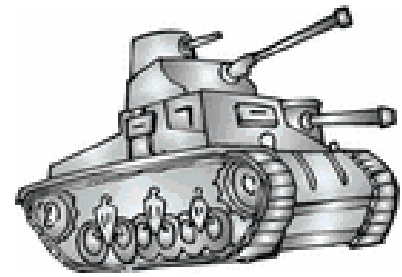


The Kommandeur



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A Publication of AHIKS

February 2013

From the President Kenneth Oates

This issue's column is just a note to say "Howdy" and provide some background for members of the Society. To start it off, I would like to thank you, the membership of the Society, for the opportunity to serve as president. I will strive to continue the course of my immediate predecessor to continue the growth and improvement of *our* Society. The future is full of opportunity, and, in the evolution of communication, I see our hobby entering a new age. This includes finding opponents, venues, ease of setting up and administering tournaments, reporting games, news, you name it. I believe we are limited only by our imagination. So, too, the depth and variety of the games we play has changed dramatically since the early days, and there are more now than ever before competing for table time. I will continue to advance the idea that it is the membership who will define AHIKS.

Now, a little about me. As a kid, our vacations took in lots of historical sites. These included the battlefields of Vicksburg, the Alamo, and Lookout Mountain; today I live within an hour's drive of the first two Mexican War and the last Civil War battlefields.

My first game was given to me in 1963 when JFK was in the White House. It was a "used" (well, punched at any rate) 1958 version of Avalon Hill's **Gettysburg** with hexes. Still have it, by the way. It has four pages of "Instructions" which my friends considered too complicated. But I was hooked.

I went to college, but Texas A&M has no fight song. We have a "War Hymn." I fell out to formation in the morning, went to class in uniform every day, and had drill practice on fall afternoons as a member of the band. So all of my friends had a military predisposition, perfect for introducing... **Gettysburg** '58. It was played twice; we were freshmen with little time, and fewer privileges, but people were interested. On the way home for summer break, I bought a new game just published, AH's **PanzerBlitz**. The next three years saw literally dozens of games played with that set, with additional counter sets, do-it-yourself scenarios, hidden set ups, and homemade maps. We added AH's **Jutland** (we had a vacant room we could use to set up the fleet battle lines on the floor, and it had two desks which were perfect for plotting hidden movement) and **Anzio** to the library.

I lost most of my gaming buddies after I graduated, took a little more time off for graduate school, and in 1983 joined AREA, SGS, and AHIKS to find opponents and get some playing time in. I had 25 games in my library. The best opponents I have encountered, bar none, have come from the ranks of AHIKS. They played to completion, and it was always about the game, not winning. In the years since I joined, I have made friends from across the Pacific, to North America, to Great Britain.

Currently I have over three hundred games, covering just about every period from ancients to the present (the exceptions being the middle ages and the Renaissance). My latest additions include: **Bloody April, 1917, Reds!, Pensacola, Germantown, The Caucasus Campaign, and Kingdom of Heaven**. My wish list? Well, it is long and varied! It includes: **Caesar: The Civil Wars, Gleam of Bayonets, The Blitzkrieg Legend, and River of Death**. If pressed, my favorites would still be **PanzerBlitz** and **Panzer Leader** games, although I can be talked into an **SCS/GBoH/GBACW/GCACW/BAR** game without much arm twisting. I helped as the assistant **PanzerBlitz** GM during AvalonCon in the late 90s. I am presently competing in the AHIKS **PanzerBlitz** tournament, back in the middle of the pack after the first two rounds.

My personal gaming goal remains the same as the past couple of years: Participate in at least 10 games this coming year. Games I am interested in? Well, specific games are too numerous to list here, but following what I have listed above, periods, and interests, you can probably figure out what I would like to put on the gaming table.

My career background comes from healthcare administration/ technology. I was the Software Manager for a local hospital, and I am strong in math and statistics. I was also responsible for a large construction and expansion project. Currently, I have the time to devote to this, which is an important ingredient for this position.

