

The Kommandeur



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From the President Charles Marshall

Hello AHIKS Members!

I hope everyone is having a great 2012, and that you've been able to get in some quality wargaming! This article is intended for AHIKS members who have not yet registered to use our forum. If you are already a registered user, your existing log-in account is valid, and you may continue to use the forum as you have in the past.

For those who have yet to register to access the forum, I would like to encourage you to do so. The forum is a great place to chat with other AHIKS members about rules, strategy, opponents wanted, and even to watch or participate in an online game. It is open only to AHIKS members and as such requires "gatekeeping" on the part of myself in regards to who can and cannot join up. Therefore I'd like to inform you of some changes that we have made recently. Due to an inordinate amount of registration abuse (from non-AHIKS members, of course!), we have decided to disable open registration on our forum. Instead I ask any member interesting in joining to submit your user name and password directly to me, and I will register and authenticate you for a forum account directly, myself. In this way, only AHIKS members will be granted posting

privileges, and I won't have to continually track down bogus registrants (from the Ukraine!).

So if you'd like to register for the forum, here's what you need to do: Decide on a user name and password. Your user name can be anything you come up with, but we ask that your password be a **minimum of 9 mixed-case characters and a combination of letters and numbers**. Both your user name and password will be case sensitive. To get set up, simply send an email to me at WM@AHIKS.COM with your requested user name and password. Please, include your name and member ID number as well.

If you're not sure about registering and wondering what the forum is all about, just check it out for yourself! You can view the forum without being registered; just go to the AHIKS homepage [HTTPS://WWW.AHIKS.COM](https://www.ahiks.com) and click on the link that says "AHIKS FORUM" over the image of the field telephone. That will take you to our dedicated AHIKS forum!

Thanks. Happy Holidays and get some good rolls!!



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 _____

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: November 24, 2012.

Alan Poulter
grognard@grognard.com

NEWS

New magazine containing games

New from Lock 'n Load Publishing. *Line of Fire* #13 contains a free game, **Blood on the Alma**, designed by Tom Russell, on the Battle of the Alma in the Crimean War, alongside all the regular features. Future issues will all have games. <http://locknloadgame.com/default.asp>

More phone wargames

Phantom Leader from DVG is now available as an app for iPad and iPhone.

<https://itunes.apple.com/us/app/phantom-leader/id574229507?mt=8&ign-mpt=u0%3D4>

NEW BOARD WARGAMES

Academy Games

Awakening the Bear now has a 2nd edition. <http://www.conflicttoheroes.com>

Compass Games

Medina de Rioseco is the sixth game in the **Eagles of the Empire** series and is a stand-alone add-in for the battles in **Spanish Eagles** (Talavera and Albuera) but is completely playable by itself. **Silent War**, a solitaire game on the submarine campaigns during World War Two has been reprinted. <http://www.compassgames.com>

Decision Games

The Folio series games share standard rules divided into three sets, Battles of the Ancient World and Musket & Sabre for 19th century battles and Fire & Movement for World War 2 to modern campaigns. Three new sets cover World War One, Pike & Shot, and Battles of the Medieval World. New titles in the series are:

Acre: The Third Crusade Opens

Arsuf: Lionheart vs. Saladin

Breitenfeld: Enter the Lion of the North

Lebanon '82: Operation Peace for Galilee

Loos: The Big Push

Pavia: Climax of the Italian Wars

<http://www.decisiongames.com>

GMT

Crown of Roses is a block game set during the Wars of the Roses in 15th century England and takes three to four players. <http://www.gmtgames.com>

Lock 'n Load Publishing

Raid and Riposte covers a hypothetical defence of the fictional West German town of Tanenhouse by the Soviet 1st Paratroop Regiment from May 13 to 20, 1985, from repeated

assaults by Bundeswehr and U.S. Army forces. Note that this originally appeared in *Line of Fire* #12.

White Star Rising Tournament Pack is a pack of four, quick-playing scenarios, for which ownership of **White Star Rising** and **Operation Cobra** are required for play. <http://www.locknloadgame.com>

Mayfair Games

A House Divided is a new edition of a classic strategic game on the American Civil War, while **Clash of Wills—Shiloh 1862** is a new game by designer Martin Wallace on the famous battle in the American Civil War. <http://www.mayfairgames.com>

MMP

Operations—Special Issue #3 contains **A Victory Complete**, on the battle of Tannenberg in 1914. <http://www.multimanpublishing.com>

One Small Step Publishing

Miracle on the Marne is an operational level game of the Battle of the Marne near Paris in September, 1914. Two player or team play is possible. This version is available as 'print and play.' Purchasers will receive a discount for the print version when it is ready. <http://www.ossgames.com>

Revolution Games

The first entry in the new **Battles of the Bulge** game series is **Celles**, a simulation of the fighting at the high watermark of the German Ardennes offensive in World War Two. <http://www.revolutiongames.us/>

Victory Point Games

New is **Nijmegen Bridge**, the third and final game in the Market-Garden series. It, and the following reprinted games, is available boxed, with mounted maps, or in bags with unmounted maps:

Ancient Battles Deluxe

Barbarossa Campaign

Battle for Moscow

Borodino 20

Borodino 20: Berezina

Bulge 20

Bussaco 20

Caesar XL

Danube 20

Dennewitz 20 (nb game expansion)

Dresden 20

Gettysburg: The Wheatfield

Grossbeeren 20

War Storm

<http://www.victorypointgames.com>

NEW MAGAZINE WARGAMES

Strategy & Tactics #278 contains **Tobruk 1940**, which uses the same system as **Sedan: The Decisive Battle for France, May 1940**, to cover the British Eighth Army's Operation Crusader, the attempt to relieve Tobruk in 1941.

World at War #27 contains two games, **Operations Olympic & Cornet**. The first is an update of the solitaire game first published in *S&T* #45, the second is new.

<http://www.decisiongames.com>

Vae Victis #107 contains **Corée 1950** covering a Korean War battle. <http://www.vaevictis.com>

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

NEW DTP WARGAMES

High Flying Dice Games

Operation Kadesh: The 1956 Arab-Israeli Conflict is a revised edition release of the game first published in *Command & Strategy* magazine eight years ago.

City of Confusion: The Battle of Hue covers the battle of the Vietnam War. The game uses a card-draw design, with each player using a standard deck of playing cards to activate units and resolve combat.

Bushido Denied: The Battles of Bataan and Corregidor is a new edition featuring new graphics. The games can be played separately or combined. <http://www.hfdgames.com>

NEW WEB RESOURCES

FREE GAMES

Stalingrad: Gorod Smerti—Stalingrad: City of Death (Lou Coatney)

<http://www.coatneyhistory.com/StalGorSmer.htm>

OFFICIAL RULES

A Las Barricadas! (War Storm Series)

<http://www.boardgamegeek.com/filepage/83936/alb-rules-v2-1>

Bomber Command (GMT)

http://www.boardgamegeek.com/file/download/9oqr5osb32/Bomber_Command_Rules_1-1.pdf

Spanish Civil War (GMT)

http://www.boardgamegeek.com/file/download/9pwpw2ssm1/TSCW_Living-Rules_v2_Final.pdf

ERRATA

Battles for the Ardennes (DG)

<http://www.thewargamer.com/grognard/baerhoff.doc>

Bloody April, 1917: Air War Over Arras, France (GMT)

http://www.boardgamegeek.com/file/download/9nds8yjebp/BLOODY_APRIL_ERRATA_AND_FAQ_cao_30_Sep_2012.pdf

Hornet Leader: Carrier Air Operations (DVG)

http://www.boardgamegeek.com/file/download/9rl5svpkml/Hornet_Leader_FAQ_1.2.pdf

Thunderbolt Apache Leader (DVG)

http://www.boardgamegeek.com/file/download/9pd0seemq2/TAL_FAQ_V1.2.pdf

Ticonderoga, S&T#277 (DG)

http://www.boardgamegeek.com/file/download/9sus45dqup/S%26T_277_Ticonderoga_Rules_errata.pdf



UCP News

from Brian Laskey

Though it has been yet another quiet spell on the UCP front, I still would like to touch base. I have added several items to the UCP lists, and those which are entirely in capital letters are available through a third party. Chris Geggus, my UCP counterpart in the former AHIKS Europe, has donated those items, and, if a part is needed, he will send it along. If anyone needs something from those items listed please contact me, and I will refer you to Chris to get the ball rolling.

