlotte, MI
Gina Perry	# 1696	Cambridge, Canada
Warren E. Dickerson	# 1697	Mandeville, LA
Nathan J. Ayala	# 1698	Colorado Springs, CO
Randall E. Black	# 1699	Rensselaer, IA
Gary Barr	# 1700	Ballyclare, United Kingdom
Raymond D. Clark	# 1701	Ellington, CT
Allan R. Williams	# 1702	Prince George, Canada
Tony Pierson	# 1703	Grain Valley, MO

WBC 2012

by Bill Watkins

OK, let's start it out the easy way: this was the most fun I've had at a WBC! Don Greenwood and his elves have got this thing down to a science. No confusion, everything in its place, demos—that actually worked—for virtually every tournament, and no reports of any gamers getting splattered by an 18 wheeler while playing **Frogger**, trying to get across Route 30.

Peg amused herself listening to bitter complaints from wives who had actually stayed at the con hotel, the ever-crumbling Lancaster Host. As one gamer put it, "How do you know there will be 1,500 men at a con and have half the toilets in the main men's room bagged?" Peg never let on that, as usual, we were staying across that almost uncrossable Route 30 at the Continental Inn, you know, the place with the working toilets and air conditioning and the extremely good free buffet breakfasts. Shhhh!

I was really ready for this con. The VA told me I needed operation 14 on my legs. Six weeks of recovery. Therefore, I set the operation for mid-June, so I'd be ready. Six weeks sitting with leg raised. Six weeks of "showering" in the bathroom sink, sitting down, and six weeks of shaving sitting down without a mirror, unable to stand. The VA doctors pronounced me cured on Tuesday morning, we hopped in the van and off to Lancaster! Perfectly timed!

Luckily, I don't go to WBC to win, just to learn. You believe that, don't you? Good thing, because I am now the Olympic record holder for bad chit pulling combined with bad die rolling. But I learned.

Tuesday night, **White Star Rising**. First round, I get the American in Normandy, trying to grab a town and shoot up the Germans. First turn, my chit doesn't get pulled, and my troops never make it on the map, allowing the Germans to establish themselves solidly. Turn two, I finally start to get on the board. Before I can get to cover, he pulls a Stuka chit and blows some of my best to smithereens.

Four turns of watching while his Stukas keep blowing me away while my P-47s sit on the runway. And sit. When the P-47s finally arrive, four turns later, AA blows them away. Sigh. I pull this mess out by one point.

Next morning, I take the Germans in Round 2. A very short schedule to take two widely separated towns. Six German infantry platoons attack one American parachute platoon. Result. Six disrupted German platoons and no damage to the Americans. To really kill me, the Tiger unit I put w-a-y out there gets hit by a Sherman unit firing weakly at extended range. Bang. Goodbye Tiger. Every turn a Chaos marker gets pulled. Every single one goes the American's way. Definitely don't win this one!

In my 50 plus years of gaming, I can't remember one single game in which my die rolling and chit pulling stank so badly! On to more pleasant pursuits.

Played **Leaping Lemmings**. Fun little family game, with a surprising number of decisions. Designer Rick Young tells us one of the first playtest rounds was with Euro players. They very carefully moved the eagles aside, so those poor little lemmings wouldn't get eaten. Uhhh, guys, you don't quite have the idea!

Learned **Puerto Rico**. Should have tried this one years ago. Great fun and lots of decisions. Over 100 people in this tournament. A learning experience. Again.

Thursday night, **Battles Of the American Revolution**. The main gaming room is unairconditioned, again. The humidity is so bad I swear I see rain clouds forming.

I draw Kaarin Engelman in **Eutaw Springs**. Kaarin is one of the key people at WBC. She makes things work. Good thing. She destroyed me in **Ace Of Aces**. My Fokker went down in flames without getting a single round into her Spad. Here we are again.

I tell Kaarin she is the winner. I tell her the famous story about me trying to lose two years ago, so Peg and I could go shopping. I kept winning by accident and Mark Mikos wouldn't let me quit! So, I tell Kaarin to take it easy. We'll make this a learning experience and she'll win. I can't go to the next round and she can. We spend an enjoyable couple of hours, constantly asking for rules interpretations and discussing how the battle should be fought.

"Time!" Eeek! Mark comes over to check our point scores. Oh God, he's got me ahead! Kaarin says the expression on my face was priceless. Luckily, I miss a decisive victory by half a point. Kaarin's Americans have higher morale and she goes on. One more proof God has a twisted sense of humor

Friday, demo of **Empire Of the Sun**, a Mark Herman title that is out of stock at GMT. Mark has some extremely interesting concepts on gaming time and space over the expanse of the Pacific. His explanation makes this one very interesting. I've got to get this game!

Friday morning, so the Dealers' Room is finally open. Get a deal on six new Decision Games Folio games, plus a bunch of their brand new mini-game line. Only \$13 each. Look very interesting. Pick up a bunch of Victory Point stuff, all of which people standing around tell me are the best of VP's games this year. Newer games have excellent printing. New Special Ops mag from MMP. Very nice looking Tannenburg game and new ASL and SK scenarios, plus usual excellent articles. Don't get to actually play any of the new stuff, as, like last year, have to leave at midnight Friday, zoom to Philly airport, and off to Albuquerque to see oldest son and grandchildren.