Other personal interests include contemporary and classic cars (a brother of the cars that set the highest price paid for a classic showed up here in a car show, and it made the Sherman tank parked next to it look like a toy!), golf, WW II and WW I aircraft, cooking (BBQ, of course, but also Chinese, Italian, and Tex-Mex), history in general, American Civil War, and WW I naval history in particular .

For the time being, I foresee no paradigm shifts, but there are some projects I am going to propose. These will be laid before you, the membership, after they are discussed by the Officer Corps. What I will say here is that I will be more visible on ConsimWorld in our forum. I might not post every day, but I will read it just about every day, listen, and post from time to time (I want to see this thread augment our website threads, not replace them). I will also be available via phone, email, and snail mail to all the membership, upon whom our progress depends. By the way, we still need a Judge, and I need a Vice President. If you are interested, do not be bashful about volunteering.



Secretary's Notes Bob Best



Today is Friday, January 18, 2013, and I hope all of you are enjoying a Great New Year! As I sit here writing this column I can hear the heater running. It is cold here in California. I know it's not cold by the standards for most of the country for January, but here in the San Francisco Bay Area with temperatures hovering near 40 degrees for the daytime high and getting down below freezing at night, for those of us not used to the colder climes it's COLD! It's been 17 years since we have experienced temperatures this low here in the bay area in January. Brrrrr ☺

All this cold weather makes me want to stay indoors, and I have used the indoor time to get familiar with some of the new games that "Santa" brought me this past Christmas. I have added **PQ-17**, a convoy game set in the North Atlantic during World War II by GMT and **USN Deluxe**, a remake of SPI's old **USN** game from the 70s. Another addition is **Federation Commander – Klingon Border** by ADG. This one is set in the Star Trek universe, and you can re-fight most of those starship battles fought by Captain Kirk from the original Star Trek TV series. I haven't gotten into **PQ-17**, yet but **USN Deluxe** and **Federation Commander** look to bring many hours of entertainment and lots of fun!

I am considering running another **Richthofen's War** campaign game on the AHIKS Forum. This game would continue where the first game ended. I am interested in seeing how much interest there is for the game. I have written a detailed description of how the game would be played elsewhere in this issue of *The K*. If you are interested in playing, please send me an email at: B52BOB@PRODIGY.NET .

The State of AHIKS

The AHIKS elections are behind us now, and we have a new slate of officers for the 2012- 2016 term. The new officers 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 remains unfilled, as does the Vice President's position. Both positions are full Executive Committee member positions and have full voting rights as per the by-laws. If you are interested in filling either position, please contact any of the officers listed in the contact list on page 12.

Membership in AHIKS as of January 1, 2013, shows 343 members carried on the rolls of our club. We had 299 members as of this time last year. That is about a 15% increase for the year 2012.

AHIKS member services continued to improve in 2012. AHIKS started a Facebook page in the fall of 2012. Membership on the Facebook page has grown to 32 members already, and we hope to continue to expand membership in 2013. The AHIKS Facebook page has member commentary, game industry announcements, and links to gaming sites. Duncan Rice our Match Coordinator also posts new game requests for our members there as well as on the AHIKS forum. If you are already a Facebook member, come on by and join the group.

Our newsletter, *The Kommandeur*, or *The K* as it is referred to, continues to get better with each issue. Since going to an all-

electronic format in 2012, Omar DeWitt, our able editor, has done an outstanding job expanding the size and content of *The K* and using color graphics to achieve a professional-looking newsletter for the membership. Thank you Omar for your dedication and for your excellent newsletter.

Order of Battle sheets and a number of player aides were posted in the "Members Only" section of the AHIKS website in 2012. Charles Marshall, our website administrator, has done a fine job of coordinating and posting new player aides for our members' use. If you have created a player aid or OOB sheet for any game you are playing, please forward a copy to Charles so that we can make it available to our other members.