I would also like to again thank Chris who has donated quite a few items to the UCP over the years. With overseas postage being what it is, we mutually decided to handle the latest donation in this manner. I would also like to thank Bob Best who continues to keep me regularly updated on the latest membership rosters.

And for the benefit of new members, and as a reminder for the rest, the UCP is a *free* service to AHIKS members. All I ask is that you include your full name, address, and AHIKS number when making a request.

That said, I would like to wish everyone a safe and healthy Holiday Season and Best Wishes for a Happy New Year.

Be of Good Cheer!

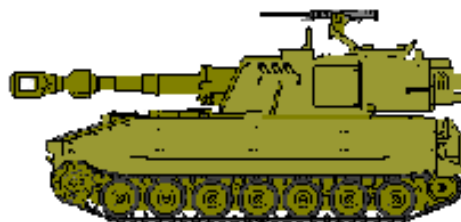
To access the list of available parts, on the AHIKS main web page, click on "Unit Counter Pool."



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.

1710	Peter A. Campbell	Ringwood, UK
1711	Martin C. Sabais	Newcastle Upon Tyne, UK
1712	Steve Kozlovski	Pensacola, FL
1713	Steve Carter	Woodbury, MN
1714	Keith Jones	Kilmacolm, UK



Secretary's Notes Bob Best



Today is Sunday November 11, 2012, and it's Armistice Day or Veteran's Day as it is now called. The day was originally called Armistice Day, as it commemorated the signing of the peace treaty between the Allies and Germany at Compiegne, France, ending the hostilities on the Western Front during World War I. The armistice went into effect at 11 am on the 11th day of the 11th month of 1918.

In November 1919, President Wilson proclaimed that November 11th would be commemorated each year as Armistice Day. On June 4, 1926, Congress officially recognized Armistice Day. Congress passed a concurrent resolution on this date officially recognizing the end of World War I and marking it with these words:

Whereas the 11th of November, 1918, marked the cessation of the most destructive, sanguinary, and far-reaching war in human annals and the resumption by the people of the United States of peaceful relations with other nations, which we hope may never again be severed, and

Whereas it is fitting that the recurring anniversary of this date should be commemorated with thanksgiving and prayer and exercises designed to perpetuate peace through good will and mutual understanding between nations, and

Whereas the legislatures of twenty-seven of our States have already declared November 11 to be a legal holiday: Therefore be it Resolved by the Senate (the House of Representatives concurring), that the President of the United States is requested to issue a proclamation calling upon the officials to display the flag of the United States on all Government buildings on November 11 and inviting the people of the United States to observe the day in schools and churches, or other suitable places, with appropriate ceremonies of friendly relations with all other peoples.

An Act (52 Stat. 351; 5 U. S. Code, Sec. 87a), approved May 13, 1938, made the 11th of November in each year a legal holiday—a day to be dedicated to the cause of world peace and to be thereafter celebrated and known as "Armistice Day." Armistice Day was primarily a day set aside to honor veterans of World War I.

In 1954, after World War II had required the greatest mobilization of soldiers, sailors, Marines, and airmen in the Nation's history, and after American forces fought aggression in Korea, the 83rd Congress, at the urging of the veterans service organizations, amended the Act of 1938 by striking out the word "Armistice" and inserting in its place the word "Veterans." With the approval of this legislation (Public Law 380) on June 1, 1954, November 11th became a day to honor American veterans of all wars. (Just a brief history of Veteran's Day.)

I would like to thank all Veterans for their service, no matter what branch you served in or what time period you served. If you wore the uniform, *thank you for your service!*

AHIKS Election of Officers

Elsewhere in this issue of *The K* is an article on the AHIKS elections. I won't repeat it here except to welcome our newly elected Executive Committee Officers. Our new Officers for the 2012- 2016 term of office are:

President - Ken Oates
 Editor – Omar DeWitt
 Treasurer – Brian Stretcher
 Match Coordinator – Duncan Rice
 Ratings Officer – Dave Bergmann
 Secretary – Bob Best

The Judge's position is unfilled at this point. If you are interested in filling the position please contact any of the officers listed in the contact list on page 12. Also, Ken Oates, our new President is looking for a Vice President. If you are interested in filling the Vice President position you can contact Ken who is also listed in the AHIKS Officers contact page or on the website.

I would also like to thank Charles Marshall and Bert Schneider for their dedication to AHIKS and for all of their work in helping to bring AHIKS into the 21st Century during the last four years. Both members spent many hours working to improve AHIKS services and operation so that all of our members here in AHIKS benefited.

Thank you Charles and Bert for your dedicated service to AHIKS.

AHIKS Dues for 2013

I have received several questions about dues for 2013. The dues will be **free** for all members who either download their copy of the newsletter from the AHIKS website or who receive an email copy of *The K*.

If you are one of the designated non-computer members who currently receive a printed copy of *The K*, your dues will be \$15 for six (6) issues of the newsletter. This will cover printing and postage costs. Renewal instructions will be included separately with this issue of *The K*.

AHIKS Facebook Connection

Facebook AHIKS is growing. At last count we had 27 members there. There is interesting conversation and fun topics to look at on the FB page. Several members have posted comments and questions and a few have posted photos and narratives of games in progress. 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 one of the AHIKS administrators 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.

AHIKS Forum Games

Brian Stretcher's **Wooden Ships & Iron Men** – "El Diablo Rojo" is now in its 22nd turn as I write this. The Pirate "El Diablo Rojo" has succeeded in boarding the British frigate "Fleur" and has taken over the ship. Two other British frigates are in peril as the French Ships of the Line are closing in for the kill. It looks like the Spanish and French may have the upper hand. Come by the forum and check out the action and feel free to post some comments if you like.

Paul Pearson's game of Avalon Hill's **Flight Leader** is just finishing up. It was a great game, and the pilots of the 4477th Aggressor Squadron successfully downed their Blue Air opponents. Both Blue Air and the Aggressor pilots will all be celebrating over drinks in the O Club and talking tactics after a great "Red Flag" exercise! ☺ A big *thank you* to Paul for running the game. I know we all enjoyed playing it.

Paul Pearson will be starting another **Flight Leader** game on the forum shortly. If you would like to play, come on over to the forum, and let Paul know you are interested. The game should start shortly.

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 Member

Our Meet the Member profile for this issue is from John Trosky.

Name: John A.Trosky #1554

Age: 62

Profession: Retired USPS Package Solutions Specialist

Year Started Gaming: 1960

Games Owned: 100+

Favorite Series: The Avalon Hill Classics. They are infinitely playable and easily learned. I cut my “wargaming” teeth on these titles and will always have a soft spot for them.

Favorite Game: Whatever I happen to be playing at the moment. I enjoy the camaraderie among players and being able to meet new opponents near and far. I have managed to develop a few very long-term friendships over the years through gaming.

Favorite Gaming Experience:

Developing a **Richtofen's War** “Bloody April” campaign variant with a gamer from Australia whom I met through the want ads in the *General*. This campaign lasted almost 25 years from when we started, but we never managed to finish it since my gaming opponent passed away several years ago as the result of stroke complications. I also developed another long-term friendship with a gamer from Australia around the same time that also ended with his untimely death from cancer. The greatest pleasure was finally getting to meet each one of these gaming buddies face-to-face after all of those years of PBM gaming. Each one had traveled to the USA at various times before they passed.

Least Favorite Gaming Experience:

Opponents who just disappear without a trace.

