

The Kommandeur



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From the President Charles Marshall

Hello members! Summer is ending, fall is approaching and change is in the air here at AHIKS!

While the leaves have started to fall we've been brainstorming for ways to improve our Society and improve your membership experience as well. Some of our goals are long-term while others are short-term.

Let's talk about the long-term goals first. Probably the most important one is the creation of an integrated membership database. By this I mean one database from which all of our online applications would draw their data. For instance, we have a database for our Members' Only secure website, another for our online Forum, and another for our dedicated Die-Roller. Why is it that way? To put it simply, we created each feature one at a time due to planning and budgetary constraints. This left us with separate features, each with its own database. What does this mean to you, the end-user? It means a separate login for each application. That's not convenient and we'd like to change it. Ideally, with a single database, you would log in once on our homepage and that single log-in would gain you access to all of our members-only features. It can be done but it will need a significant overhaul of our existing features requiring outside help from a professional programmer or software development firm. A smaller overhaul is needed for our online Die-Roller to make it possible for the end-user to "house-clean" his list of current games. Another feature we're going to offer is a Game Match Reports page where you will be able to finalize your match online, in effect by-passing the need to submit your results to the Ratings Officer via mail or email. Instead, you'll be able to fill out a form online, submit it, and the data will be sent to both the Ratings Officer and the Match Coordinator. While the "Suggestion Box" topic on our online Forum will remain active, we're also going to provide you with an online "Feedback Form" to help you better communicate with your officer corps about the things you'd like to see in your society.

The success of the "Meet the Members" column in *The K* has prompted us to consider a Member Profile page on the secure side of our website. On that page you could post info about yourself (as much or as little as you feel comfortable with) and perhaps even upload a picture or two. As many of you know, due to technical difficulties beyond our control, we had to remove our Map-based Social Network and replace it with a Facebook page. However, we'd still like to create a social network feature of our own, one catered specifically to you and with our hobby in mind. Finally, another function you will see within the year is a website that is searchable, both on the public "open" side and behind the secure side for members only.

This brings me to some ideas which fall under the "short-term" category. They'll be easier to accomplish and should be possible to create with no outside help. The first, a site map, relates to the search function mentioned above. Soon you will see a page on our site with every possible link mapped out. In this way you can navigate directly to a page without first going to other interim pages. Another page we'll create is a traditional FAQ page. As we continue to add features and functionality, a good FAQ page becomes increasingly valuable. This will (hopefully) go hand-in-hand with a complete rewrite and much needed overhaul of the New Member Guide. Finally, I'd like to ask your help in creating a "Links" page. I can handle the technical side of creating the page and populating it with a few starter links, but I'd like to ask you, the membership, to submit your favorite wargame-related website links so that we can "share the wealth." I'm sure you have all found some good game-specific, publisher, fan, or history pages that you'd like to share. If so, send them to me at wm@ahiks.com and I'll get them posted!

Thanks and Happy Wargaming!



Pillbox in Sicily

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: September 30, 2012.

Alan Poulter
grognard@grognard.com

NEWS

New books on wargaming

George Phillis and Tom Vasel have just published two new books, the second edition of their book on game design, "Designing Modern Strategy Games," which is about designing Eurogames; and a new book "Modern Perspectives on Game Design." Both are available from Amazon.

Phillis is also writing a new book on the classic Avalon Hill game **Stalingrad**. (See his article on page 13.)

Paper Wars review magazine to contain games

Beginning with issue #77, Compass Games will be the publisher of *Paper Wars* magazine. The first Compass edition is scheduled for September, 2012, release. Since its inception, the magazine has contained wargame reviews and was published in black and white only. However the new *Paper Wars* will have a complete game in each issue and will be a full-color production.

From the press release: "*Paper Wars* has been well known for its game reviews. With John Burt's editorial guidance, this will continue to be the magazine's strength. Additionally, Compass will introduce new articles and departments relative to their catalog of games. Examples would be strategy and tactics articles, new scenarios, expanded designer notes, examples of play, sneak peek artwork, and previews of future releases. As always, we'll remain flexible as the magazine grows so we can offer more variety in the content as opportunities arise.

"A full subscription will get you 4 full issues of *Paper Wars*, published quarterly, with a game in each issue. You will still be able to opt for the magazine-only version (no game) but we can't think why. The full subscription represents a tremendous value at only \$75 for U.S. customers."
<http://compassgames.com/show/magazine>

Wargames on your phone!

Victory Point Games have just released their board wargame **Levée en Masse** as an app for iPad, iPhone, and Android.
<http://victorypointgames.com/details.php?prodId=209>

And now all their games will have die-cut counters and mounted maps and come in boxes!
<http://victorypointgames.com/index.php>

NEW BOARD WARGAMES

Avalanche Press

Confederate States Navy is a supplement for the **Great War at Sea** series and offers hypothetical battles for a modern "Confederate" fleet. **Navy Plan Gold** is necessary to play most of the two dozen scenarios and **Jutland**, **Pacific Crossroads**, **Mediterranean**, **Sea of Troubles**, and **Black Waters** to play all of them. **Dutch East Indies** is a scenario book in the same series and features Great War at Sea scenarios played on a

game map from the Second World War at Sea series, **Strike South**.

Indian Unity is a game supplement in the **Panzer Grenadier** series that covers the 1948 Indian invasion of Hyderabad with 10 scenarios. It is not a standalone game.

In the same series, **Panzer Lehr** is a supplement covering the battles of Panzer Lehr in Normandy against the British and the Americans. It has 20 new scenarios and a campaign game. It is not a complete game and requires ownership of **1940: The Fall of France**, **Battle of the Bulge**, **Beyond Normandy**, **Eastern Front**, and **Elsenborn Ridge**.

The Kaiser's Navy, in the **Second World War at Sea**, features the Bismarck in an alternate history where Imperial Germany survived to fight the Second Great War.
<http://www.avalanchepress.com/index.php>

Clash of Arms

The Battle of Fontenoy covers the famous battle on a grand-tactical level. <http://www.clashofarms.com>

Collins

Frontline General: Spearpoint 1943 Expansion is the latest instalment of their tactical World War II card game.
<http://www.frontlinegeneral.com/>

Critical Hit

New in the ASL Comp series are **Hell Behind the Eastern Front**, **Hill of Blood**, **Orders for the Major**, and **Shout for Piats**. <http://www.criticalhit.com/>

Decision Games

There are lots of games in a new mini-series:
Caesar's Wars: The Conquest of Gaul, 58-52 BC
Belisarius's War: The Roman Reconquest of Africa, AD 533-534

Khyber Rifles: Britannia in Afghanistan
Custer's Final Campaign: 7th Cavalry at Little Bighorn
Eagle Day: The Battle of Britain
Cactus Air Force: Air War Over the Solomons
Congo Merc: The Congo, 1964 (a solitaire game)
Border War: Angola Raiders

Also new in the Folios series are: **Pea Ridge** and **Pedregal: Santa Anna at Bay** <http://www.decisiongames.com>

GMT

Panzer is an update of the original Yaquinto game. It includes a base game set on the Eastern Front. The scale is 100 meters per hex with turns representing a fluid scale of 30 seconds to 15 minutes. The scale is one-to-one for vehicles and towed guns; squads, half-squads, and sections for leg units; off-map artillery are batteries of 2-6 tubes; and aircraft are flights of 2-3 aircraft. There are two expansion modules.