Terrible news in Albuquerque. The nice game store right across from our motel is gone. Figures. Could never see how they expected to make money. Hope to see Omar and picked up contact info to see the Rio Grande Games folk in Albuquerque. Schedule gets wackily changed. Don't get to do either.

Back to Philly. Another learning experience. When the airline offers you the medical seats on a 737-800, be careful. Row 7 is the medical row, huge leg room, but it's right next to an Occupado. Never seen one in that location.

Goodie! Nobody broke into the car in the public lot. All my game purchases are neatly lined up in the back, framed by the bags and bags of great Amish hard pretzels and chips bought in Lancaster area. Dinner with youngest son at experimental Italian restaurant in Philly (Alla Spina, worth a shot.) On top of all that good Amish food, followed by all that great food in Albuquerque. Miss a visit with my aunt, the nun who emailed me at WBC to inform me I am the Executor of her burial plot.

So, take my word for it and head for Lancaster next year. Lots of great Amish food, lots of great gaming, and you might even get to play **Frogger** the hard way.



A small side room.



Incredible: Open Gaming space, constantly filled

Treasury Notes

Brian Stretcher



I hope everyone is enjoying the summer and particularly the 2012 Summer Olympic Games, playing out right now as I write this. I have enjoyed the swimming and gymnastics this year. As a bonus, the hometown MLB baseball team, the Cincinnati Reds, has the best record in baseball this year. Despite the heat, it has been a pretty good summer around here.

Except for the being extremely busy part. I am frequently working until about 6 PM on week nights, with additional work to do online each night, taking up another hour or so. Couple the extra work hours with yard work, the Olympics, a trip to Chicago for the Irish Dance National Championships in July, and upcoming trips related to my 25th wedding anniversary, and I have not had a whole lot of time for gaming of late, as most of my opponents are well aware. I merely have time to plod along these days. Fortunately, my memory as to game strategy is long, and so I don't lose track of what I'm doing. Perhaps it gives me a little advantage in some of them; who knows?

Anyway, while I was thinking of a long treatise on the issues of PBM play in SPI/DG's **World War One**, I do not have the will nor the way to get that baby cranked out. Bill Klitzke and I just finished a set of the DG version and have previously played the SPI version, so it is fresh in my mind, but it is an article that will have to wait for another day, so as not to make Omar crazy with a really late submission.

I will tell you that since finishing "The Story of Britain" that I reported on last issue, my reading time has devolved into putting away some novels for some brisk, yet enjoyable reading. I recently finished "The Hunger Games" trilogy by Suzanne Collins. I did not know anything about this trilogy until recently, more or less ignoring the previews for the movie when it was first advertised, probably because it was primarily targeted at a young adult audience, rather than an old fogey like me. My mother-in-law suggested that my wife read it one day when we were visiting and gave us the copy of the first book. As I had just finished the heavyweight history, I read the cover and decided to give it a try, it being largely about teenagers set lose in an arena to kill each other off, like the Japanese novel "Battle Royal," which I reviewed once in these pages. I was wonderfully surprised! These are well-constructed works of "soft" science fiction. Rather than "moronic, mass-media sci-fi," there is a lot of subtle political commentary in these works, as the haves and have-nots struggle against each other in a post-apocalyptic nation in what's left of North America called Panem. I will give nothing away, other than to say what starts out as a fairly simple premise grows over the three books, and anyone with knowledge of current events and history will appreciate the way these books are put together, even if the story is told from the first person view of a 16-17 year old girl. You might think of it as a "Lord of the Rings" sort of journey as you progress through the story, although it is much easier to read. So, for any of you out there like my brother-in-law who says, "I have no interest in reading that," I suggest you reconsider. These are well worth any wargamer's or science fiction fan's time. I liked it well enough to get a mocking

jay sticker to put on my car, and I don't put stickers on my car. I'll leave it to you who haven't read the books to figure out what a mocking jay is, and those of you who know can smile knowingly. Only \$3.80 on Amazon!

"The Hunger Games" movie is faithful to the book, although some characters as well as some minor story lines are dismissed, as you might expect. But, the Panem Anthem, *Horn of Plenty*, written by the group Arcade Fire, is perhaps the best fictional national anthem I have ever heard. It's on the soundtrack, or you can hear it online on Youtube. If you know the story and you look up the lyrics, you'll also realize it's a masterpiece of irony. If you missed it, the movie comes out on DVD on August 16, I believe. Two thumbs up!