During 2012, Charles Marshall also sent an email to every member who has a listed email address in our roster explaining how to set up a username and password for the AHIKS Dice Roller, the AHIKS Forum, and the "Members Only" section of the AHIKS website. The email explained how to set up your user name and password for all three venues. You can use the same user name and password for all three venues. The email gave instructions on setting this up and how to contact Charles. If you wish to make changes to your password and user name, or even set up a new password and user name so you can avail yourself of the services offered by AHIKS, you can contact our website administrator at: wm@ahiks.com .

The AHIKS Unit Counter Pool (to replace lost counters and parts) continues to grow on the "Members Only" side of the AHIKS website. Brian Laskey is doing a fine job as our UCP coordinator. Brian posts a column in most issues of *The K* entitled UCP News. He also keeps an updated list on the AHIKS website. If you need a counter or wish to donate to the UCP pool, you can contact him at: ahiks-ucp@comcast.net. Thank you, Brian, for all your hard work.

The AHIKS dice roller continues to provide yeoman service for our members. It performs well, but it appears that it may need a little updating to continue to performing at peak efficiency. The Executive Committee has been getting estimates from programming firms that provide this type of updating service. So far all of the estimates have proved too costly to undertake at this point and other avenues of getting the required programming update work done on the dice roller are being explored.

AHIKS continues to maintain a financial reserve that allows us to pay our projected bills and will allow continued operation for a number of years in the current economic climate. Since AHIKS has sufficient financial reserves to continue operations for the next few years, dues for 2013 will continue to remain **FREE** for the electronic copy of *The K*. For complete details on AHIKS' financial picture, see Brian Stretcher's Treasurer's Report elsewhere in this issue.

The Executive Committee has also been discussing possible projects for 2013. Two items are on the list at this time. The first item is locating a programmer willing to update the dice roller at a cost that fits into the AHIKS budget. The second issue is taking a look at the AHIKS by-laws and seeing if an update is in order. The Executive Committee is open to ideas and suggestions from the membership, but keep in mind that we are a volunteer organization. If you have an idea for AHIKS please be prepared to assist with bringing it to fruition.

AHIKS Dues for 2013

I have had a couple of members contact me asking about the dues for 2013. Dues for 2013 are **FREE FOR AN ELECTRONIC COPY OF THE K NEWSLETTER**.

Otherwise, if you are one of the already *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 were included with your last issue of *The K*.

Joining the AHIKS Facebook Page

If you wish to join us on Facebook, simply search 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 24th turn as I write this. The Pirate "El Diablo Rojo" has successfully taken the British Frigate "Fleur." Two other British Frigates are still in peril, facing off against two French ships of the line. It looks like the Spanish and French will soon prevail. Come by the forum and check out the action and feel free to post some comments if you like.

Paul Pearson's second game of Avalon Hill's **Flight Leader** is just getting underway on the forum. This game brings back "The Adventures of Flight 33" (see our forum After Action Reports section) with a Vietnam era adventure set during May of 1967. The story picks up as a "prequel" to the original "Flight 33" story line posted on the AHIKS Forum. Join Pod-Polkovnik (Lt. Colonel) Sergi Sakalov and Senior Lieutenant of Aviation Vadim Petrovich Shcherbakov as the two Russian Air Force advisor pilots take on U.S. Navy F-4, F-8, and A-6 aircraft in an Alpha Strike mission against Hanoi. The action should be hot and heavy. Paul will be posting maps from Vassal on the forum as well as a complete Vassal file each turn. Come on by and check it out. Comments are always welcome from anyone.

Charles Marshall and Bert Schneider are still playing **Alexander the Great**, from Avalon Hill. The game can be found listed on the main menu of the forum under the "featured games" heading.

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 forum 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 Steve Kozlovski. Steve writes:

Name: Steve W Kozlovski # 1712

Born: 01 February 1947

Age: 65

Currently Retired. I was in the U.S. Navy from June of 1965 to April of 1991, graduated from the University of West Florida in

1995. Computer Consultant. Long haul over the road truck driver. Retired October of 2010.

Games owned: Nine and growing my collection.

Favorite Game: **Submarine**. Seven years of my naval career were spent on "Subs." I appreciate the realism of the game.