Panzer Expansion #1: The Shape of Battle—The Eastern Front includes detailed TO&Es for the German and Soviet forces covering the entire war period from 1940 through 1945. **Panzer Expansion #2: The Final Forces on the Eastern Front** completes the German and Soviet forces with focus on the early war, some less common, and Soviet Lend-Lease units. Also new is **Bloody April, 1917**, a standalone game similar to **Elusive Victory** and **Downtown**, modified to cover the unique aspects of air combat during World War I

Andean Abyss covers the struggle for power in Colombia and is the first in a new **COIN** (counter-insurgency) game series. It is playable solitaire. <http://www.gmtgames.com>

Grogard Simulations

Armored Knights: Operation Crusader is a "monster" game with units modelled at the battalion and company level along with a detailed command and supply system. Scenarios include **Sidi Rezegh**, **Dash to the Wire**, **Full Campaign**, and some alternate histories where the Germans made their assault on Tobruk first. <http://www.grogardsims.com>

Lock 'n Load Publishing

In the **Lock 'n Load** series, **Heroes of the Gap: Honneur et Patrie** is a new expansion while **Into the Breach** is also a new expansion in the **World at War**. Both require previous series games to be playable. <http://www.locknloadgame.com/>

MMP

Special Ops #3 (summer 2012) features an insert game, **A Victory Complete**, covering the Battle of Tannenberg, 1914. Also included are two scenarios for ASL and ASLSK. <http://www.multimanpublishing.com>

net4war

Operation Bagration was the codename for the Russian offensive against German Army Group Center. **Target Warsaw** picks up where the previous game ends and covers the subsequent weeks of the 1944 campaign. The two games can be played independently or linked for a campaign game. <http://www.net4war.com>

One Small Step

2WW: The War in Europe is a "Print-n-Play" grand-strategic game utilizing armies or army groups, air forces, and fleets. It is based on **The Big One**, originally published in *GameGix* magazine, but **2WW** is a complete revamp with all new graphics and rewritten rules. <http://www.ossgames.com>

Playford

Moral Conflict 1939 is an historical multi-player game based on World War Two. <http://www.playford.de>

Turning Point Simulations

Poltava's Dread Day covers this crucial battle. <http://www.turningpointssimulations.com>

Victory Point Games

PARSEC Deluxe is a tile placement game of discovery and exploration in outer space for 2 to 6 players. **Paul Koenig's Market-Garden: Nijmegen Bridge** is the third and final game in the Market-Garden series, covering the events happening at this vital river crossing from September 17-19, 1944. **No Retreat 3: The French Front** covers the German invasion of France, Case Yellow. <http://www.victorypointgames.com/>

Worthington Games

War and Peace is a game for two-five players on the Napoleonic Wars from 1805 to 1815. <http://www.worthingtongames.com>

White Dog

We Shall Fight on the Marne is an operational-level simulation of the First Marne, 1914, for two players or solitaire. <http://www.whitedoggames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #276 contains **Operation Anaconda**, on a battle fought between Coalition forces and Al Qaeda in eastern Afghanistan in March of 2002

Strategy & Tactics #277 contains **Ticonderoga** which covers six engagements during the French and Indian War (1755-58).

World at War #26 contains **Race to the Reichstag**, which allows players to play both sides of two competing commands as the Red Army fights its way into Berlin during the closing days of World War II.

Modern War #2 contains **Oil War: Iran Strikes** which is an update and expansion of the classic old-SPI **Oil War**. <http://www.decisiongames.com>

Against the Odds #36 contains **Defeat Into Victory: The Final Campaigns in Burma**. <http://www.atomagazine.com>

Vae Victis #106 contains **En Pointe Toujours! Guadalcanal** on tactical struggles in The Pacific War. <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>

DTP GAMES

CHS

The Road to St Die is a company/battalion level simulation of those battles in October 1944 that made up Operation Dog-face. Email: topkat@chariot.net.au

High Flying Games

Day of Infamy covers the attack on Pearl Harbor in 1941 with just 30 unit counters. It is a reprint from *Panzer Digest* magazine.



Secretary's Notes Bob Best



Today is Tuesday September 25, 2012. Fall has arrived here in the San Francisco Bay area but we are still enjoying beautiful weather. Today is no exception and I enjoyed my morning coffee in the hot tub on the deck. Great for getting out all those kinks in the muscles, and it's just nice to sit and enjoy the nice cool morning with a hot cup of Joe. ☺

This column is being written a little earlier than usual as I have a jury duty summons for tomorrow in Superior Court, and I want to make sure that if I do get selected for a jury that my Secretary's column gets in to Omar before his publishing deadline.

Get Well Wishes

I have learned that one of our long-time members, Mark Fasio, #1210 has been diagnosed with appendix cancer. An Executive committee member recently received an email from Mark and shared it with me. An excerpt from that email from Mark is shown below.

...I just wanted to pass along that I, like your three mentioned members this issue, am also fighting some health issues, and ask that your members keep my family in your thoughts and prayers. I have a terminal, Stage 4 appendix cancer that has spread through my body due to misdiagnosis. I begin 3-6 months of chemo next Tuesday and, if all goes well, will head to Pittsburgh in spring for huge surgery and a weird chemo treatment called HIPEC that may add some years to me. If the initial few months of chemo don't take, well...I'll will you guys my remaining wargames, because this cancer is the worst of the worst, they say – only 1% get it (I had better odds of winning the Lotto), and for a healthy, militarily-fit 56 year old guy who watched his health, it just goes to show how fickle Life can be, and how Death walks among us as a distant friend. You just never know.

Cancer is no stranger in my family either. I will be keeping Mark and his family in my thoughts and prayers, and, on behalf of AHIKS, I would like to offer our Best Wishes for a full and speedy recovery to Mark.

AHIKS Facebook Connection

The AHIKS Facebook page continues to grow. At last check we had 22 members there. It's a hidden group on Facebook for AHIKS members, so you do have to "friend" us to join. 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. This is to verify you are an AHIKS member so we can approve you for the group.

Several members have posted comments and questions on the Facebook page and a few have posted photos and narratives of games in progress. I have posted some photos of Joe Grills and my game of SPI's **Arnhem**. We are into turn 7, and Joe, as the German player, has a commanding point count lead. I am deploying the 101st and 82nd units beyond their Line of Commu-

nications range in order to keep Hell's Highway open for XXX Corps! It's a tight game as I balance "lost points" while trying to eliminate German units to reduce the threat and send more XXX Corps units across the Waal River to build the Allied victory point count. I'll be hard pressed to get even a marginal victory here I think.

Election of Officers

Well, the 2012 AHIKS general election of club officers is rapidly approaching. November 10, 2012, will be the final day for any AHIKS member to submit a notice of candidacy for the upcoming officer positions. After November 10, the Executive Committee will post a final slate of candidates for the elected officer positions. This list will be published in the December issue of *The K* along with voting instruction for the members. There is little time left, so if you would like to run for any of the elected officer positions please submit your notice of candidacy to me, or any of the elected officers on the Executive Committee. Check out the Election of Officers notice posted elsewhere in this issue.

AHIKS Forum Games

Brian Stretcher's **Wooden Ships & Iron Men – "El Diablo Rojo"** is now in its 20th turn as I write this. The Pirate "El Diablo Rojo" has succeeded in grappling the British frigate "Fleur," and a boarding action is in progress. Hordes of "Red Devil" pirates are swarming over the rail with swords clashing and muskets firing; the issue is still in doubt! It's just like watching one of those old swashbuckler movies with Errol Flynn that you see on the AMC Channel on your cable TV. It's a real nail-biter! ☺

The boarding action is taking place in the middle of a major battle action involving French ships of the line and their British counterparts. The Spanish fort atop Punta Esperanza is firing on the British ships, and English grapeshot is devastating Spanish gunboats from the port. Lots of great action! Come by the forum and check out the action. Feel free to post some comments if you like.