Other Hobbies: Motorcycling (I own a 1976 Kawasaki KZ900 and a 1999 Triumph Trophy) Touring the Canadian Maritimes, and I did two trips to California and back on the old “Kaw.” I also collect antique radios of the '30s and '40s, and I enjoy philately and postal history collections, home brewing, cooking, music (especially the blues), going to theater, and generally taking advantage of the many things NYC has to offer.

I began my long association with wargames way back when my dad gave in and bought me a copy of *U-Boat* that I was eyeing on the shelf of a place in the Toy District in Manhattan. From there, I graduated to the AH classics and many of their later titles. I branched out to SPI games when they arrived on scene. I made many friends over the years through the Jersey Wargamers Association and the Avalon Hill *General* magazine, some of whom actually went on to write for it like Alan R. Moon. I got involved a bit with publishing during the '70s with a group of guys, putting out *Outposts* magazine and exhibiting at Origins

'77 in New York. This was truly the golden age of wargaming. As face-to-face opponents became fewer and the local clubs were inundated with fantasy/role players, my gaming moved more toward PBM. I never really became an “expert” at any one title but always loved pulling an oldie but goodie off the shelf to give it a fresh try. When AH and the *General* folded, PBM opponents became a bit harder to find, and with losing some of my long-time opponents, I joined AHKS several years back and have been very pleased ever since.

John, thank you for sending in your profile and also for the great memories of that “Golden Age of Gaming” you talked about. I remember well the AH game **U-Boat** with its metal ships which gave an almost “miniatures” feel to the game. It was my first game also, and it still holds a place on my wargaming shelf! Thanks for the Great Memories and for sending in your profile.

If you haven't sent in your profile yet, I encourage you to do so. Step up and introduce yourself to the other members. We would all like to get to know you.

New AHKS Members

I would like to introduce and welcome the latest group of new members that have joined AHKS since the last issue of *The K*.

Peter A. Campbell	1710	Ringwood, UK
Martin C. Sabais	1711	Newcastle Upon Tyne, UK
Steve Kozlovski	1712	Pensacola, FL
Steve Carter	1713	Woodbury, MN
Keith Jones	1714	Kilmacolm, UK

Gentlemen, *welcome* to AHKS!

Change of Address

A few members have neglected to update their email addresses, and we received a “bounce” notice when we sent their last emailed *Kommandeur*. Don't become MIA! 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 AHKS is uninterrupted.

To all of our members who suffered through Hurricane Sandy and the following Nor'easter storm that hit the eastern seaboard this last week, I would like to take a moment and send “well wishes” to all of you who suffered the ravages of these storms. I do hope all of you and your families are safe, and damage from the storms was kept to a minimum. Hopefully things will be getting back to normal for you all soon. I am keeping “Good Thoughts” for you all.

As this is the last issue of *The K* before the New Year, I would like to wish you all a Happy Holiday Season! ☺

Until next time, Happy Gaming to you all!



AHIKS Election Central from Bob Best

The November 10th deadline for submitting candidate statements has passed, and we have had no members apply to run for any of the Executive Committee Officer positions. Charles Marshall is not running again for President at the end of his term, and Bert Schneider our Vice President has also decided to not to continue with the Executive Committee. The remaining Executive Committee officers have chosen to run for the following offices:

Omar DeWitt will run for the Editor's position.

Brian Stretcher will run for the Treasurer's position.

Duncan Rice will run for the Match Coordinator's position.

Bob Best will run for the Secretary's position

Ken Oates will be leaving the Ratings Officer position and running for President.

Dave Bergman will be leaving his position as AHIKS Judge and be running for the Ratings Officer position.

AHIKS By-Laws Section IX. Elections, sub-section 4.a. states "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."

Our slate of candidates for the 2012 AHIKS election ballot will be as follows:

President - Ken Oates.

Editor – Omar DeWitt

Treasurer – Brian Stretcher

Match Coordinator – Duncan Rice

Ratings Officer – Dave Bergmann

Secretary – Bob Best

Since all of the candidates are running unopposed there will be no need to run an election per the above quoted section of the AHIKS By-Laws. The above Officers are all duly elected per the AHIKS By-Laws.

AHIKS members, I present the above individuals to you as your new AHIKS Executive Committee for the 2013- 2016 term of office.

Congratulations gentlemen!

The Judge's position will become vacant as of December 31, 2013. I would like to ask for volunteers for the position to step forward. If you are interested in volunteering, please contact any of the Executive Committee Officers listed on page 12 of *The K* or on the website. Until such time as a new Judge is found, the duties of Judge will be assumed by the Executive Committee at large. Any disputes requiring the Judge's opinion will continue to be resolved, and there will be no lapse in service to the membership.

Also, Ken Oates is looking for a member to act as his Vice President. As this is an appointed position rather than an elected position, Ken can appoint any member to act in this capacity. Anyone interested in the Vice President's position please contact Ken at his email address listed on page 12 of *The K*.

And that wraps up the 2012 AHIKS elections.

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

The VP's Corner by Bert Schneider

“We keep moving forward, opening new doors, and doing new things, because we’re curious and curiosity keeps leading us down new paths.” Walt Disney

This will be my last article as your AHIKS Vice President. We are on the verge of getting new leadership, as called for in our By Laws. Unlike my article about **Alexander the Great**, this article will have no pretty pictures! Recall I had previously asked one simple question of all our AHIKS members:

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

I gave the following suggested “answers.”

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 received only three inputs.

1	I vote for C & D, with the balance sitting where it is (A). John Michalski
2	Bert: I suggest we go with option C and reinvest the money back into AHIKS. John Trosky 1554
3	Dear Bert, Read your column and here's the list. A. No, but preferred over B, D, or E. B. Absolutely not. I personally have sent money to the fund and always overpaid my dues to add to it. I would be very offended for the money to be given out to the members. That's not what I and others who funded it sent the money for. It's there to <i>maintain</i> the club as needed; hopefully the officers use it wisely for that. C. Excellent idea. Use to expand the club, etc. D. No, this is a waste of money, not what it was intended for. E. No, "ditto" F. Other? Can't think of anything except "C," which falls in the area the funds were meant for. As an "old timer" in gaming, I have seen the ideas D and E come and go. I was in the Spartan Wargamers in the '60s, and those ideas were tried there and failed. One of the things that makes AHIKS different than the run of the mill game clubs is the money on hand. Without it and its ability to "weather" future storms, AHIKS will dry up and die, just as all the other clubs, etc., I knew in the past. That is why myself and others sent the funds in, to keep AHIKS in "business." Best regards, Paul Heiser 1051

Perhaps everyone in AHIKS is happy the way things are. If that is the case, then we should just keep the funds in the bank to “weather” future storms, as Paul put it. My next question is, “What kind of ‘weather’ are we expecting?”

I will go back to being just another member of AHIKS. And I will try my best to keep up with the games that I have going on. However, I will continue to market AHIKS whenever I get the opportunity. In fact I just went to a Founder’s Day dinner in Tucson for my alma matter: the Virginia Military Institute (VMI was founded on November 11, 1839). The guest speaker at this dinner was Kevin Black, VMI class of 1999. He is the CEO and founder of Executive Command. His company provides consulting services to other companies on how best to employ strategies to grow a company. His primary method of consulting comes from the use of wargames! We sat together for the evening and of course the conversation turned toward wargames. His company’s claim to fame is getting the firm LifeLock from just a venture capital startup to a giant in the Identity Theft Protection business. Of course we got on the subject of AHIKS, and he could not believe that I played wargames. I gave him the AHIKS web address, and we agreed to get together this fall, for some face-to-face wargaming.

So without further ado, I close this chapter of my AHIKS experience. I feel I have made some positive contributions to AHIKS, but more importantly I have been rewarded with some new and lasting friendships. Thank you all for letting me serve and a big thanks to Charles for asking me to serve and for his leadership in making AHIKS what it is today!



Treasury Notes

Brian Stretcher



No dues again for 2013!