Most memorable gaming experience: The games I played with my son. He was a "Video game addict" that I managed to "talk down" and convert, at least partially, to military board games.

My first exposure to military board games was the Parker Brothers game **1863**. It was originally released circa 1961, and I must have played it around that time.

My next experience must have been somewhere around winter of 1970. I bought a copy of **Stalingrad** from a "Toys R Us" in Maryland, where I was stationed at the time. I was hooked. My collection grew from there. My next duty station was Pearl Harbor, Hawaii. There I continued to build my collection. I was also a subscriber of *The General* where I first read about the "AREA" system of PBM. I played a couple of games, but my deployment schedule precluded any further involvement than that.

Over the years I lost and built up my collection of Avalon Hill games three times. Currently I have recouped many of my old favorites. As I write this, I have managed to re-collect **Panzer Leader, Panzer Blitz, France 40, Afrika Korps, Luftwaffe, Midway, Submarine, Anzio, and Crete**.

My other passion in life is woodworking, especially cabinetry.

I'm looking forward to pursuing this rewarding hobby with like-minded friends.

Steve, thank you 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 AHIKS Members

I would like to introduce and welcome the latest group that has joined AHIKS since the last issue of *The K*.

Dan Keeler	1715 APO, New York
Dan Carey	1716 Woodinville, WA
Ashley Johnson	1717 Waldorf, MD
Scott McAninch	1718 Worth, IL

I would like to *welcome* you all to AHIKS!

Change of Address

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 the newsletter and your game requests are uninterrupted.

I hope you all are enjoying a Great 2013! ☺

Until next time, Happy Gaming to you all!



Writing a Book by William Scanlan

Just now, I have been lucky enough to be offered a contract from The History Press, UK, for a book I have been writing for the past year and a half and researching for the past twenty years.

Actually, the research was sweating away hour upon hour in translating the memoirs of the principal German commanders and knowledgeable General Staff officers, but mostly the German Reichsarchiv history of the Great War, "Der Weltkrieg, 1914-1918," published in the 1920s. A lot of you may be familiar with the "Gothic German" typeface used in that time period. It is actually a Bertholdr Mainzer Franktur font. But no matter; suffice it to say it took both time and effort.

One of the hurdles towards the goal of being published is a formal Book Proposal to an agent or editor. Charles Marshall told me this may be of interest to the readers of *The Kommandeur*, and, if it piques the interest of enough readers, I have some short sections of the book I could share.

So, let me share with you the Overview Section of my proposal. You may even be tempted to buy the book!

Centennial anniversaries of great events have always generated heightened interest. The 100th anniversary of the beginning of the Great War and the opening campaign that shaped its outcome will be upon us in the summer of 2014*.

Sir Winston Churchill wrote of this campaign: "No part of the Great War compares in interest with its opening. The measured silent drawing together of gigantic forces, the uncertainty of their movements and positions, the number of unknown and unknowable facts made the first collision a drama never surpassed." This is the only known instance of Sir Winston understating a subject.

My book, "German Command Decisions: The German General Staff and the Direction of the Marne Campaign, 1914" will, for the first time in English, treat that campaign from the perspective of the German General Staff.

Specifically, we will look over the shoulders of Helmuth von Moltke, the Chief of the German General Staff and his subordinates as they made sense of the sparse and conflicting trickle of information that arrived at their headquarters in Luxembourg. We will see how they weighed that information and formulated plans and courses of action for the direction of the German Armies to achieve the strategic objective of crushing the French Army in an as Blitzkrieg-like campaign as the world had yet to see.

I will try to convey the almost daily cycle of exaltation and crushed hopes of miscarried plans and the nearly constant reassessment of goals and objectives in the light of French counter moves endured by a command staff far removed from the scene of battle.

The campaign is commonly thought of as German Armies advancing, virtually unopposed after the defeats of the French in the "Battles of the Frontiers," until German Uhlan cavalry, after cresting the ridge line at Saint-Souplets, could see the Eiffel Tower in the distance.