Paul Pearson's game of Avalon Hill's **Flight Leader** is now in turn 4 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. The Mig 23s have joined combat with the F-15s and F-4s being flown by "Blue Air." A number of hits have been recorded by the Umpires, and it looks like some of the opponents are headed for "a walk in the sun" in the desert. Lots of good action here as well.

Charles Marshall and Bert Schneider are still playing a learning game of **Alexander the Great**, from Avalon Hill. The forum topic heading is "Alexander the Instructor" in the On-Line Games section. While the first two games are multiplayer, **AtG** is a two-player game. The forum is a great place to run a two-player game as it is easy to post photos and map images, especially with Vassal and the other computer aided game aids.

Anyone who wishes to play a game on the forum can do so with a minimum of fuss. All you have to do is click on the "New Posts" button on the form and start your game when the window opens. It's really easy to use and your opponent merely has to log into the forum to post his replies to you. Give it a try!

Meet the Members

We have two members being profiled in this issue. Our first member is Dennis M. Sheppard. Dennis writes:

Name: Dennis M. Sheppard #804

Born: 08/07/49

Age: 62

Profession: Service Connected Disability

Background: U.S. Army. 15 years served in Vietnam, awarded Purple Heart, ARCOM, and Vietnam Cross of Gallantry. Exposed to defoliating Agent Orange and service connected PTSD.

Year Started Gaming: 1975

Games Owned: 35+

Favorite Series And Reason: **Advanced Squad Leader**. I enjoy the intricate details of the game, and it is as close to miniatures as you can get.

Favorite Game And Reason: **Gettysburg 77**. Again there is intricate detail, and I like the time period.

Other Hobbies: Acting (and yes I've been in films, TV, and on stage) I played a German NCO in CBS "Playing For Time." The uniform and weapon were original WWII German. I loved it! I also enjoy writing, golf, and ham radio. KA3YLY is my call-sign.

A Memorable Gaming Experience: I played a game of **Invasion America** by SPI with a non-AREA rated player. We played by snail mail for 5 years, then he stopped sending turns. I was the U.S./Canadian player. The game was well played and exciting. I lost Texas, Florida, California, and Washington DC but held the interior and LA, and the Carolinas.

The other game was a face to face multi player 3rd **Reich** game that was a great time as well.

Other Comments: I miss playing face to face. That is the ultimate gaming experience be it board games or miniatures.

Pet Peeve: Computer games. They keep young kids from learning the old fashion way with AH, SPI, and all the other board games.

Thank you Dennis for contributing your profile! ☺

Our second member contribution this month is from Mike Kettman.

Name: Mike Kettman # 1067.

Born: 10/29/1954.

Profession: Retired Statistical Economist with the Federal Government.

Year started gaming: 1968.

Games owned: 250 and counting.

Favorite Series: **Der Welterkrieg** series.

Favorite Game and Why: AH **1914** – I am a big WWI fan and thought the game was one of the best that addressed the topic. Also, the graphics I thought were some of the best at the time.

Favorite Gaming Experience: A PBM win in AH **Tobruk** in 3 moves. I was the opponent and lost this game in 3 clever moves in an earlier PBM game. I tried the same moves on a future opponent and was as successful with the die rolls as my former opponent was. Really thought it was something.

Least Favorite Gaming Experience: Being eliminated in 4 moves as Austria-Hungary in a game of **Diplomacy**. Also lost 7 units in one turn in an AH **Anzio** as the Allies. Never recovered and the Allies went down to defeat.

Other Hobbies: Cooking, travel, and following my beloved Ohio State Buckeyes.

I started gaming when a friend and I found a copy of **Stalingrad** in his brother's desk. We were both fascinated by it and played it until the pieces were worn beyond usability. In the meantime using money earned through part-time odd jobs, birthdays, and Christmases, I acquired such titles as **Waterloo**, **D-Day**, **Kriegspiel**, **Bismark**, **Jutland**, etc., and started my own game collection. I continued keeping up with the hobby and building my collection through high school, college, and early adulthood. I also joined AHIKS. Fortunately, throughout this time I was able to have face-to-face opponents even when my job took me from Ohio to the Chicago area where I currently reside. Life then got in the way of the hobby – marriage, more responsibilities at work, parent issues, and work travel. I didn't play much during this time and let my subscriptions to the various publications lapse. However, the games remained in the basement carefully packed and occasionally one was dragged out for some nostalgia. My wife and I then decided to make a move in 1989 to our "dream home." Unfortunately, I wasn't thinking straight and liquidated about 75% of my collection in order to make the "move" easier – a decision I rue to this day. Almost immediately, I began rebuilding my collection, re-subscribed to a number of publications, and am lucky enough now to have a room dedicated to my hobby. Unfortunately, face-to-face opponents have become scarce. With time now available, I recently volunteered to become the Multiplayer Coordinator for AHIKS.

Thank you Mike for contributing to AHIKS by writing your profile for us! And, thank you for volunteering as Multiplayer Coordinator! ☺

I have reached the end of the Meet the Member profiles on-hand. If we are to continue to print them, I need members to step forward and write up your profile for publication in *The K*.

New AHIKS Members

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

Martin Hogan	# 1704	Vancouver BC
Michael Latham	# 1705	Gallatin, TN
Nick Watson	# 1706	Nottingham, UK
Victor Huguet	# 1707	Valencia, Spain
Dan Kaufman	# 1708	Los Angeles, CA
Jon E. Halfin	# 1709	Rio Vista, CA

Gentlemen, *welcome* to AHIKS!

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

Until next time, Happy Gaming to you all ☺



AHIKS WANTS YOU!



AVOID THE DRAFT VOLUNTEER!

2012 ELECTION OF OFFICERS

The 2012 AHIKS general election of officers is rapidly approaching. November 10, 2012, will be the final day to submit a notice of candidacy for the upcoming elections. The final slate of candidates for the elected officer positions will be published in the December issue of *The K*. The AHIKS bylaws that govern the running of the election and the minimum qualifications for each officer position are posted below. Time is running short, if you would like to run for any of the elected officer positions please submit your notice of candidacy to the Secretary, or any of the elected officers on the Executive Committee.

AHIKS BYLAWS:

IX. ELECTIONS:

A. Elections for all elected officer positions are held in every calendar year during which a U.S. presidential election is held (every 4 years on the even year). All members in good standing are eligible to run for office and/or cast a vote in the election of officers.

(Exceptions: a member may not run for Treasurer unless he has been a member for five (5) or more consecutive uninterrupted years. Members running for any other office of the exec must have been a member for two (2) or more consecutive uninterrupted years.

1. During the first quarter of the calendar year of the election, the President shall issue a call for elections and an invitation of candidates to run for office through publication in the Society newsletter.

2. Candidates for election shall indicate a desire to run for office by forwarding a notice of their candidacy to the President and to the Editor for publication in the K. The President shall promptly report such notification to the Officer Corps.

3. Candidates are encouraged to submit a formal statement of their candidacy to the Editor for publication in a pre-election issue of the K. Follow-up statements are permitted, space and time allowing, prior to the vote.

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.

c. Proper control procedures shall be implemented to insure that no member will cast more than one ballot.

d. The ballot shall instruct members to return their ballots to the Secretary for counting.