We continue to reduce expenses despite added services, thanks to the many efforts of our members, particularly Charles Marshall who has maintained our website and will continue to serve as Webmaster when he steps down from the Presidency. Many of our services are now available exclusively through the website, such as the die roller that I use regularly these days, and the member Forum. If you have not really used the Forum much, you should give it a try in 2013, as it is a great place to contact members, join in an online game, or just talk about your favorite subject, wargaming!

Anyway, at the risk of repeating myself, let me repeat myself in big, capital letters: **THERE ARE NO DUES FOR 2013!** That means there will be no dues in October, the same as in January, just in case any of you forget!

That doesn't mean, however, you shouldn't make a contribution. In order for AHIKS to continue to offer services for free, we need to at least approach breaking even each year. If we start to lose money quickly, certain officers (namely me and Omar) start to panic, as that means there will be talk about charging dues, which of course means collecting dues and all of the collateral consequences thereof. Omar and I would rather spend our time playing games and engaging gamers in witty banter, instead of chasing after them for money and culling them from the ranks of membership. If every member would chip in just a couple of bucks a year, we would never have anything to worry about. So, please keep AHIKS in your thoughts as every other organization on the face of the planet asks you for money over the next few weeks!

Treasurer's Report

Here are the numbers since last time; recall that the checking account has been closed, and all funds are in a single account. They are being separately tracked by me. Technically, I suppose I could eliminate the Perpetual Fund. There, it's gone! Bzzt!! Whoa, it's back! Seriously, when we need to separate these funds again, it will be easy to do so.

Perpetual Fund Balance, 9-29-12: \$ 3,387.88
Interest Income through 10-31-12: \$ 0.27
Contributions: \$ 25.00
Perpetual Fund Balance 11-29-12: \$ 3,413.15

Operating funds in Savings, 9-29-12: \$ 6,357.96
Income: \$ 0.00
Expenses: \$ 0.00
Interest Income through 10-31-12: \$ 0.51
Operating funds in Savings, 9-29-12: \$ 6,358.47

Total balance, 11-29-12: \$ 9,771.62

Many thanks to the member who contributed the \$25.00 to the cause!

Now, here's how we have done for the year:

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

Income:

Dues and contributions \$ 314.00
 (Compare 2011: \$ 291.00)
 Interest through 10-31-12 \$ 6.89

Expenses:

K printing \$ 121.20
 Duncan Rice, MC Expenses 2011 \$ 17.22
 Website hosting \$ 196.35
 Bank Fees \$ 21.00

Total expenses 2012: \$ 455.77
 (Compare 2011: \$825.52)

Total treasury balance, 12-1-12: \$ 9,771.62

Total treasury change for 2012: --\$ 134.88

This represents a total decrease for the year of 1.36%. This is the third year running of a decrease in total treasury, but the decrease has slowed significantly with the further reduction of expenses, and an increase in contributions, since there were no dues collected this year. At the current rate, we will remain solvent for 72 years, assuming nothing changed. I have therefore recommended to the Executive Committee that there be no dues implemented again for 2013. If and when there is something more to spend our money on than just maintaining services, we can discuss implementation of dues again. It bothers some for us to be sitting on such an amount of money, but before we embark on new projects, we have to consider the rate at which funds might be depleted. For example, a significant advertising campaign, a professional overhaul of our website, or reprogramming the die roller, etc., would cost us a big chunk of the treasury and leave nothing for a rainy day, except the knowledge that we would have to spend more down the road to maintain such efforts. So the amount we have is all relative; it seems a lot because we don't spend much, and we keep reducing expenses.

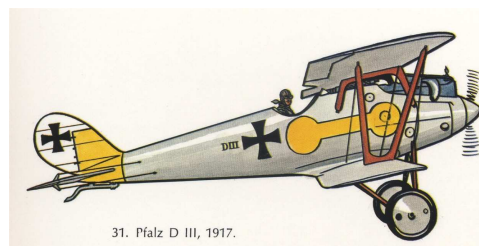
I hope everyone enjoys the holidays, gets the games or other toys they want for Christmas, and has a great start to 2013!

Until next time!



If you are one of the few OKed to receive *The K* in print, send me the \$15 fee immediately.

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



31. Pfalz D III, 1917.

SOLITAIRE GAMES

by Albert Bowie

Good solitaire games are hard to find. Some specifically designed for solitaire play haven't turned out that well, for me at least; e.g. **Operation Olympic**, and **Fall of Rome**, although the latter is not as bad as it is sometimes reputed to be.

The chief obstacle in playing solitaire is that the player knows both sides' plans and can never achieve a real surprise. Neither "side" can "think outside the box" because they're trapped in the box of the mind of the same player. This may be to some extent overcome in games in which the following obtain:

1. A simple strategic situation: one side is the attacker, with little reason for defending, while the other is the defender, with little to gain from attacking. Thus, when playing each side, the player can concentrate on just one strategic task, and not be distracted by being tempted to try another.

2. A limited number of options: the more possibilities there are, the more that knowing what the other side *will* do, not *might* do, will affect the play. E.g. the smaller number of sea areas in **War at Sea** makes this a better solitaire game than the otherwise very similar **Victory In the Pacific**, for in the latter there are just too many choices.

3. Randomness: usually, this means a lot of die rolls. Which mean that luck can somewhat cancel out the knowledge of the other side's intentions and plans.

Some games that have worked well for me as solitaire games are:

World War I. This was an SPI magazine game, with a great system for simulating army-level combat in the First World War. I play it from a Central Powers perspective, with the Allies mostly reacting. There are 2 groups of Allies: the Eastern (Russian) and Western (British, French, and, later, American). For better play balance and for greater realism—the Eastern and Western groups were not able to coordinate their activities all that well—I have this rule: at the start of the Allies' turn, roll one die for each group. The number rolled is the minimum number of attacks that that group *must* make that turn (they can make more if desired). The Central Powers aren't strong enough to

make sustained offensives on both fronts simultaneously, so it is too easy for the Allies to win by staying on the defensive where the CP are attacking, while attacking on the front where they are defending. Hence this rule. (I have other modifications for this game, too, that relate to historical realism, the U-boat war, etc, but this is the one that pertains to solitaire play.)

War At Sea. As mentioned above, this game has limited options, and because of so much dice rolling, a good deal of randomness. I've added another rule to increase the randomness: the Axis player must roll, each turn, for each Italian battleship to be able to go to sea. (As in the case of **WWI**, I have other optional rules, too, but they relate to play balance, historical accuracy, etc.)

American Civil War. Another SPI magazine game that takes advantage of a simple strategic situation. As Union player, I concentrate wholly on attack, because there is nothing to be gained by defending. Likewise, as Confederate, I devote all attention to defense, as there is nothing to be gained by invading the North.

Any **RISK** type game, because of all the dice rolling. I have a Lord of the Rings **RISK** game, which I like to play as a 3 sided game (i.e., Sauron, Saruman, and the Good Guys). I would *love* to have a **Fall of Rome** game, set in the 3rd century A.D., that uses the **RISK** system. That could be a lot of fun and would work better than the SPI game because it wouldn't get bogged down in so many rules, charts, and tables.

One of the worst games ever made is SPI's **Invasion: America**. Yet the idea of a modern-day, large scale war in North America is so intriguing that I can't leave it alone. Over the years I have developed rules to try to fix its many problems, then played it to test them, then usually had to go back to the drawing board and try again (the **Breakout and Pursuit** rules came out of all this tinkering). The simple strategic situation—invaders, defenders—makes it possible to test it in solitaire play.

So solitaire play has its uses, besides being fun and giving one a chance to play a game when opponents are lacking.

★★



What's left of Hadrian's Wall.