Treasurer's Report

Starting Checking Balance 6-1-12:	\$ 874.06
Income:	\$ 12.00
Expenses:	
Charles Marshall -	
Hosting fee reimbursement	\$ 196.35
Bank Paper Statement Fee	
(May-June-July)	\$ 9.00
Checking Balance as of 8-1-12:	\$ 680.71
Perpetual Fund Balance, 6-1-12:	\$ 3,387.30
Interest Income through 7-31-12:	\$ 0.43
Contributions:	\$ 0.00
Perpetual Fund Balance 8-1-12:	\$ 3,387.73
Operating funds in Savings, 6-1-12:	\$ 5,679.30
Interest Income through 7-31-12:	\$ 0.71
Operating funds in Savings, 8-1-12:	\$ 5,680.01
Total balance in Savings, 8-1-12:	\$ 9,067.74
Total Treasury, 8-1-12:	\$ 9,748.45

Until next time!



FREE TO A GOOD HOME

- Play by mail Order of Battle pads:
 - Afrika Korps, Panzer Blitz, Battle of the Bulge, Blitzkrieg,
 - Anzio, Guadalcanal, Tactics II, D-Day, Kriegspiel, and
 - Gettysburg.
- (Amaze your kids and grandkids -- no electricity needed!)
- Sid Jolly; sjj70673@earthlink.net; 619-462-9409

The VP's Corner by Bert Schneider

Bert's hard drive crashed. He'll be back next issue.

GAME(S) REVIEW:

Victory Point Games: Campaigns in Russia

by Mark Fassio

As a former military briefer (and now as a high school teacher), I was always told to “give the listener a ‘hook,’” something to grab their attention to what you are going to say. So with that in mind, let’s talk about...your generation. (Huh? What?) Actually, let’s talk about *my* generation for a moment and link it to gaming. I grew up in the 70s and consider that a Golden Age. For me, a kid from Western Pennsylvania, that meant a rural lifestyle, to be outdoors and shoot, explore, etc. It meant four Steelers Super Bowl championships, the birth of really good rock and roll, and, of course, a burgeoning amount of great games to come out of SPI, Avalon Hill, and other companies. (Discovering **Afrika Korps** in 1969 started my ball rolling.) And, now that I’m older, I often look back on “those days” and say that, “things aren’t like they used to be.” (Do any of you echo a similar sentiment from time to time?) Well, I’m here to review some products that do indeed hearken back to the good ol’ days of simple, low-complexity, *fun* games. Just like old rockers have great new songs (Bruce Springsteen fans, take note), so do these new Victory Point games bring back some of the excitement from playing the older games we cut our teeth on.

The *Campaigns in Russia* series was created by noted game designer Frank Chadwick and consist of four different games, each dealing with one of the German Army Groups’ initial (i.e., first three months or so) 1941 drives: **Objective: Kiev** (AG South), with an expansion kit called **Objective: Odessa**; **Target: Leningrad** (AG North’s drive), and **The Arduous Beginning** (AG Center’s push towards Smolensk). These games are extremely simple (complexity about 2-3 out of 9); they have probably 20-25 counters per player, and a standardized set of rules that allow you to pick up one campaign after playing a similar one. Each folio has its own subtleties (there’s a Baltic Fleet in TL, for example, and special early-turn rules in **Kiev** and **Arduous Beginning**), with Luftwaffe counters for improving German odds in each game. Each game has a double-movement sequence, where armor/mechanized forces (and infantry not in ZOCs) can advance in a “special movement” phase, and then everyone advances in a general movement phase. Knowing how to backstop your front-line troops (especially the Russians) is critical to preventing special movement panzer breakthroughs, but woe to the German who advances so far that his armor is flanked and reduced. Reinforcements are historical, i.e., the Russians get more as the turns progress (each game averages 7 turns, max), but if the German can break through and block the entry hexes, the Russian withers on the vine...unless, of course, the Germans are instead encircled and wither. Each turn is harrowing.

Are the games balanced? In the main, yes. I’ll admit that my foes and I have never lost as the Germans in **The Arduous Beginning**, but we haven’t adjusted the suggested play-balance yet, either. **Target Leningrad** is about a 50-50 win/draw, coming down to the last turn, while **Kiev** is seemingly tilted 60-40 toward a Russian win. In other words, historically accurate for all three fronts at that time in the battle. Each game is a nail-biter and, with only four pages of rules, simple and quick to play. I play mostly by electronic mail, sending OOB sheets to my foe and using the AHKS die roller for the results. In fact, our esteemed treasurer, Brian Stretcher and I are involved in a **Kiev** game right now – one that should see him hold me back and save southern Russia from my floundering panzers.

For those of you whose game preference / complexity is “stuck in the 70s” (or 60s, or 80s, or whatever gaming era you were most comfortable in), I can honestly say that these games recreate the feel of the old Quad/folio-type games and rules (and simplicity). You owe it to yourselves to give one or more of these a try. And the company also offers “battle lessons” games of similar style, in various eras. If you remember the old **Battle for Moscow**, for example, you will love the new remake. It is extremely balanced and fun, and there are new Eastern front (and other regional) series out as well.