If it had gone that well, even up to that point, there would hardly be a story at all. As it turns out, the true saga that played itself out at the German Headquarters was more a Homeric tragedy. Though not under the influence of the Olympian Gods,

*The summer of 2014 will also coincide with the 70th anniversary of the D-Day landings in 1944.

it was just as failingly under the men of the German General Staff. For their plan was overturned, largely by their own doing in a series of circumstances so remarkable as to leave one dumbfounded.

When I first casually took up the subject, it was about twenty-five years ago while on my morning commute into Boston. I read an article about the combined Allied offensives in Artois and in Champagne in September of 1915. The Franco-British objective in Artois was to attack across the plain of Douai. An advance to the east to a distance of 15 to 30 kilometers would put them astride the communications and lines of retreat of the German armies in the Noyon salient. The exclusively French but simultaneous push from Champagne to the north, would cut the lateral railroad line from Mézières, preventing the easy reinforcement of those German armies.

I was in shock. It was not just an "over the top" attack to capture a trench; it was an operational plan of clarity and finesse, one clearly capable of wresting a large portion of France from the Germans and laying the foundations for the retention of the offense to further push back the enemy; if only the great conundrum of the war could be solved, getting the reserves forward to expand the breach.

Previously, I had skimmed over the Great War, only recognizing the last great Allied offensive in 1918 as a portent of the combined arms offensives that were to come some twenty years later. Now I had to learn more.

As I began, I was slowly absorbed with the Campaign of the Marne; this unsurpassed multi-faceted drama drew me into it. It was a campaign launched with the assuredness of success, based as it was on the plan of the venerated von Schlieffen, successor to, and pupil of, the great von Moltke. It was von Moltke "the elder," who was the hero of the German Wars of Unification and victor over the French in 1871. This plan was now handed down by von Schlieffen and honed to its last particular by von Moltke's own nephew, Helmuth von Moltke, referred to as "the younger," now elevated by the Kaiser to the office of Chief of the German General staff, an obviously able man who was surrounded by the equally, obviously, able men of the German General Staff.

What I found were the German Armies driving deep into France in pursuit of the utterly defeated French and British forces, who were solely bent on escape. The only thing that could now thwart the German Armies from gaining the decisive victory that the Schlieffen Plan had promised was the continuing ineffectual efforts of the German General Staff to direct the battle.

Ineffectual and German General Staff joined in the same sentence? Yes.

For as I learned, the cross tensions between commanders, the changing focus of what was to be the decisive axis of the campaign with means entirely inefficient to their end, the whirlwind of events that outpaced word of their happening—all hindered the effective direction of battle.

Von Moltke's success was also conditional upon the willing cooperation of his army commanders and the means with which to direct them. All of this was lacking at the crucial moment.

Tragically, for Germany, we find the German General Staff was not commanded by a man of great will and force; happily for the history writer, the stage is set for a compelling drama.

Von Moltke, the man at the apex, lifted to great power because of his name, was hollow. The men around him lacked dynamism and vision; the army commanders they ostensibly directed were inclined to follow their own inclinations to the point of willfulness, and the very apparatus of command was so poorly planned for and utilized that it was only barely functional.

This is not the image of the German General Staff I expected to find, but it is the story I intend to tell.

The documentation my book is based on is not groundbreaking; for as a basis I have used the German Reichsarchiv history of the war, "Der Weltkrieg 1914-1918" and the Bavarian Kriegsarchiv history, "Die Schlacht in Lothringen und in den Vogesen 1914," along with the many authoritative contemporary histories and memoirs of the principal commanders. Great insight was also gained by reading critiques of the campaign by former general and field grade officers of the German General Staff such as Artur Baumgarten-Crusius, Wilhelm Groener, Fritz von Mantey, and Constantin Hierl.

What is new is the weaving of these sources into a semi-chronological narrative that captures the chaotic nature of a headquarters in the midst of a great campaign. For here, even more than on the battlefield, the von Clausewitzian "fog of war" settles more thickly.

Some terminology may as well be addressed here as there is no escaping it. The headquarters that von Moltke and his staff occupied was the Supreme Army Command in the Field, or *Die Oberste Heeresleitung*, hereafter referred to by its German acronym, OHL.