Upcoming Events

Jan. 18-21, 2013, Columbia, SC
SCARAB

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

January 24-27, Charleston, SC
BROGFest 2013

<http://www.facebook.com/groups/25674249771041/>

Feb. 1-3, Victoria, BC
GOTTA CON 2013

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

Feb. 7-10, Seattle WA

GAME ON

email: jeffreydnewell@gmail.com

Feb. 15-17, Houston, TX
OWLCON 32

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

Feb. 22-24, Roanoke, VA
MYSTICON 2013

<http://mysticon-va.com/>

Feb. 22-24, Manitowoc, WI

FIRE AND ICE CONVENTION

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

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



From the Match Coordinator

Duncan Rice

October was a fairly good month for the match coordinator's office. Ten matches were made and only one of them was mine. November is a bit slower. Only one match has been made mid month, but I am waiting for a few responses to requests. I am curious to know how many AHIKS rated matches are made outside of the match coordinator's office. Drop me a line if you know of any.

The match request list is still being updated. Thank you to everyone who has replied. For those who have not replied, I am making a second run down the list and attempting to contact some people a second time. A second failure to respond will result in your request being removed. This doesn't mean you have been removed from AHIKS. If you don't want your request removed or want it placed back on the list just drop me an email, and I'm happy to do it. In short, please communicate with me. It's up to the membership to help me keep the match request list healthy and functioning. Let me know about changes, matches, deletions, etc. Tell me if you see something on the match request list that needs changing. Better yet, pick up a game.

I attended the sixth annual BottosCon in November. What a blast! We had our best showing with more than 75 attendees. I played the Japanese for the first time in the **Up Front** tournament. Initial losses forced my Japanese to play all or nothing. Two heroic banzai charges through the jungle resulted in both the British and Japanese breaking simultaneously. Draws aren't allowed in **Up Front** and the game was judged a mutual loss. The other game I played was the fairly new **F.A.B. Sicily**. A block game by GMT. This is an excellent system. The untried units and fading Italian morale mechanics add interesting twists. I'm looking forward to getting **F.A.B. Bulge** out of the shrink wrap and to my P500 for **F.A.B. Golan** arriving. On the last day I played Victory Point Games' **Paul Koenig's Market-Garden: Eindoven Bridge**. These small ziplock games, with their 11" x 17" maps, didn't seem to have a huge following at BottosCon. I lost this game due to poor planning and a few bad die rolls in the first turn. But I love these things. I would really like to find someone willing to play the VPG ziplocks in a coffee shop. I love being able to read the rules quickly and play a game in an hour or so over tea. Simple but interesting mechanics and good subjects. I own quite a few of them. Should you live near Coquitlam drop me a line. Hey, we have a new library with quiet study areas perfect for this.



Open Match Requests from Duncan Rice

1776 AH	Dave Wallace (1643) EL	Midway AH	Richard Saunders (1664) E
1776 AH	John Trosky (1554) C	Napoleon at War SPI	Melvin Yarwood (36) P
1914 AH	Mike Kettman (1067) 12 08 29	Napoleon's Last Battles SPI	Melvin Yarwood (36) P
Adv. Squad Leader MMP	Dennis Sheppard (804) E	Napoleon's Triumph Simmons Games	Justo Perez (1656)
Afrika Korps AH	Brian Britton (1603) ZV	NATO: The Next War in	
Afrika Korps AH	Paul Heiser (1051) P	Europe VG	Art Dohrman (1551) EVLFX
American Civil War VG	Shannon McNamara (1639)	No Peace W/O Spain CG	Garry Barr (1700) V
Anzio (6th ed, revised map)	AH Tom Oleson (111)	The Next War SPI	Tony Arena (1652) V
Anzio AH	Melvin Yarwood (36) P	Panzer Leader AH	Dennis Sheppard (804) E
Anzio AH	Greg Dilbeck (1363) P	Red Storm Over Reich CG	Lawrence Hung (1679) FLV
Arnhem SPI	Thomas Ten Eyck (826) EP	Richtofen's War '72 AH	Richard Saunders (1664) EF
The Arab Israeli Wars AH	Dennis Sheppard (804) E	Russia Besieged L2	Michael Paul (1578) P
Battle for Midway Decision		Russia Besieged L2	Victory Huguet (1707) C
in the Pacific 1942 GDW	Bill Scanlan (275) E	The Russian Campaign AH	Greg Dilbeck (1363) P
Battle for Midway Decision		Russian Front AH	Melvin Yarwood (36) P
in the Pacific 1942 GDW	Melvin Yarwood (36) P	Russian Front AH	Mike Kettman (1607)
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Second Fleet	Thomas Ten Eyck (0826) EP
Bitter Woods AH	Greg Dilbeck (1363) P	Squad Leader AH	Melvin Yarwood (36) P
Bitter Woods AH	Melvin Yarwood (36) P	Stalingrad AH	Brian Britton (1603) ZV
Blue and Grey I, II	Melvin Yarwood (36) P	Stones River Decision Games	Mel Yarwood (36) P
Borodino SPI	Melvin Yarwood (36) P	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Bull Run AH	Paul Heiser (1051) P	Tamburlaine The Great SPI	Albert Bowie (299)
Chickamauga WEG	Joseph Angiolillo (412) E	Tet Offensive GDW	Martin Svensson (1466) V
Combat Commander GMT	Justo Perez (1656)	Turning Point Stalingrad AH	Bruce Geryk (875) E
D Day 61, 65, or 77 AH	Brian Britton (1603) ZLV	Victoria Cross II Worthington Games	Justo Perez (1656)
Drive on Paris Gamers	Bill Scanlan (275) E	Twilight Struggle GMT	Ron Gregory (1366) E
Eurofront 2 Columbia	Pete Menconi (146) V	A Victory Lost MMP	Ed O'Connor (1243) V
Fighting Formations GMT	Justo Perez (1656)	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Fire in the East/		War at Sea AH	Tom Walsh (1427) PE
Scorched Earth GDW	Daniel Davis (1635) CAS	Warriors of God MMP	Jeff Miller (1303))
Flight Leader '86 AH	Paul Pearson (1638) EPV	Washington's War GMT	Lee Massey (1382)
Flight Leader AH	Pat Williams (1669) EV	Waterloo AH	Joe Angiolillo (412)
Fortress America MB	Jeff Miller (1303) VC	Waterloo AH	Brian Britton (1603) ZV
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)		
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)		
Hell's Highway	Thomas Ten Eyck (0826) EP		
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		

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

Flight Leader by Cory Wells

One of the good things about AHIKS is the opportunity to play games that you have always wanted to play that have been lying around your house for years. It's also a chance to find someone with similar interests in games from the past and play him, reliving those by-gone days of gaming. I have had that chance three times now. The first one was my beloved AH **Air Force** game. The second being a game I have owned for many years and never got a chance to play or find someone to play it with: **Wooden Ships & Iron Men**. I was invited (by Brian Stretcher) to join in on a game on AHIKS's "PBeM line games," and it turned out to be a blast. The GM understood that people have lives and are not always able to send in moves promptly.

My third game is the one I'm in now, **Flight Leader**. This game has had limited play by me. It's tough at my age to play a game: learn it, play it, and then 4 years later remember it and play it again. So Paul set up a learning game for everyone.

I have two Phantom II (Bravo I and II) and my partner is flying two F-16s. We are up against, I believe, four Mig 21s (or Mig 23s ?). One is not identified yet. We are closing in on each other and (in game terms) hoping to go last in our (initiatives) moves. Once again Paul takes into account that real life interferes in gaming (including his) and so the moves have a lag time of anywhere from a week to three weeks. So much that sometimes I forget what I was going to do. ☺

The game is in turn 3 and it looks like a fur ball coming up. This is not a complicated game and can be figured out quickly. Even if you are new, someone will help you. So I recommend that if you see a game on the AHIKS PBeM forum that you would like to learn and/or play, take a glance at what is offered to members.

Have fun and "check you're 6".

★★



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PUBLICATION DEADLINES

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

Deadline for next issue: January 31, 2013.

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.