You owe it to yourself to at least check out their website:

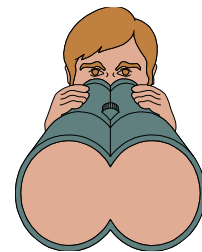
<http://victorypointgames.com/details.php?prodId=143&category=13&secondary=&keywords=>

They not only advertise the games, but let you click on hyperlinks to look over the rules, maps, counters, etc. before buying. I downloaded the rules and read them before ordering the games and was ready to play as soon as I unwrapped the plastic. And at less than \$20 a game, what’s not to like? (Note that *S&T / Decision Games* is now also re-publishing a complete folio series of the old classics—and some new ones—for about \$20 a game as well: *déjà vu* all over again!)

Take it from a stuck-in-the-70s guy with a busy job, family activities, and everything similar that you have going on: get out of your rut and get some “new oldies” on the Russian Front! And if you do indeed buy one of these, you’ll always have an opponent on this end of the screen!

[Your editor went on the above web site. The three games are available for \$45. I ordered them, but the program rejected my name? address? password? I sent them an email but have not heard anything back from them. It’s been a week.]

Upcoming Events



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/>

Aug. 31-Sept. 3, Laurel, MD

TCEP 19: IT'S THE END OF THE WORLD AS WE KNOW IT (AND WE GAME ON

<http://barkingmad.org/>

Aug. 31-Sept. 3, Fremont, CA

CELESTICON

<http://celesticon.com/>

Aug. 31-Sept. 1, Terre Haute, IN

ISU-CON

<https://www.facebook.com/ISUCon>

Sept. 20-23, Columbus, OH

BUCKEYE GAME FEST

<http://www.buckeyegamefest.org/buckeyegamefest.htm>

Sept. 21-23, Anaheim, CA

SO CAL SMACKDOWN

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

Sept. 22-23, Peterborough, Ontario

PHANTASM 22

<http://phantasm.pfga.ca/>

Sept. 28-30, Tucson, AZ

RINCON12

<http://rincongames.com/>

Sept. 29-30, Utica, NY

NOOBIECON

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

Oct. 11-14, Hudson, OH

CON ON THE COB

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

Nov. 23-25, Chicago, IL

WOLFCON

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

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



(Continued from page 5)

Returning former member:

Ken M. Marcinonis # 1479 Bolingbrook, IL

Welcome to AHIKS!

And now my bi-monthly reminder... if you have a change of address or get a new email address please contact me at the address listed on page 12 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.

Three of our members have "gone missing." If anyone knows how to contact them, please do so and ask them to contact me with a new email address so that they can receive their issues of *The K*.

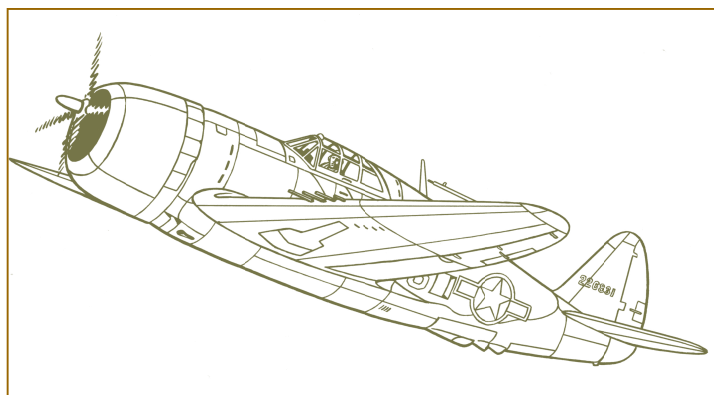
Our missing members are:

Ross Jefferson # 1620

William Osmanson # 0413

Ronald Whaley # 0716

Until next time, Happy Gaming to you all ☺



Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	FLV	
1914 AH	Mike Kettman (1067)	Richtofen's War '72 AH	Scott Saunders (1664) EF
Advanced Squad Leader MMP	Dennis Sheppard (804) E	Russia Besieged L2	Michael Paul (1578) P
Advanced Third Reich AH	Jeff Miller (1303)	The Russian Campaign AH	Greg Dilbeck (1363) P
Afrika Korps AH	Brian Britton (1603) Z	The Russian Campaign AH	Paul Heiser (1051) P
Afrika Korps AH	Paul Heiser (1051) P	Russian Front AH	Michael Mitchell (1086) ETV
American Civil War VG	Shannon McNamara (1639)	Russian Front AH	Melvin Yarwood (36) P
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Russian Front AH	Mike Kettman (1607)
Anzio AH	Melvin Yarwood (36) P	The Spanish Civil War GMT	Tony Arena (1652) V
Anzio AH	Greg Dilbeck (1363) P	SPQR GMT	Justo Perez (1656) V
Arnhem SPI	Thomas Ten Eyck (826) EP	Squad Leader AH	Melvin Yarwood (36) P
The Arab-Israeli Wars AH	Dennis Sheppard (804) E	Stalingrad AH	Brian Britton (1603) Z
Battle for Midway: Decision		Stones River Decision Games	Mel Yarwood (36) P
in the Pacific 1942 GDW	Bill Scanlan (275) E	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Battle for Midway: Decision		Submarine AH	Tony Arena (1652) V
in the Pacific 1942 GDW	Melvin Yarwood (36) P	Twilight Struggle GMT	Ron Gregory (1366) E
Battles for the Ardennes SPI	Thomas Ten Eyck (826) EP	A Victory Lost MMP	Ed O'Connor (1243) V
Bitter Woods AH	Greg Dilbeck (1363) P	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Bitter Woods AH	Ron Gregory (1366) EFLV	War at Sea AH	Tom Walsh (1427) PE
Bitter Woods AH	Melvin Yarwood (36) P	Warriors of God MMP	Jeff Miller (1303)
Blue and Grey I, II	Melvin Yarwood (36) P	Washington's War GMT	Chris Hancock (565) CV
Borodino SPI	Melvin Yarwood (36) P	Waterloo AH	Joe Angiolillo (412)
Bulge '65 AH	Dave Wallace (1643) EL	Waterloo AH	James Antalek (1098) P
Bull Run AH	Paul Heiser (1051) P	Waterloo AH	Brian Britton (1603) Z
Chickamauga WEG	Joseph Angiolillo (412) E	Wooden Ships and Iron Men AH	Ralph Bean (1685)
D-Day 61, 65, or 77 AH	Brian Britton (1603) ZL		
The Drive on Metz VPG	Duncan Rice (1394) V		
Drive on Paris Gamers	Bill Scanlan (275) E		
End of the Iron Dream 3W	Joseph Grills (748) 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		
Freedom in the Galaxy SPI	Jeff Miller (1303)		
Fury in the West AH	James Antalek (1098) PEV		
Gettysburg 77 AH	Jeff Miller (1303) V		
Gettysburg 64, 77, or 88 AH	Paul Heiser (1051) P		
Grand Fleet L2	Daniel Davis (1635) CAS		
Golden Horde: Kulikovo ATO	Albert Bowie (299) E		
Hammer of the Scots Columbia	Jeff Miller (1303)		
Kingdom of Heaven MMP	Jeff Miller (1303)		
Leipzig Decision Games	Mel Yarwood (36) P		
Ici c'est la France Legion Wgames	Martin Svensson (1466) Z		
Kriegspiel AH	Dave Wallace (1643) EL		
Midway AH	Richard Saunders (1664) E		
Mod Quad 1 and/or 2 SPI	Joseph Grills (748) E		
Napoleon at War SPI	Melvin Yarwood (36) P		
Napoleon's Last Battles SPI	Melvin Yarwood (36) P		
No Peace Without Spain CG	Garry Barr (1700) V		
The Next War SPI	Tony Arena (1652) V		
Panzer Leader AH	Dennis Sheppard (804) E		
Paths of Glory GMT	Garry Barr (1700) V		
Ran GMT	Justo Perez (1656) V		
Red Storm Over The Reich CG	Lawrence Hung (1679)		

Match Codes

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

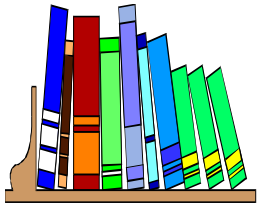
Match Coordinator

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

The Match Coordinator's Office has picked up with the summer. We're back up to our usual six or so matches made per month. You'll see everything on the match request list from the classic **Wooden Ships and Iron Men** to more recent titles like **Washington's War**, which won a CSR award in 2010. There's even a match for the VPG pocket sized game **Drive on the Metz** for folks without much time. I'm hoping to find some time to clean up the Match Request List soon. Everyone should get an email from me in the next few months asking if your requests are up to date. Please remember to keep in contact with the MC office so that we have an accurate and functioning system. Better yet, take a look and see what we can match you up with.

The AHIKS Panzer Blitz tournament is well into round 2. The current scenario is from The venerable *General Magazine* and was used at GenCon 4. There were a few bumps in the road as questions came up with this scenario. I'm learning how to run a successful tournament and will be carrying some lessons forward. It's nice to see this scenario pulled out of the time capsule 41 years later. There three more rounds to go after this, and I'm guessing we'll finish just after Christmas of 2013.





Book Review

from Omar DeWitt

Fort Pillow

by Harry Turtledove
(c) 2006 329 pages, no maps
St. Martin's Press

This is a novel but not an alternative history. The focus of the novel is the black artillerymen and the Southern attackers. The Southerners view of slaves did not match what they saw at Fort Pillow; slaves would not and could not fight; the blacks at Fort Pillow did. Nathan Bedford Forrest, who led the attack, had been a very successful slave trader before the war.

Fort Pillow was not sensibly laid out; nearby hills overlooked the fort, and, when the enemy got to the walls, there was no way to fire at them. The fort was adjacent to the Mississippi River and assistance over the water was possible. An iron clad gunboat was off shore, but it could not see the fort. Later in the battle, when Confederates started firing at it, it left the area; minie balls coming through the gun portals were apparently a great danger. The *Olive Branch* brought reinforcements, but, again, Confederate rifle fire drove it off.