B. If no member challenges an incumbent by the deadline for receipt of candidate's announcements, the incumbent office holder shall remain in office by default until the next scheduled election.

C. In the event of a tie vote for an elected officer position, a majority vote of the Exec shall break the tie. Any member of the Exec Committee who is involved in such a tie may not cast a ballot in the tie breaking vote.

The VP's Corner by Bert Schneider

**“Time flies like an arrow. Fruit flies like a banana.”
Groucho Marx**

Wow! Where did the time go? Has it really been three years, since I got involved in AHIKS as the Veep? I hope that the new features, services, and infusion of new ideas into AHIKS have helped to bolster AHIKS. I hope that what we have tried to accomplish in the past couple of years was worth the effort. I hope that by reaching out to new members we have built a stronger organization. That said, I feel I need to get back to basics and get back to gaming. I've been too busy doing other things (like remodeling my home). I have been playing some games with AHIKS members, and I have been taking far too long to get those games done! I vow to increase the war tempo! I do have one thought-provoking question, I'd like to pose to everyone in AHIKS.

What do you think we should do with the money in the treasury?

It is nice to have a bank account where we can draw interest and cover the cost of operating expenses. But with a majority of our members receiving the *Kommandeur* newsletter via email, our operating costs should have dropped significantly from past years.

Here's a simple multiple choice set of answers I'd like to suggest:

A. Keep the money in the bank and continue to draw interest.

- B. Divide the money and provide every member a share. Calculating everyone's share would be interesting as we probably would have to take into account longevity, contributions, etc.
- C. Use some of the funds to expand AHIKS.COM. We could build a more robust commercial quality web page with all of our services under "one secure roof" with an integrated membership database, forums, die roll server, etc.
- D. Host tournaments and sponsor prizes and trophies (both at wargame conventions and for on-line tournaments)
- E. Invest in the development of member-created wargames.
- F. Others?

I'm interested in hearing what you think. Just send me an email with your answer (using the multiple choice set of answers) or come up with something different. I for one feel we should use some of these funds to expand our capabilities and to grow our hobby.

Take care!
bertnpeggy@comcast.net



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	L: Learning Game
C: Cyberboard	P: Postal Mail
E: Email	S: Slow Play
F: Fast Play	T: A.C.T.S..
G: Will Gamemaster	V: V.A.S.S.A.L.

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 _____

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

Treasury Notes

Brian Stretcher



Once again into the breach! Here's a mishmash of things going on since last issue.

Wooden Ships & Iron Men Online Game. The *El Diablo Rojo* scenario has reached the 20th turn, with hot and heavy action. Two frigates are now locked in a life-or-death melee, while the shot flies every which way around them. A discovery by me from a question by our beloved Secretary that there is actually more than one AH edition of this game, which may take a little sorting out, since I have the first edition and have been working off that rules set. Never a dull moment as a GM!

Book Review: "Alexander the Great" by Paul Cartledge, Overlook Press, 2004. According to my wife, when it comes to books and movies I am not terribly hard to please. There are few of either that I have ever found to be completely awful. While this book is not awful, it was disappointing. Not so much with the content but the way it is written or, I should say, overwritten. Professor Cartledge uses, how should one say? Quite simply, too many words.

Rather than a chronological regurgitation of Alexander's life and conquests, which has been done many times before, the author instead addresses newer research and information about Alexander. The book is subtitled: "The Hunt for a New Past." So the book is laid out in a series of 12 themed chapters, such as "Alexander and the Macedonians," "Alexander and the Persians," and "The Divinity of Alexander." That means that each chapter may go back and forth in Alexander's life to address the theme at hand, which is almost like reading a story that is told in a series of flashbacks. Not particularly a problem, although perhaps somewhat unusual in a work of history. From a reader's perspective, however, it does make for some repetitive reading, since certain aspects of Alexander's life are important to more than one theme. For example, his relationship with Hephaestion, his boyhood friend, confidant, and most likely adult lover, comes up rather frequently, as does Alexander's pilgrimage to the Oracle at Siwah.

But, everything you might expect is in the book, including a discussion of his rise to power, his campaigns, and his battles. There are fairly decent maps put together at the beginning of the book, including diagrams of the battles that are not really discussed much in the text. There are also a lot of photographs of ancient sites and artifacts, which is nice to break up the text.

Which, unfortunately, is necessary. My biggest beef is Professor Cartledge's writing style. The book is overwritten, in a style that may be incomprehensible to some, with long sentences, parentheticals, asides, and other such violations of principles of clear writing. A fan of history with two graduate degrees should not have to go back and reread passages in his native language in order to figure out what it said. Consider this example from page 241, where the author is discussing statues inside a structure commissioned by Alexander's father, Phillip:

"Within it, moreover, Phillip commissioned to be erected a set of chryselephantine (gold and ivory) statues depicting himself and members of his immediate family, including Alexander. Again, gold and ivory were the materials typically re-

served for divine cult statues, such as - most famously (it became listed as one of the Seven Wonders of the Ancient World) and relevantly - the colossal cult statue of Zeus at Olympia fashioned in the 430s by Phidias of Athens."

I could go through and offer corrections for this passage but will spare you that discourse. Suffice it to say Professor Cartledge's editor did not do his or her job. Here you have a parenthetical imbedded inside a clause set off by dashes, which would otherwise be a parenthetical itself. There are a lot of unnecessary words (e.g. "to be erected") and unnecessarily large words (chryselephantine). One can understand the passage only upon careful, and probably repeated reading. It comes off as being written by a windbag professor who is trying to impress people with his intellect. And, this is only one such example of many. It makes for exhausting, slow reading.

While there is a considerable amount of interesting information in this book, it is difficult to recommend for anyone with a only a passing interest in the life of Alexander the Great. And, the writing style is poor enough that I will probably pass on Professor Cartledge's book, **The Spartans**, unless I someday come across it in a bargain bin somewhere.

What's on the game table? In addition to the **WS&IM** online game, here's a look at some of the other games I have in progress:

1. Bill Klitzke and I finished our recent match of DG's version of the SPI classic **World War I** and have decided to tackle all four games in the S&T game **The Atlanta Campaign**. Bill and I will be playing through the series in chronological order, as both sides, for a total of eight games. **The Atlanta Campaign** is a relatively recent incarnation of the **Blue and Grey** series originally published by SPI. Such a campaign of eight total games is practical in this case, as none of the games in the series is longer than 7 turns. The overall winner is essentially determined by total victory points, rendering the balance of each individual game irrelevant. A true test of skill! Bill and I still play our games the old-fashioned way, by snail mail.

2. We have just finished the Fall 1917 turn in my email game of **Paths of Glory** with Ed O'Connor. Heading into 1918 has my Allies with a VP lead, but not a comfortable one. While I have decided that **PoG** is a good *game*, I have some problems with the game in terms of history, both in terms of some of the initial setup conditions and the nature of the card play in the game. It is challenging to make things happen with limited options offered by the play of the cards. That makes every decision difficult, which is what makes it such an interesting game. However, since the cards can be used for either operations or as historical events but not both at the same time, it is too easy or even necessary to sacrifice events for a tactical or operational advantage. So, things like American entry or Russian collapse appear to be unlikely to occur in most games.