Breakout and Pursuit by Albert Bowie

There was a game by this name (I think), by SPI in the '70s, but this article is not about that game. It is, however, about some options in a common move/combat type wargame after the die is rolled.

BREAKOUT

Many games have a rule somewhat like this: "if a unit, surrounded by enemy units or their Zones of Control, is forced to retreat, it is eliminated instead." When the game-scale is small, say 100 meters, this doesn't seem too unreasonable; but if large, say several miles, it seems unrealistic that a unit could exert a ZOC over that distance. Worse is when the unit exerting said ZOC is only a fraction of the size of the unit(s) being forced to retreat; I think the retreating units would simply overrun the small blocking unit.

"Breakout" is about retreating units making an overrun in an attempt to escape. The procedure is as follows:

1. The units must retreat toward their own lines/source of supply; not deeper into enemy-held territory.

2. Place retreating unit(s) on top of one (stack of) blocking unit(s). Calculate odds; the retreating unit(s) will be the attacker, the blocking unit(s) the defender. Do not count terrain effects. Adjust the odds one column to the left.

3. Roll the die, and consult the CRT. If the result is an "A" type, e.g. Ar, Ae, etc., then the breakout attempt failed, and the retreating units are eliminated. If a "D" type results, Dr, De, etc, the blocking unit is moved aside and the retreating units continue their retreat. In the case of an exchange, both suffer losses, and, if any retreating units remain, they can continue their retreat.

PURSUIT

After a defender is eliminated or forced to retreat, it is common to allow an Advance after Combat. Sometimes this AAC is limited to the vacated hex, but sometimes the victorious attackers are allowed to move farther. What if they encounter other enemy units or if they catch up to the unit(s) they just routed? "Pursuit" is about units attacking during their advance after combat. It is not too different from those games which have a second movement phase and which allow overrun attacks during this phase.

The pursuit procedure is as follows:

1. "Slow" units (e.g. infantry) may advance into a vacated hex but no farther and may not attack. Only "mobile" units (cavalry, panzer, panzergrenadier, etc.) may pursue.

2. When mobile troops advancing after combat encounter units that have been routed on the same turn, they may attack, with the odds column adjusted 2 columns to the right. Terrain effects are not counted.

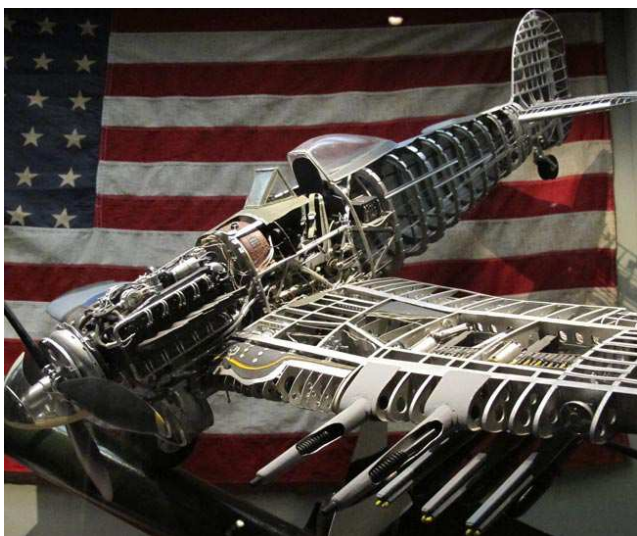
3. If they encounter enemy troops that have not been routed, terrain effects do count, and odds are adjusted only one column to the right.

4. In the event of encountering an enemy stack consisting of a mixture of routed and unrouted troops, then terrain effects do count, and the odds are adjusted 2 columns to the right.

What happens if, during a pursuit, the pursuers are themselves routed? If it is a game that allows defenders to advance after combat, then the defenders should be allowed to pursue. But to prevent things from getting out of hand, I suggest restricting each side to only one pursuit per AAC per turn. That is, if the pursuing attackers got an Ar result, and if the former defenders pursued them and got an Ar result, there would be no more pursuit for that group of units on that turn.

If you are playing simple games of this type and find yourself in a rut, try "Breakout and Pursuit" and see if it livens things up for you. Remember: the games are yours, so feel free to experiment.

★★



Book Review

Project Azorian

by Norman Polmar and Michael White
 Naval Institute Press © 2010
 238 pages, photographs
 Reviewed by Bob Best

Project Azorian was the CIA's cover name for their project to salvage the Russian submarine K-129 that sank in the western Pacific northwest of Hawaii in February 1968. Better known to most readers as Project Jennifer, this clandestine project was a monumental undertaking for the United States' military and its intelligence agencies. Controversy, conspiracy, and speculation continue to this day on just exactly what was recovered from the wreck of the K-129 on that August day in 1974 when the Glomar Explorer raised a 138 foot section of the K-129's forward hull.

The story of the raising of K-129 started on the night of February 24-25, 1968 when K-129, a Golf II class missile submarine carrying three R-21 nuclear armed missiles put to sea from the Soviet Navy's submarine base on western side of Avacha Bay on the Kamchatka Peninsula in Siberia. K-129 moved into the North Pacific Ocean and headed for its patrol station off Oahu Hawaii. K-129 was to check in by radio transmission when she was about mid way to her patrol area. K-129 missed this check-in and also failed to check in at the next scheduled radio time on the night of March 7-8. This failed check-in alerted the Russian Navy that there was a problem, and a major search effort was undertaken to find K-129.

The Russian Navy failed to locate K-129 after weeks of searching. The U.S. Navy watched the Russian search effort with great interest. The U.S. Navy had a fair idea where K-129 went down as sound signals were recorded on the Navy's secret SOSUS underwater submarine tracking system. After the Russians called off their search. The U.S. Navy confirmed K-129's location. K-129 was lying in 16,800 feet of water below the surface of the Pacific Ocean about 800 miles northwest of Oahu. No ship had ever been recovered from such a great depth.

K-129 held many secrets including the codes and cipher systems along with 3 nuclear missiles and 2 nuclear torpedoes. Also an examination of the wreckage would reveal Soviet construction techniques of the submarine. All of which would give the U.S. an insight into the Soviet's overall military capabilities, if the K-129 could be raised.

The cold war was at its height, and any attempt to raise the Russian submarine could lead to a nuclear war with Russia. Over the next five years the American military and its intelligence agencies worked with Howard Hughes and his multi-billion dollar corporations as well as the Lockheed Corporation to create the technology and then build a deep ocean mining ship

and its lift systems to raise the K-129. This project would be comparable to designing and building the systems used by NASA to land a man on the moon.

All of this was done under highly visible press scrutiny. The involved U.S. intelligence agencies weaved a web of cover stories inside of cover stories to protect the secret project to raise K-129. Project Azorian is played out against this backdrop of world politics during highly volatile Cold War years.

Polmar and White tell the CIA version of the story about the raising of the K-129 using recently declassified material from the CIA. They conducted interviews with U.S. intelligence agency personnel and civilian employees working on the Glomar Explorer during the raising of the K-129. They also interviewed key Soviet naval personnel about the role of the Russians during this period. The material in the book is well presented and well documented. It is a good read and clearly presents the official view of the U.S. Government and the CIA about the project.

Primarily due to the "cover stories inside of cover stories" created by U.S. Intelligence agencies, several conspiracy theories have arisen from the project. The fact that the forward section of the K-129 was raised "almost" to the surface and then "lost" when part of the raising structure broke away leaving the U.S. Intelligence agencies with almost nothing of intelligence value makes this project ripe for speculation.

Several books including "Blind Man's Bluff" by Sherry Sontag and Christopher Drew, and "Red Star Rogue" by Kenneth Sewell, present some very interesting conspiracy theories about the sinking of the K-129 and a subsequent "retaliation sinking" of the USS Scorpion in the Atlantic Ocean by Russian Naval Forces just 3 months after the loss of the K-129.

For anyone interested in Submarine operations during the Cold War, I would highly recommend "Project Azorian." The historical perspective presented against the backdrop of the events of the Cold War during the late 1960s is quite accurate when viewed by someone who lived through the events.