After one good rush, the Confederates overran the fort.

The book is mostly soldiers talking, which I did not find terribly interesting. I did not finish the book. Turtledove wrote it because it seemed a microcosm of the Civil War.

★★



In the gardens in Budapest. Photo by editor.

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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: September 30, 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.

Another Game Review!!

by Omar DeWitt

From the Editor

Field Commander: Rommel

DVG: Dan Verssen Games

You may or may not remember that I started a game review a few issues ago (Vol. 47 No. 1 page 20). For the three of you who remember, I now have the rest of the review.

The first four pages of the rules explain this solitaire game, but, if you try to play the game at that point, you will soon find yourself lost. Half of the rules are explained in the game example, starting on page 5.

A very big part of the game is having Supply Markers. Supply is needed for movement beyond one area, for bringing on reinforcements, for repairing damaged units, for getting more Battle Plans.

Supply Markers are collected at the end of each move. What generates these markers varies from game to game, but they might include: for eliminated enemy units, for occupying objectives, and for units that did not move.

There are two movement sections. In the first, units move into an area(s) containing enemy units. When the battles are all resolved, units that have not moved in that turn may move, but they may not enter an area containing enemy units.

When there is a battle in an area, both sides get Battle Plans. The Germans usually receive more plans and they pick their plans, which gives them an advantage. The number of plans a side receives is determined by the number of units in the area and the number of Supply Markers the German is willing to spend. Some Battle Plans are Artillery (hits on rolls of 1, 2, or 3), Dig-In (absorbs a hit), and Press (extends the battle one more round). Combat is generally simultaneous; each unit rolls the die; if the roll is less than or equal to its attack (or defense) factor, the other side gets a hit. One hit means a unit is flipped over to its weaker side; a second hit eliminates it. After the battle round(s), if there are still units from both sides present, the attackers must retreat.

Allied Operations are determined by drawing a chit. Various actions and units are collected; when the chit reading Go! is drawn, the combat units are placed in one of four areas and proceed according to directions. The last item on the Allied turn is Resupply. Dice determine whether the Allies get nothing, combat units, or supplies.

When the German occupies all of the objectives, the game is over. The turn on which he does this determines his number of victory points.

There are "Campaign Options" which change the die rolls and make the Allies a tougher opponent.

★★

Wow, two game reviews in one issue! Many thanks to Mark Fassio for contributing his article. There are too many articles in this issue attributed to the editor because there are too few coming in. Have I mentioned that before...?

I have a new solitaire game on my desk: **Zulus on the Ramparts!**, a Rorke's Drift game. I also have a copy of the well-illustrated book "Rorke's Drift" by Ian Knight. Hopefully I can give reviews on both items in the near future.

I'm in the middle of an interesting book, "Mr. Gatling's Terrible Marvel." Why wasn't his gun adopted by the Union Army in the Civil War? Stand by.

We will be back on our normal printing schedule next month. The deadline is **September 30**, but I am delighted to get any articles at any time. Don't you have a game that is worth a few words?

Omar



In the gardens in Budapest.
Photo by editor.

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.

1694	David Gibson	Morgantown, GA
1695	Robert Morris	Charlotte, MI
1696	Gina Perry	Cambridge, Canada
1697	Warren E. Dickerson	Mandeville, LA
1698	Nathan J. Ayala	Colorado Springs, CO
1699	Randall E. Black	Rensselaer, IA
1700	Gary Barr	Ballyclare, United Kingdom
1701	Raymond D. Clark	Ellington, CT
1702	Allan R. Williams	Prince George, Canada
1703	Tony Pierson	Grain Valley, MO

The Charles S. Roberts Awards for 2011

The winners in each category are in **bold**.

BEST ANCIENT TO NAPOLEONIC ERA BOARD WARGAME

Commands & Colors: Napoleonic (by Richard Borg), GMT Games

Julius Caesar (by Grant Dalglish, Justin Thompson), Columbia Games

King Philip's War (by John Poniske), Multi Man Publications, Inc. (MMP)

The Coming Storm (by Kevin Zucker), Operational Studies Group (OSG)

Washington's War (by Mark Herman), GMT Games

BEST POST-NAPOLEONIC TO PRE-WORLD WAR 2 ERA BOARD WARGAME

Ottoman Sunset (by Darin Leviloff), Victory Point Games

The Lost Cause (by Hans von Stockhausen), Victory Point Games

The Spanish Civil War 1936-1939 (by Javier Romero), GMT Games

The Tide at Sunrise: The Russo-Japanese War 1904-1905 (by Yukihiro Kuroda, Adam Starkweather), Multi Man Publications, Inc. (MMP)

White October - The Last Assault on Red Petrograd (issue #5) (by David Beaudlet), Battles magazine

BEST WORLD WAR 2 ERA BOARD WARGAME

Barbarossa: Crimea (by Vance von Borries), GMT Games

Beda Fomm (re-issue) (by Frank Chadwick), Consim Press

Normandy '44 (by Mark Simonitch), GMT Games

Steel Wolves (by Brien Miller, Stephen Jackson), Compass Games

We Must Tell the Emperor (by Steve Carey), Victory Point Games

BEST POST-WW2 ERA BOARD WARGAME

A Week in Hell: The Battle of Hue (issue #3) (by Laurent Guenette), Battles Magazine