3. Bob Best and I are in the middle of turn 7 in SPI's original edition of **Arnhem**, from the **Westwall** Quadrigame. At this point my Germans are clinging to a VP lead, but since the Germans have to win by a vast amount of VP's, neither Bob nor I have any idea at this point whether I can hang on. The Germans failed to blow any bridges near the 30th Corps entry hexes, and so the Allied engineers reached Nijmegen quickly and overwhelmed the garrison there. The Allies established themselves in strength across the Waal before the Germans could offer any defense there. Meanwhile, however, the Germans overran 1st Airborne's DZ. Between points for the British paratroopers be-

ing out of communication and the need for American paratroopers to hold open the highway, the Germans managed to rack up a big lead, but now being undercut each turn by 30th Corps units across the Waal. Bob and I have also re-discovered that even these simple and well-known old SPI games have some rules ambiguities big enough to drive a truck through!

4. I still have a perpetual email game of **Third Reich, 4th Ed.** in progress with fellow AHIKS member John Michalski and a non-AHIKS member. The current game is nearing the end of the Axis Fall 1940 turn, with panzers only now reaching the outskirts of Paris. France will not fall until Winter 1940 at the earliest. But, a small German infantry force managed to slip past the Royal Navy and has established a small bridgehead in England, and Italian forces have reached the gates of Alexandria in Egypt. Always a good time, when you're not arguing over the rules!

Treasurer's Report

Something different this time. Other than *The K* expense check from the last print expenses for the January-February issue, I have written a total of one check for all of 2012. Since the bank saw fit to introduce paper statement fees and then increase those fees, our checking account has been doing essentially nothing except losing small amounts of money each month. So, I have closed the checking account, and transferred the money into the savings account. That cost nothing. If we need to pay expenses, it is a simple matter to take funds out of the savings account, as I go to that bank at least once a week; I have my attorney business account there. In addition, as it appears that my wife and I will be relocating to North Carolina in less than a year, I would have needed to close our current account anyway, since there is no Key Bank where we are going. There is no need to close one checking account and open another and pay for checks for one or two checks to be written over the course of the next year. Actually, I am not sure there is any need to have a checking account at all into the near future. Might as well simply pay for a bank check or money order on an as-needed basis, rather than paying for checks that we won't be using.

For a better understanding of our use of checks over time, when I assumed the office of Treasurer in 2005, AHIKS pur-

chased 150 checks. We have used only 62 checks in almost 7 years. And, we used to write six checks per year to reimburse Omar for printing *The K*, which is no longer necessary. One additional check was written each year to transfer funds from checking to the Perpetual Fund, since most of those donations came from members who also paid for the print K. Then there was one or two additional expenses for projects or the occasional officer expense. Now, donations can be deposited directly into the savings account, and our current expenses are essentially limited to web-hosting. So you can see that the projected future need is at best 1-2 payments per year, unless and until we start incurring new expenses for as yet undetermined projects. If and when interest rates ever rise again, I will most likely set aside a good chunk of our funds in an account earning higher interest. That hasn't been possible recently without tying up a lot of funds for long time frames.

Here are the numbers since last time:

Starting Checking Balance 8-1-12:	\$ 680.71
Income:	\$ 0.00
Expenses:	
Bank Paper Statement Fee	\$ 3.00
Checking Balance as of 9-1-12:	\$ 677.71
Transfer to Savings:	\$ 677.71
Checking Balance as of 9-29-12:	\$ 0.00

Perpetual Fund Balance, 8-1-12:	\$ 3,387.73
Interest Income through 8-31-12:	\$ 0.15
Contributions:	\$ 0.00
Perpetual Fund Balance 9-29-12:	\$ 3,387.88

Operating funds in Savings, 8-1-12:	5,680.01
Interest Income through 8-31-12:	\$ 0.24
Transfer from Checking Account:	\$ 677.71
Operating funds in Savings, 9-29-12:	6,357.96

Total balance, 9-29-12:	\$ 9,745.84
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Until next time!



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

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

Upcoming Events

Oct. 11-14, Hudson, OH
CON ON THE COB
<http://www.cononthecob.com/>

Oct. 20, Goodyear, AZ
LAUGHING MOON CON
<http://www.laughingmooncon.com/>

Oct. 26-27, Erie, PA
ERIE DAYS OF GAMES
<http://www.eriedog.com/index.html>

Nov. 2-4, Compass Points Inn, Surrey, British Columbia
BOTTOSCON
Contact Rob Bottos at scouterrob@telus.net

Nov. 14-18, DFW Airport, TX
BOARD GAME GEEK CON
<http://boardgamegeek.com/bgcon>

Nov. 23-25, Los Angeles, CA
LOS CON 39
<http://loscon.org/39/>

Nov. 23-25, Chicago, IL
WOLFCON
<http://www.wolfcon.org/>

Jan. 18-21, 2013, Columbia, SC
SCARAB
<http://www.s-c-a-r-a-b.com/>

Feb 7-10, 2013, Seattle WA
GAME ON
email: jeffreydnewell@gmail.com

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



From the Editor

As you probably know, John Keegan, the excellent military author, passed away recently. I have read most of his books and enjoyed them all. "The Face of Battle" was the first book of his I read, and I should go back and reread it. I will miss looking forward to his next book.

Recently I finished reading "Personal Memoirs of P.H. Sheridan," which was rather interesting. I read it on my Kindle and had downloaded it [for free] from Gutenberg (www.gutenberg.net). Sheridan, as you well know, was a very successful Civil War general. He started in the west before the war fighting Indians. During the war he moved east and higher in rank. There are maps, but they are so small that I could not read them on the Kindle. It is interesting to read about a battle from the general's side, but not always clear. His memory is astounding; with a large map, one could probably learn a great deal. And here, the price is right!

Also, I recently finished "Unbroken: A WWII Story of Survival, Resilience, and Redemption." It is the amazing story of Louie Zamperini, whose bomber malfunctioned and crashed in the Pacific. Two other crew members and he were able to get into two rafts. One of the other members, on the first night, ate all of the food on the two rafts: a box of chocolate! He later died, but the other two drifted west across the Pacific, eating an occasional fish, until they were picked up by the Japanese. The story of the Japanese prison camps was almost painful to read; the deaths in those camps was about one third, while the deaths in German camps was around 1%. After the war was also very bad, with nightmares haunting many, including Zamperini. He finally broke out of his depression after hearing Billy Graham talk and had no more nightmares. A well-written and fascinating book.

Sue and I are just back from a trip to Morocco, where it was much too hot. Apparently there is nothing in Morocco from WWII, no memorials or statues. Our guide did explain the war to me, however. He said that Eisenhower, after winning in North Africa, went through Spain and into France. I said, "I don't think so." I explained that he went to Sicily, then Italy. The guide seemed to believe me, but I don't know if he thought the Allied armies then went from Italy into France, or... WWII is not studied very closely in Morocco.