From a gaming perspective this book contains appendixes on Soviet Navy Submarine strengths and units operating in the Northern Pacific. It also discusses U.S. submarines and some of their capabilities and would be of use in designing scenarios for some of the modern or even World War II era submarine games on the market.

Role players would also get some insight into creating interesting Science Fiction scenarios for **Traveller** or several other roleplaying games that are on the market. The "cover stories within cover stories" mentioned above could prove to be most interesting for a role-player group.

All in all a good read and worth the time.



From the Editor

Recently I saw two old movies that I had seen many years ago. "The Battle of Britain" with Susannah York and some guys. I remember when the movie first came out and the exclaiming at the flyable Spitfires and German bombers. This time around I found the plot a bit hazy. There were a lot of airplanes taking off and landing on grass airstrips and airplanes flying about. Of course Susannah York saved the film; I'm not sure what she was doing in the film, but she did it very well.

Rod Steiger was Napoleon in "Waterloo." He lost again. The shots from an airplane of the French cavalry attacking the British squares were what I remembered from my previous viewing. It was still very impressive. It's worth a watch.

Also, I'm wandering through "The Best War Stories Ever Told," edited by Stephen Brennan and published by Skyhorse Publishing. This book was put together very cheaply. Most of you are familiar with scanning. Hard copy (book, printed page, handwritten letter) is put in the scanner, and the scanner reads the page and sends the result to the computer. The results vary, depending on the quality of the source material and the ability of the scanner. Normally, one has to read the scanned material on the computer and make corrections where it misread the original. It seems that this book was all scanned and that no one checked the results. I list below some errors from "The Battle of the Little Big Horn," essentially by Sitting Bull. Sitting Bull, by the way, did not participate in the battle and got his information from those who did.

1) "You are an Indian?"

(Proudly) "**lama** Sioux."

I interpreted this as a misprint of "I am a Sioux." Of course the dictionary defines "lama" as a Lamaist monk.

2) "The God **Almiabt.v** must have told me at that time..."

This I took to mean "God Almighty."

3) "Reno crossed the **Little**

Big Horn, formed his first line just south of the crossing and **charged, He** says: "

I don't know how these scanners work, but starting a new paragraph in the middle of a sentence is not uncommon. Reading punctuation marks is not easy for a scanner. Quotes are scattered about the text with relish.

4) "**The;** fired with needle guns."

Changing text into punctuation marks is not uncommon either.

If you enjoy chuckling at errors, this is a book for you.

Recently I purchased four games from Military Issue. Their catalogue comes about 4 times a year: www.Military-Issue.com. They usually sell some of Avalanche Press games for half off. The games I got were advertised as suitable for solitaire play. **Third Reich** THE SECOND WORLD WAR IN EUROPE 1939-1945 by John Prados and **The Great Pacific War** THE SECOND WORLD WAR IN THE PACIFIC 1937-1945 by Brian Knipple are supposed to be compatible and suitable for one player. **Infantry Attacks** AUGUST 1914 BATTLES FOR EAST PRUSSIA is "Excellent" for solitaire play. These three are still in shrink wrap. I am trying out **Red Vengeance**, designed by William

Sariego. It runs from June of 1944 to April of 1945 and the object is to crush the Germans. The map is 17 by 22 inches and has 140 counters. There is a heap of die rolling since each attack factor gets a roll; a six results in a hit. [I toyed with the idea of having a two (instead of a six) result in a hit, or maybe a five result in a hit. Could I get away with it? Or would someone arrive at my front door? I decided to stay with the six.] Rivers subtract one roll from each unit and rough terrain adds one roll to each defender. Armored units move twice and can have combat twice. Russians must attack adjacent Germans, but the Germans are not obliged to attack. A roll at the beginning of a turn gives the number of air factors each side has; each air factor provides one roll. There are a few leaders; they can add rolls to the units they are with. There is an option for the defender to retreat a stack after the first loss is taken, which makes it hard to play by mail or email. I have finished the first Russian turn and am resting my dice-throwing hand before continuing.

I've started reading Philip Sabin's current book, "**Simulating War**, Studying Conflict through Simulation Games." He writes well, although he will use a big word now and again, for instance "evanescence." I'm only on page 31, but he made some points that I think are of interest to us board wargamers, comparing the value of our games to the value of computer games.

1. Most computer games deal with shooting up the enemy while receiving only minor wounds. The real-time computer games using massed troops are essentially "duels of unit construction and resource management."

2. Only a few computer wargame designers use the capabilities of the computer. The rest simply put a board wargame on the computer screen and add lots of details, which makes the rules as complicated as a board wargame.

3. Casualty rates are very high because the sense of self preservation is missing. This is going to be true in both types of games, I would think.

4. Computer games fit the computers in existence when the game was published. Old computer games are lost forever since they will not play on new computers. Old board wargames play on forever.

5. The computer screen is too small to show the entire playing map (if one wants to read the map). Moving units takes about the same time with either system.

6. Designers of computer games put out a product that does not need to be understood "under the hood." However, "Manual wargames, by contrast, require all users to understand and apply the designer's system for themselves if the game is not to remain an inanimate pile of paper and card."

The computer designer deals in numbers; the board designer deals in words.

"Simulating War" was published by Continuum International Publishing Group in 2012. Their email address is www.continuumbooks.com.

Best wishes to you all. Have a great holiday season!



AHIKS Membership Roster

As of October 26, 2012

A number of members have asked about publishing the membership roster so they can see who else is a member of AHIKS. Here is a list of members by AHIKS ID number as of October 26, 2012.

Bob Best

AHIKS Membership Roster					
MEMBER NUMBER	NAME LAST	NAME FIRST			
2	Gaddis	Thomas	638	McCarty	David
8	Wen	Robert	697	Phillies	George
12	Jolly	Sidney	700	Kopf	Samuel
28	Perry	William	707	Landry	Peter
36	Yarwood	Melvin	708	Gorski	Mark
44	DeWitt	Omar	711	Leonard	Charles
73	Johnson	Robert	716	Whaley	Ronald
111	Oleson	Thomas	720	Dietrich	John
120	Seliga	Joseph	735	Bedard	Robert
134	Pharr	Owen	746	Tierney	Daniel
146	Menconi	Peter	748	Grills	Joe
189	Caton	John	756	Gossett	Gary
216	Schoenberger	Stuart	770	Hendrix	Chester
225	Segarra	Rafael	789	Watkins	William
237	Mormile	Donald	790	Bertram	Peter
243	Martin	Peter	792	Granville	Robert
251	Lenard	Derek	794	Forbes	Stanley
275	Scanlan	William	800	Cornelison	Donald
286	Alsen	John	804	Sheppard	Dennis
291	Eastep	Roger	812	Noreen	Eric
299	Bowie	Albert	817	Riley	Michael
305	Klitzke	William	818	Hanover	Thomas
309	Turansky	David	826	TenEyck	Thomas
334	Truesdell	Paul	842	White	Mark
341	Deck	Leslie	854	Bergmann	Dave
346	Berroth	David	875	Geryk	Bruce
364	Holtz	Thomas	880	Ford	Jeff
372	Person	Paul	885	Stretcher	Brian
377	Grant	David	887	Labarbera	Raymond
410	Michalski	John	901	Fickbohm	Alan
412	Angiolillo	Joseph	914	Shurdut	Robert
413	Osmanson	William	916	Dandy	Graeme
416	Waldau	Walter	951	Markevich	Nicholas
444	Kraus	Frederick	955	Garlit	Donald
451	Mueller	James	988	Lindow	William
467	Burnett	James	1000	McPherson	Harold
470	Thornsen	Thomas	1001	Boyes	Richard
486	Perna	Matthew	1007	Heller	Randy
490	Barrette	Joseph	1011	Jarek	Walter
494	Plesko	Michael	1013	Cottrell	Richard
496	McCarthy	Kevin	1015	Guyton	Gary
523	Friedrich	Melvin	1036	Nied	Kenneth
544	Jerkich	Louis	1051	Heiser	Paul
552	Best	Robert	1055	Snider	John
557	Pittiglio	Roger	1060	Grey	Kevin
565	Hancock	Chris	1067	Kettman	Michael
571	Cooney	Robert	1072	Penner	Elroy
			1074	Palmer	Mark
			1075	Morley	Alan
			1085	Martin	Paul
			1086	Mitchell	Michael
			1090	Lange	David
			1097	Cox	Roger
			1098	Antalek	Jim
			1108	Roksiewicz	Richard
			1116	Johns	Charlie
			1118	Macianskis	Anthony
			1137	Watson	Cameron