Hearts and Minds: Vietnam 1965-1975 (by John Poniske), Worthington Games

Labyrinth: The War on Terror (by Volko Ruhnke), GMT Games

World at War: The Untold Stories (by Mark H Walker), Lock 'n Load Publishing

Yalu (2nd edition) (by John Hill), Compass Games

BEST PRE-20TH CENTURY ERA COMPUTER WARGAME

Ancient Wars: Greek Wars (HPS)

Campaign Jena-Auerstedt

Civilization V

Greek Wars (HPS)

Napoleon Total War (Creative Assembly)

BEST 20TH CENTURY ERA - MODERN COMPUTER WARGAME

Call of Duty: Black Ops

Command Ops: Battles from the Bulge (Panther Games/ Matrix)

First World War Campaigns: France '14 (HPS)

Gary Grigsby's War in the East: The German-Soviet War 1941-1945 (2by3 Games/ Matrix)

Revolution Under Siege (Sep REDS/Matrix)

BEST MAGAZINE GAME

A Week in Hell (by Laurent Guenette), Battles Magazine
Buffalo Wings (issue #29) (by John D. Webster), Against the Odds magazine (ATO)

Fury in the East (by Ginichiro Suzuki), Multi Man Publications, Inc. (MMP)

Race for Berlin: The Final Struggle (issue #4) (by Francois-Xavier Euzet), Battles magazine

Tarleton's Quarter! (issue #28) (by Mike Joslyn), Against the Odds magazine (ATO)

BEST DESKTOP PUBLISHED (DTP) / PRINT-AND-PLAY / POSTCARD GAME

Levee en Masse (by John Welch), Victory Point Games

Ottoman Sunset (by Darin Leviloff), Victory Point Games

Paying the Peiper (by Paul Rohrbaugh), Against the Odds Magazine (ATO)

The Barbarossa Campaign (by Gary Graber, Alan Emrich, Carl Paradis), Victory Point Games

We Must Tell the Emperor (by Steve Carey), Victory Point Games

BEST EXPANSION OR SUPPLEMENT FOR AN EXISTING GAME

ASL Action Pack #6: A Decade of War (by Charles Fortenberry, Charles Kibler, Bob MacNamara), Multi Man Publications, Inc. (MMP)

Combat Commander: Battle Pack #3 - Normandy (by John Foley), GMT Games

Conflict of Heroes: Price of Honour - Poland 1939 (by Uwe Eickert, MichaÅ, Ozon), Academy Games

Imperial Japanese Navy (Silent War series) (by Brien Miller), Compass Games

World at War: Operation Garbo (by Nils Idemalm, Mark H. Walker), Lock 'n Load Publishing

BEST BOARD GAME GRAPHICS

A Week in Hell (Battles Magazine)

Conflict of Heroes: Price of Honour (Academy Games)

Labyrinth: The War on Terror

Normandy '44 (GMT)

Steel Wolves (Compass)

BEST COMPUTER GAME GRAPHICS

Decisive Campaigns: The Blitzkrieg from Warsaw to Paris

Gary Grigsby's War in the East: The German-Soviet War 1941-1945 (2by3 Games/ Matrix)

MapMod -alternate graphics packages (new this past year, France '14, Kharkov' '43)

Napoleon Total War (Creative Assembly)

Revolution Under Siege

BEST PROFESSIONAL GAME MAGAZINE

Against the Odds, Against the Odds magazine (ATO)

Battles Magazine, Battles magazine

C3i magazine, RBM Publications

Strategy & Tactics

World at War, Decision Games

BEST AMATEUR GAME MAGAZINE

Alea
Le Franc-Tireur
Line of Departure
No Turkeys
Simulacrum

BEST HISTORICAL/SCENARIO ARTICLE

50 Years War - a scenario for Warriors of God (Operations SI#3)
Brewster Buffalo in WW-2, J.D. Webster, ATO#29
How Not To Do It: Dieppe 1942 (S&T 265)
Joel Toppen, History of the Peloponnesian War (C3i #24)
Wagram, Frederic Bey, ATO#28

BEST GAME REVIEW OR ANALYSIS ARTICLE

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

JAMES F. DUNNIGAN DESIGN ELEGANCE AWARD

Labyrinth: The War on Terror

CLAUSEWITZ AWARD HALL OF FAME

Richard Borg



AHIKS MATCH REQUEST FORM

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Name: _____ Member # _____ Date _____.

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PLEASE USE ALL APPLICABLE CODES FOR EACH GAME LISTED

<u>Match Codes</u>	
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 _____.