Chris



1952

Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	The Russian Campaign AH	Paul Raphael (1496) E
1914 AH	Mike Kettman (1067)	Russian Front AH	Melvin Yarwood (36) P
Adv Squad Leader MMP	Dennis Sheppard (804) E	Russian Front AH	Mike Kettman (1607)
Afrika Korps AH	Brian Britton (1603) ZV	The Spanish Civil War GMT	Tony Arena (1652) V
Afrika Korps AH	Paul Heiser (1051) P	SPQR GMT	Justo Perez (1656) V
American Civil War VG	Shannon McNamara (1639)	Squad Leader AH	Melvin Yarwood (36) P
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Stalingrad AH	Brian Britton (1603) ZV
Anzio AH	Melvin Yarwood (36) P	Stones River Decision Games	Mel Yarwood (36) P
Anzio AH	Greg Dilbeck (1363) P	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Arnhem SPI	Thomas Ten Eyck (826) EP	Submarine AH	Tony Arena (1652) V
The Arab Israeli Wars AH	Dennis Sheppard (804) E	Submarine AH	Dan Kaufman (1708) V
Battle for Midway		Twilight Struggle GMT	Ron Gregory (1366) E
Decision in the Pacific 1942 GDW	Bill Scanlan (275) E	A Victory Lost MMP	Ed O'Connor (1243) V
Battle for Midway		Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Decision in the Pacific 1942 GDW	Melvin Yarwood (36) P	War at Sea AH	Tom Walsh (1427) PE
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Warriors of God MMP	Jeff Miller (1303)
Bitter Woods AH	Greg Dilbeck (1363) P	Washington's War GMT	Lee Massey (1382)
Bitter Woods AH	Melvin Yarwood (36) P	Waterloo AH	Joe Angiolillo (412)
Blue and Grey I, II	Melvin Yarwood (36) P	Waterloo AH	James Antalek (1098) P
Borodino SPI	Melvin Yarwood (36) P	Waterloo AH	Brian Britton (1603) ZV
Bull Run AH	Paul Heiser (1051) P	Wooden Ships and Iron Men AH	Ralph Bean (1685)
Chickamauga WEG	Joseph Angiolillo (412) E		
D Day 61, 65, or 77 AH	Brian Britton (1603) ZLV		
The Drive on Metz VPG	Duncan Rice (1394) V		
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		
Freedom in the Galaxy SPI	Jeff Miller (1303)		
Fury in the West AH	James Antalek (1098) PEV		
Gettysburg 77 AH	Jeff Miller (1303) V		
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 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		
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 Reich CG	Lawrence Hung (1679) FLV		
Richtofen's War '72 AH	Scott Saunders (1664) EF		
Russia Besieged L2	Michael Paul (1578) P		
Russia Besieged L2	Victor Huguet (1707) C		
The Russian Campaign AH	Greg Dilbeck (1363) P		
The Russian Campaign AH	Paul Heiser (1051) P		

Match Codes

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

Match Coordinator

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

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.

1704 Martin Hogan	Vancouver BC
1705 Michael Latham	Gallatin, TN
1706 Nick Watson	Nottingham, UK
1707 Victor Huguet	Valencia, Spain
1708 Dan Kaufman	Los Angeles, CA
1709 Jon E. Halfin	Rio Vista, CA

AHIKS /WBC by Cory Wells

I lived most of my life on the West coast. Got interested in historical wargaming late in life. I had heard about these games in the '60s but never got involved in the hobby.

In 1970 my wife bought me **Tactics II** for my birthday. Up until then I played **Risk** or one of the Milton Bradley games (**Dog Fight**, **Broadside**, **Battle Cry**, etc.) but was not very satisfied with them. But after I got **Tactics II** I was stimulated. Unfortunately I was unable to play the game because of the high water mark in my work, and there really wasn't anyone around that knew how or wanted to play this game. So after my band went on a long vacation, I became interested learning these games.

My first plan was to attend one of the game conventions advertised on flyers in game stores. I attended Strategicacon in LA and had my eyes opened. Yet people were still not interested in playing any of my 1960 games; they wanted to play the latest and greatest games out from the game companies at that time. From then on, wherever there was gaming, I tried to go. Game store back rooms, college cafeterias, and conventions. I tried to sit in, with not much luck, to learn new games. Then one Friday night a group of gamers from C-Sun Northridge, CA, took me under their wing. I was taught the game of **Air-force**. For years that's all I played, with a mix of Yaquinto's **Wings**. I did finally play other games of the era but not many.

After 1993, because of a very bad fire in Malibu, CA, I relocated to western N.Y.

Slowly I began to make contact with other gamers and got involved in local clubs in the area. It was fellow gamer friends from the western NY area that told me about the "end of all end" game conventions, the WBC. I also started posting on Consimworld, where I started meeting other gamers from

around the world. This is where I met fellow AHIKS members. It took me close to 15 years to attend my first WBC.

So I will give my impression of this convention.

Lancaster is a quaint little town. Not a place that you would think of as a place to host the largest game convention in the USA. It is actually the phoenix rising of the old Avaloncon that was held in Maryland. First of all let me say that I have never seen that many people at a game convention in my life, and they said attendance was down this year?

My first task was to find fellow AHIKS member Roger Eastep. I met Roger on Consimworld and over the years we struck up a friendship. He was good enough to show me around to what was happening there at the con. He showed me another large room where we ran into Randy Heller another AHIKS member. Randy was playing one of the Classics from the Avalon Hill days. I had met Randy at Prezcon two years earlier. Just in that area of the Classic AH tournaments, I think there were 5 or 6 of us there from AHIKS. I'm sure there were more, but it's tough just to know the people in one tournament let alone the whole convention.

The first game I played was a game that Randy Heller is designing called **Scorpion**. Roger and I sat down to playtest this game for Randy.

It's basically the old traditional Igo-Ugo War in Africa before the Italians get involved. Both the German and British armies are not built up yet for full-out war that will come later. It's an easy enough game to learn if you have played this style of game. The German (which I was playing) has to achieve victory points on the board depending on how well or bad he did in that battle. Roger won, but I was only one point behind,

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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: November 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.

and Randy said that was good for the game. Showing it was balanced.

The second game I got into was a tournament game. Again I played against Roger.

The game was AH/GMT's **Bitter Woods**. This is also a game Randy designed. The game went on for hours only because Roger and I took our time playing these games. We socialize in between moves, went to lunch, etc. After the first day I thought Roger had won (he had the Germans), but I was told I held on by the slimmest margin to win. That meant that I would have to stick around and play the next opponent, which meant I would be there all night in one game. This I did not want to do because my mission was to come there and learn as many of the games I own as I could. So I forfeited and went to dinner with the guys. After dinner Roger and I sat in on a seminar on "honesty in gaming." It was interesting enough to stay for most of it.

The next day I wanted to line up games with both Roger and Randy. Also Randy's son as well as Dan Gallagher and his son. They all agreed to play a game of deceit and lying: **Battle Star Galactica**, where anyone could be a Ceylon. Once again I was a Ceylon and had to keep it from the crew. There was another one on board, but I was not sure who it was. After a few hours of threats and trying to disarm people, Roger was discovered and thrown out the air locker into space. I kept my identity secret for all of the game. There was a glitch in the deck, because we actually had 3 Ceylons (only supposed to have two); the third turned out to be Dan's son. But keeping my Ceylon identity secret for so long and not acting on it, it caused the humans to win with an all or nothing move by Dan.

It was Thursday night and I wanted to learn a game I own called **Bootleggers**. Roger volunteered and we got a couple other folks into the game. It's a Euro type game in which you are trying to out-sell the next gangster in booze to speakeasies. It was more of a learning game than a cut throat game, so at least I can say I played it. This one might be fun with the family.

Next on the list was AH/GMT **Blackbeard** the pirate game. This one I really wanted to learn. So it was Roger, Dan G, Randy's son, and myself. Once again another learning game with us going back and forth reading the rules, and I think we came close to learning the game correctly from what we had read. Roger won this one. I thought it was fun. You get to ransom off people, torture them, steal from others, have ship and cannon fights against the British Royal Crown or French or one another. Island hopping from here to there is the key to spoils and gold doubloons. I want to play this one again sometime.

The next day I had to leave for a family reunion. I hated to go, but it was important.