MEMBER NUMBER	NAME LAST	NAME FIRST			
			1487	Dowd	Patrick
			1494	Hayes	Alan
			1495	Coy	Thomas
1138	Watts	Andy	1496	Raphael	Paul
1139	Philo	Tom	1503	Lentz	William
1148	Harmon	Nick	1506	Heatherdale	Robert
1153	Monnin	Bruce	1507	Dowrey	Robert
1163	West	Michael	1511	Creager	David
1178	Stella	Mark	1512	Ryan	Robert
1192	Humphries	Mark	1513	Whitaker	Richard
1210	Fassio	Mark	1514	Bednowicz	Michael
1217	Harkins	Joseph	1523	Moats	Ryan
1222	Minshew	Chuck	1527	Brooks	Joe
1226	Greene	Timothy	1533	Viloria	Alphonso
1238	Oates	Kenneth	1538	Thornton	Sam
1243	O'Connor	Ed	1539	Turnbull	Douglas
1252	Brooker	Ronald	1540	Hoewisch	Kirk
1262	Marcone	Paul	1548	Jones	James
1263	Xanthos	Constantine	1551	Dohrman	Art
1264	Unnerstall	Jay	1552	Clemons	David
1265	Schneggenburger	Robert	1553	Evenson	Allen
1300	Lavarini	Dennis	1554	Trosky	John
1303	Miller	Jeffrey	1555	Scott	Michael
1305	Wojahn	Steven	1557	Williams	Stephen
1306	Lafferty	Richard	1560	Van Spengen	Jim
1307	Welage	John	1561	McCabe	Phil
1311	Manoff	Philip	1562	Ladner	Craig
1312	Wells	Cory	1567	Driver	Sidney
1315	Reid	Kevin	1568	Haddock	Bill
1321	Murphy	Alan	1569	Schneider	Bert
1324	Kaye	Charles	1570	Figge	Mark
1332	Wiernicki	Maurice	1571	Dapkus	Jim
1339	Sander	James	1572	Graves	Christopher
1345	Scarborough	Tom	1573	Marshall	Charles
1363	Dilbeck	Greg	1574	Steffes	Brian
1366	Gregory	Ronald	1575	Dunphy	Phil
1375	Lohr	Steven	1576	Witkowski	Ed
1376	Irby	Kirk	1577	Koenig	Paul
1382	Massey	Lee	1578	Paul	Michael
1384	Roecker	Martin	1579	Jenkins	Brian
1394	Rice	Duncan	1580	Mulligan	Colin
1398	Rutkowski	Ken	1581	Lanphear	David
1403	Corbett	Robert	1582	Brittain	Timothy
1404	Reed	David	1583	Cox	Michael
1413	Longest	Clyde	1584	Jones	Patrick
1418	Milke	Mark	1585	Clayton	Walter
1427	Walsh	Thomas	1586	Allen	William
1430	Warnick	Paul	1587	Heckman	Charlie
1435	Laskey	Brian	1588	Predger	John
1436	Seadale	Eric	1589	Kelsheimer	Jeffrey
1438	Morss	Robert	1590	Positano	John
1442	Herbst	Robert	1591	Harding	Chris
1446	Rowles	Mike	1592	Foren	Steve
1453	Passow	Richard	1593	Dekker	Tim
1455	Andriakos	Stephen	1594	Bobchin	David
1460	Millard	Gene	1595	Schwartz	Mitch
1466	Svensson	Martin	1596	Roy	Barry
1468	Thomas	Albert	1597	Paradis	Carl
1473	Passacantando	Bruno	1598	Krasner	Bill
1474	Dwerlkotte	Mark	1599	Ruiz-Ocana	Ramon
1479	Marcinonis	Ken	1600	LaPierre	Steven
1485	Petroski	Glenn	1601	Elliott	Steve

MEMBER NUMBER	NAME LAST	NAME FIRST			
			1656	Perez	Justo
			1657	Nash	Robert
			1658	Fix	Robert
1602	Culp	John	1659	Zmaczynski	Robert
1603	Britton	Brian	1660	Meints	Kim
1604	Sutherland	Chuck	1661	Miller	Jim
1605	Stamey	Dennis	1662	Byrne	William
1606	Roli	Stefano	1663	Tan	Alan
1607	Knapp	Henry	1664	Saunders	Richard
1608	Barrows	Jim	1665	Buse	Julie
1609	Fayers	Peter	1666	Bayliss	Mark
1610	Haverty	Mike	1667	Kenny	Chris
1611	Joslyn	Allen	1668	Gelinas	Bruce
1612	Duffield	Lawrence	1669	Williams	Patrick
1613	Barry	Brian	1670	Ferrari	Ralph
1614	Mageau	Keith	1671	Mac Innis	Randall
1615	Tsang	Peter	1672	Goehring	Scott
1616	Gustafson	Bill	1673	Ferro	Gianpietro
1617	Hawkins	Robert	1674	Torrance	Michael
1618	Nairn	Stewart	1675	Uhrich	Michael
1619	Zahn	Soup	1676	Fowler	Todd
1620	Jefferson	Ross	1677	Faraci	Francesco
1621	Lodge	Gareth	1678	Yakey	Pat
1622	Miller	Max	1679	Hung	Lawrence
1623	Aleknevicus	Greg	1680	Lai	Eric
1624	Kahlbaum	Dennis	1681	Zimmerman	David
1625	Kristof	Dale	1682	Walker	Sean
1626	King	William	1683	Tucker	Kevin
1627	Wood	Jay	1684	Barrette	Michael
1628	Coleman	Rusty	1685	Bean	Ralph
1629	Paquin	Robert	1686	Luthy	Eric
1630	Schulz	Daniel	1687	Matern	Bill
1631	Anderson	Kerry	1688	McNeil	Steve
1632	Priebe	Michael	1689	Musella	Martin
1633	Baisch	Clayton	1690	Thurmann	Richard
1634	Patterson	Jeff	1691	Gaarsoe	Karl
1635	Davis	Daniel	1692	Assadi	Saman
1636	Crowley	Steve	1693	Falson	Justin
1637	Taylor	Matthew	1694	Gibson	David
1638	Pearon, Jr	Paul	1695	Morris	Robert
1639	McNamara	Shannon	1696	Perry	Gina
1640	Troop	John	1697	Dickerson	Warren
1641	Scott	Gareth	1698	Ayala	Nathan
1642	Bonagura	Lloyd	1699	Black	Randy
1643	Wallace	Dave	1700	Barr	Gary
1644	Fogg	Mark	1701	Clark	Raymond
1645	Boeche	Tom	1702	Williams	Allan
1646	Patience	Andrew	1703	Pierson	Tony
1647	Newell	Derek	1704	Hogan	Martin
1648	Li	Kenneth	1705	Latham	Michael
1649	Matthews	Jon	1706	Watson	Nick
1650	Wilson	Johnny	1707	Huguet	Victor
1651	Huffman	Daniel	1708	Kaufman	Dan
1652	Arena	Tony	1709	Halfin	Jon
1653	Taylor	Barry	1710	Campbell	Peter
1654	Swirsky	Jonathan	1711	Sabais	Martin
1655	Bouffard	Andy	1712	Kozlovski	Steve

To be continued.