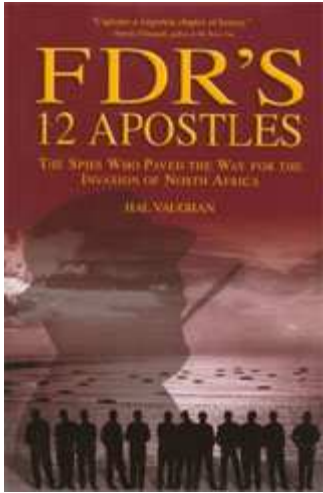
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Book Review



FDR's 12 Apostles, The Spies Who Paved the Way for the Invasion of North Africa

Hal Vaughan, Lyons Press
Reviewed by Duncan Rice

**This review originally ap-
peared on the Armchair Gen-
eral Website [http://
www.armchairgeneral.com/
first-to-die-book-review.htm](http://www.armchairgeneral.com/first-to-die-book-review.htm)**

Operation Torch, the Anglo-American invasion of North Africa, was not just a great undertaking of logistics and strategic planning. Eighteen months of intelligence gathering and behind the scenes deal brokering went on in North Africa prior to the invasion. *FDR's 12 Apostles* is a narrative of these activities, undertaken by American Robert Murphy and the 'vice-consuls' under him.

The book is exceptionally well researched and referenced. You may want to keep a bookmark in the endnote section to help you refer to it. It adds some interesting facts. The research comes from a wide variety of sources. These include archival work, declassified foreign records, correspondence, and interviews. The memoirs of Ridgway Brewster Knight, one of FDR's twelve, were also used.

FDR's twelve were a diverse group. Their chief, Robert Murphy, was a career diplomat but the others came from backgrounds ranging from a Coca-Cola salesman and Paris playboy to an Annapolis graduate and hero of WWI. Murphy began his Foreign Service career in 1917. He had believed that the US should enter WWI but was himself declared unfit for military service. Wanting to somehow be involved Murphy joined the Foreign Service at the age of 23. He later described himself as "a diplomat among warriors."

The book moves quickly through Murphy's work as charge of the US embassy at Vichy and onto his preliminary orders from Roosevelt. Murphy was to prepare a report, for Roosevelt's eyes only, on the economic situation and attitudes of various groups in French North Africa. The groups to be examined included the French bureaucracy, French businesses, as well as the Arab and Berber people. Murphy also acted as a contact for General Weygand while probing his authority, plans, and examining what the United States could do to encourage him. Robert Murphy was Roosevelt's eyes and ears in the French North African Colonies.

The personalities and recruitment of the other agents is touched on. Their activities under Murphy are well described. With twelve American agents and a large number of people they deal with and who their activities effect the reader may have trouble keeping track of them all. You may want to take note of the important figures as you read so that you will recognise them when they turn up again. The agents' activities

ranged from simple information gathering at North African ports, to the setting up of clandestine radio operations, to a disastrous attempt at evacuating recently escaped Polish soldiers from North Africa. Some of their more important work involved acting as liaisons. This ranged from passing information in diplomatic pouches to meeting with various men to influence them and gather information. An entire chapter is given to a meeting at Cherchel between delegations headed by General Mark Clark, French commander General Charles Emmanuel Mast, and Robert Murphy to discuss Allied operations in North Africa. The delegations arrived by road and submarine. It was particularly tense because of an interruption by the chief of police. Over a few hours Clark and his men made a number of attempts to evacuate back to the submarine. The narrative is at times tense and at times almost comical. On returning the next day, to recover incriminating items that Clark's men had cast off in order to expedite their evacuation, Murphy was recorded as saying, "...I wish I had a little more experience in planning revolutions and overthrowing governments."

FDR's 12 Apostles talks a lot about the activities and movements of the American agents. The reader will find a lot of satisfying 'cloak and dagger.' However, I would have liked to be given more information on the effects of their work. For example, what information was in the diplomatic pouches, what intelligence was given over the radio sets, and how did it affect plans for the invasion? There are details of what discussions went on, at Cherchel for example, but I would have liked to know in more detail how the invasion planners and the French commanders acted on it. The Cherchel meeting's arrangement, the movement to it, its interruption, and the evacuation of Clark's men is given more emphasis than what was discussed there. The discussion is not ignored. It included French requirements for armaments and materiel, the need for American liaison at French commands, French intelligence on locations of strategic installments, and suggested invasion plans. But I would have liked the author to be more specific. What were the effects of this meeting on Operation Torch? Did the French suggestions for parachute drop locations affect the plans for Torch? What elements of the French plan for American landings influenced invasion planning and how?

FDR's 12 Apostles is well researched from an excellent variety of sources and well annotated. It speaks in general terms about Operation Torch. There is some discussion of how the American agents' activities affected invasion planning and outcomes but I would have liked to see this in more detail and with more specificity. There are a lot of players to keep track of and the book warrants careful reading in places to keep up. The real scope of the book deals with the movement and activities of the twelve American agents who were instrumental in gathering intelligence and gaining support for the invasion. While not delving heavily into any analysis or causality, it's an excellent narrative and well worth reading for its insights into the processes of intelligence gathering and deal making that were necessary for Operation Torch to succeed.