I hope I get the opportunity to return next summer, but we shall see. This was a good experience, and I hope other AHIKS members get the opportunity to attend this convention or any convention because it's a good place to bring all those games you've had lying around for years and have been dying to learn to play. People are friendly and accommodating. There are other hotels in the area to stay at if the price is too high at the host, and there are plenty of restaurants to choose from.

I hope others members from AHIKS get a chance to visit this convention. If you do, you can bet other AHIKS members will be there to greet you and support your favorite game.

★★

George Phillies Has a Request

Noting the sad fading away of players of wargames, I am starting to write two short (by my standards) books, namely "Stalingrad for Beginners" and "Stalingrad for the Intermediate Player." I hope to finish them within a year. The objectives are to introduce new players to the game and bring up tactical skills. While **Stalingrad** is no longer in print, used copies continue to appear on eBay, and ZunTzu, Vassal, Aide de Camp, and other software packages supporting play by mail. I will be using ZunTzu to generate the figures and will be publishing via Kindle, Smashwords, or perhaps Createspace. As part of the book, I am looking for records of complete games that could be critiqued. ZunTzu records are somewhat easier to handle, but I will take what I can get. I will be happy to protect the anonymity of players, since some of you might prefer that your opponents not know that you were the one being critiqued.

The wise man or woman will ask: Can this Phillies fellow actually write a book, let alone two of them? When complete, "Stalingrad for Beginners" will be my 14th book, unless I finish something else first, in which case it will be my 15th or perhaps 16th book.

My most recent three books, completed this summer, are:

*Designing Modern Strategy Games (with Tom Vasel, Kindle, Smashwords.com)

*The One World (smashwords.com, Kindle; novel, three musketeers vs. amazons)

*Mistress of the Waves(Kindle, Kindle premium; novel, her wits against starfarer ultratech)

George Phillies phillies@4liberty.net



Of Books and Games ... and a Vivid Imagination – A Recipe for Fun!

by Bob Best

This is the imagination portion of our Recipe, if you will.

Sunshine watched the laser indicator on her Atoll missile display. It registered a hit. The same indicator as was seen by the Umpires at Red Flag Control. Sunshine smiled as the Blue Air F-15 Lead rolled inverted and pulled his stick back into his stomach.

“Boss, two F-15s coming downstairs at your 9 o’clock,” she said into her helmet-mounted radio mic.

“Roger that, Sunshine. We’re going upstairs after the F-4s. You can play with the F-15 boys,” replied Gunslinger.

Sunshine looked around and spotted two black contrails from the big J79-GE-17 engines used in the F-4E Phantoms. They were easy to pick out of the clear desert air of the Tonopah Test Range. The contrails were passing from her 1 o’clock toward her 7 o’clock.

“Maverick, our two Blue Air boys are making a half loop on us,” Sunshine called.

“Roger that, Lead. That makes them pretty predictable where they will come out,” replied Maverick.

“Yeah and they will be out of energy in engine idle condition when they come out at the bottom of the loop, too” panted Sunshine as the G forces began to build.

“Maverick, I’m switching to the Blue Air wingman,” she said

“Roger, Lead. I’ve got the leader,” replied Maverick.

Rolling up on her MiG’s left wing Sunshine watched the F-15 dive into the vertical loop and begin to pull up his nose to level off at the bottom of his dive. Sunshine slipped her MiG into a vertical left turn and pointed her nose downward toward the place where the Blue Air wingman would exit his loop. She tightened up her turn using the vertical to reduce the turn radius and came out co-altitude in his rear right arc at the F-15’s loop exit point.

Switching to guns, Sunshine held down the firing stud on the MiG’s stick. The laser flashed into the aft section of the F-15 registering hits on the scorekeeper’s screen back at Red Flag control.

“Uhhh, Golfball Control, this is Red 3. I think we just scratched one F-15,” called Sunshine.

“Roger that, Red 3. I’ll alert the pad and send out the rescue boys,” replied Golfball Control.

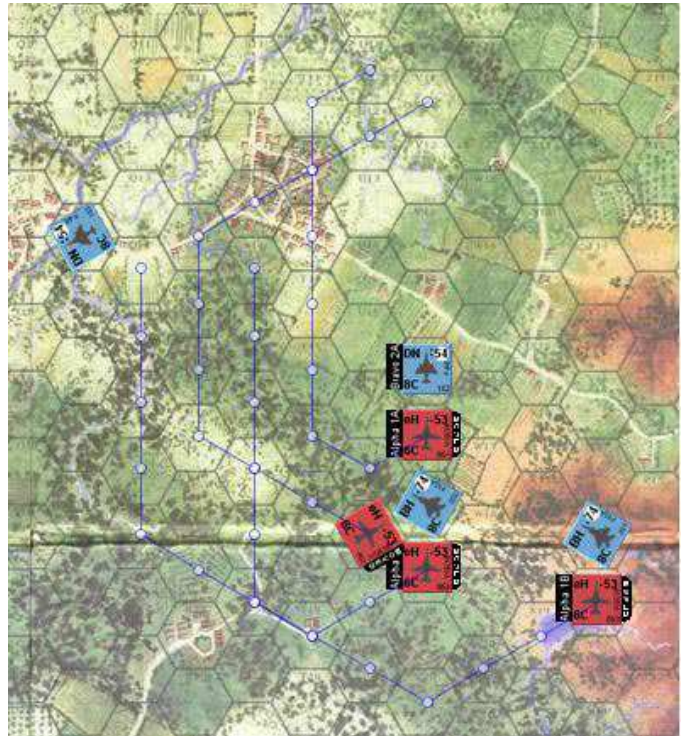
In the next column is a photo of the Vassal file game map for the narrative listed above. “Sunshine” is flying MiG #3.

This is a small segment of the narrative from Paul Pearson’s **Flight Leader** game that is being played on the AHIKS forum in the on-line game section.

Now for the Game portion of our title

For those of you that might not know Avalon Hill’s **Flight Leader** game, it is a good simulation of jet fighter combat tactics from the 1950s to the late 80s. It’s easy to play and easy to learn. In fact this is a learning game that Paul is hosting.

I have been told that **Flight Leader** is based on an actual air game design the US Air Force used in the 1970s called “*Check 6.*” True or not, **Flight Leader** is a fun game to play! Since this is Paul’s forum learning game, we are playing a scenario from **Flight Leader** based on a Red Flag training exercise.



In Paul’s game my pilots are flying four MiG 23 Russian fighters. Our two Blue Air opponents are flying a pair of F-15s and a pair of F-4E fighters each. The narrative from the game follows my four fictitious pilots, Gunslinger, Sunshine, Squeaky, and Maverick who are all elite aggressor pilots assigned to the 4477th Test and Evaluation Squadron. Their squadron name was “Red Eagles.” The 4477th was a real Air Force Squadron that actually flew Soviet Block MiG fighters as aggressor aircraft for the Air Force’s Fighter Weapons School at Nellis Air Force Base in Nevada. The MiGs were all acquired by clandestine means by the U.S. Government. The MiGs were evaluated by the U.S. Air Force’s Systems Command, and, after careful study to learn their secrets, they were turned over to the Fighter Weapons School at Nellis Air Force base for use as Aggressor aircraft. The MiGs flew in Red Flag exercises conducted by the Air Force.

So what is Red Flag you ask?

Red Flag exercises have been held regularly at Nellis Air Force Base since 1975. They are hosted by the Fighter Weapons School and are very realistic aerial wargames. The purpose of the exercise is to give pilots from the U.S., NATO, and other allied countries an opportunity to practice and refine their skills for real combat situations. This includes the use of “enemy” hardware and live ammunition for bombing exercises within the Nellis Air Force Base complex and the Tonopah Test Range. Today’s Red Flag exercises include bombers, helicopters, airlift, special operations, intelligence, space, command, and control and reconnaissance units.

In the beginning only fighters and attack aircraft “played” at the Fighter Weapon School’s Red Flag exercises, but those

exercises have been expanded to include the full spectrum of today's U.S. Air Force combat capability. The exercises last two weeks and are often scheduled back to back to give a four-week training period. Several times a year allied foreign nations are invited to send pilots to Red Flag. This gives everyone a chance to train together to perfect the tactics used by coalition forces in today's world.

There are two teams in the Red Flag exercises. The good guys (Blue Team) are U.S. Air Force and allied country's pilots and aircrew. Today's U.S. Air Force units usually arrive in Squadron strength and deploy into a "combat setting" to start off the Red Flag exercise. It wasn't always conducted this way, however. In the beginning of the program pilots that demonstrated superior skills were selected to attend Red Flag to learn the advanced skills being taught at the school, and they were expected to take that knowledge back to their units to pass on to other pilots in the squadron.

The Fighter Weapons School is considered a doctoral level of knowledge and performance for fighter pilots. The classroom is the sky, and the tools of the trade are the jet fighters. In this school the pilots train in two-seater jets like the F-4E in our story; their weapons system operators master the combat aircraft and along the way learn to think innovatively. Their reward is a Fighter Weapons School patch to wear on their flight suits along with the knowledge that may save their lives in real combat.



The Red Team is composed of Nellis AFB-based Aggressor Squadron pilots specially trained for this purpose. These Aggressor pilots flew the T-38 Talon initially, which was a good MiG simulator, but today the F-15 is used as the primary aggressor aircraft.



In 1977 real Soviet Block MiG aircraft were introduced into Red Flag exercises. It was felt that an encounter with a real MiG fighter would give the Blue Team students the closest

simulation of what it was like to face "The Real McCoy" in an actual combat engagement.

Now for the book portion of our recipe!

The book is "Red Eagles – America's Secret MiGs" by Steve Davies. It is an Osprey publication first published in 2008 and now with a revised second edition published again in 2012.

Mr. Davies uses recently declassified information to tell the story of Soviet Block MiG fighters clandestinely acquired by the U.S. Government after the Vietnam War. The MiGs were studied by the Foreign Technology Division of the U.S. Air Force System Command and then turned over to the Fighter Weapons School at the completion of the study.

During the early period of Red Flag, the MiG fighters were deployed by the 4477th TES. The "Red Eagles" as they were called were a classified unit that flew the MiG fighters from Groom Lake in the Tonopah Test Range in Nevada. The airfield at Groom Lake is located in the fabled Area 51 of UFO fame. It has housed a number of secret projects over the years along with acting as the MiGs' base of operations for Red Flag. The squadron operated MiG 17s, MiG 21s, and MiG 23s between 1977 and 1988 when the program closed down.

Mr. Davies tells the story of the MiG's use by the 4477th TES through interviews with the pilots who flew them and the maintainers who rebuilt them and kept them flying. It is a great story of a secret unit that was only shown to selected pilots of the U.S. Air Force during their Red Flag exercises. Mr. Davies interviews former Air Force System's Command Foreign Technology Division personnel and really opens up a piece of history on how we evaluated the performance of the MiG fighters after the Vietnam war, and then he shows how we used these MiGs to train our pilots to be better able to fight them. The book contains as complete a listing of pilots who flew the MiGs until the program was closed down in 1988s. The book has a number of great photos that really compliment the pilots' stories. I found it to be a great source of information on this secret unit and on the men who flew and maintained them. I give the book 2 thumbs up!



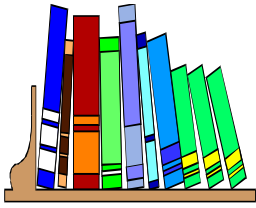
And finally the recipe portion of our title

Take a great game system, in this case **Flight Leader**. Combine it with an excellent historical narrative like Scott Davies' "Red Eagles - America's Secret MiGs." Then splash in a dash of imagination.

Now, put it all together with the camaraderie of our Great Players in AHKS and you have the makings of an Outstanding Game Experience!

I hope this recipe will give you all some ideas on how to spice up you next gaming adventure! Enjoy!

★★



Book Review from Omar DeWitt

Mr. Gatling's Terrible Marvel,

The Gun That Changed Everything and the
Misunderstood Genius Who Invented It

by Julia Keller

Penguin Books \$16 (c) 2008

294 pages, photographs

reviewed by Omar DeWitt

A very interesting book, but not much about Richard Gatling. His life is covered, of course, and his other inventions are discussed. He was already a wealthy man from his seed planting device when the Civil War broke out. He saw the returning soldiers, wounded and dead, and knew of the large numbers of men in the field. He thought, if he could invent a machine that could produce a large number of shots per minute, fewer men would be needed in the army and that the enemy would not try to fight such a machine. So, he set to work.

The resulting machine gun worked without fail, using paper cartridges, and the experts who tested the gun were very positive about it. But it was not accepted by the U.S. Army until 1866. Why not?

1) In October 1861, Abraham Lincoln [who was very interested in new armament] ordered ten of Wilson Ager's coffee-mill guns. These were multi-barreled machine guns that worked under good conditions, but would over heat and were not very accurate. Lincoln and the Army lost interest in the Ager's and in machine guns. Gatling would have to overcome that reticence.

2) A bigger problem was General James Wolfe Ripley, chief of ordinance during most of the Civil War. Ripley "was grimly, vigorously, unalterably opposed to the slick new contraptions that had so enraptured Lincoln...He didn't care how many ordinance officers brought back favorable test reports. Ripley was unmoved."

The gun was used in the war to a limited extent because a few Union generals bought them with their own money. Benjamin Butler bought a dozen Gatlings and used them in the siege of Petersburg. The guns were also "used" in New York City during the draft riots; on display, they dampened the crowds' ardor. Admiral David Porter also purchased a Gatling gun and mounted it on a ship. The gun cost about \$1,000 in 1865, which was quite expensive.

After the Army accepted the gun, Gatling traveled the world selling it to other governments. He became quite wealthy. He continued to tinker with his gun, eventually using the exploded gas to move the barrels and fire the next round. Metal cartridges were accommodated for. Changes in caliber were made.

The inevitable happened, of course. Competition. Eventually Gatling became exhausted battling other gun manufacturers like Maxim and Vickers, and went back to inventing a steam-driven plow. He died at 85 before he could get the plow on the market.

A good deal of the book is taken up with the times, the mid-eighteen hundreds. Keller contends that the U.S. patent system, unique in the world at that time, created the United States. *Anybody* could get a patent, and many did. Screw propellers to drive ships were patented then (as opposed to paddle wheels). Gatling designed one, but was a few weeks too late to get it patented. (He eventually received 43 patents.) In Great Britain, you had to be someone or know someone to get a patent. Switzerland did not have a patent office at all.

Keller also discusses at length about Buffalo Bill's Wild West show, which displayed Gatling guns. She talks about the feelings of contemporaries toward the machine gun, that it was OK to use against savages (blacks and Indians) but not quite as OK against fellow whites.

An interesting book, but I would have liked to see diagrams of the mechanism.

★★