It is widely known that OHL had only a tenuous line of communications with the far flung German Armies, especially its "right wing." What was known at OHL was only part of the fuller story and that was always outpaced by events. I will address this issue in fuller detail than is often given in standard histories of the campaign as well as the scope of the logistic effort that was needed to sustain the German Armies in their forward movement.

No less important in a chronicle of a headquarters are the dynamics of subordinate to commander. This is also examined more fully than in most accounts of the campaign. Among von Moltke's subordinate Army Commanders were the former War Ministers of both Prussia and Saxony. Of lesser experience, but of greater dynastic weight, were the Crown Princes of Prussia and Bavaria and the Duke of Württemberg. Even within the German Army, the Chief of the General Staff with a mere "von" does not easily demand of a General who is also a Royal Highness.

The shortcomings of von Moltke and the officers that made up his staff, all seemingly immobilized for some reason into a lassitude where they passively accepted the means and procedures as they were, also come under review.

The narrative of a campaign cannot, of course, be told from one side only. While the book will delve into the direction of the campaign looking over the shoulders of the German General Staff, the view will not be confined to that headquarters. The thinking and suppositions of von Moltke's army commanders will be scrutinized as will the French side. General Joffre, the French Commander in Chief, his thinking, his plans, and his attitudes towards his commanders will be given ample reign.

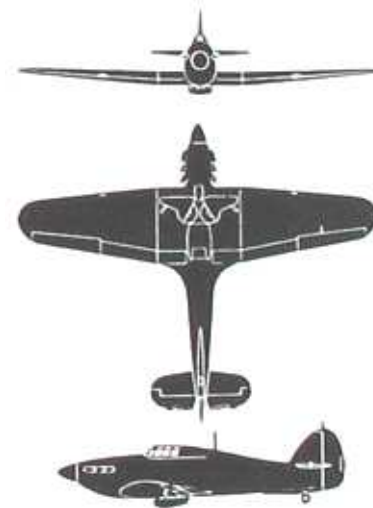


Identify That Plane!

In this issue there are four WWII airplanes to be identified. The answers are on page 22.

The plane below is

#1



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.

1715 Dan Keeler	APO, New York
1716 Dan Carey	Woodinville, WA
1717 Ashley Johnson	Waldorf, MD
1718 Scott McAninch	Worth, IL



Richthofen's War Campaign "Day 2" from Bob Best

I am considering running "Day 2" as a sequel to the first **Richthofen's War** campaign game that was an on-line featured game on the AHIKS forum. I have received inquiries from members wanting to play again, so I am posting this to see how much interest there might be in running a second game.

Richthofen's War "Day 2" will pick up where the last RW campaign game ended. The game follows the exploits of the British Royal Flying Corps No. 24 Fighter Squadron and the German Air Service Jasta 2 Fighter Squadron. The setting is late June 1916 in the Somme River Sector of the Western Front in France just before the battle. In real life, No. 24 Squadron met Jasta 2 over the trenches there in France. This campaign game attempts to mirror the real life engagement of these two units.

The **Richthofen's War** campaign game I ran before was not your average game. The game attempts to place the player in the position of a real life combat fighter pilot. The players will face many of the same situations real combat pilots face. They might be surprised and be at a disadvantage or they may surprise their opponents and gain the advantage. Guns may jam, or they may be engaged by ground fire. Pilots may even shoot at you with their personal side arms if you are close enough together. Think of the movie "Flyboys" here to get a better idea of how the game will play.

There is an element of role playing built into the game. Each player controls one aircraft and is required to adopt a persona for his pilot. The player's character could be himself, or a historic character from real life, or just someone the player made up, but the player needed to establish a background for his character. A few sentences will suffice for your history or a more detailed background could be made up by the player as many of the original players did. The game has a detailed storyline that was posted on the forum as the game progressed. The players' characters were woven into the storyline along with many non-player characters that I generated as we went along. The storyline was well researched and was based on historical people and material that I gathered for another hobby of mine. I have interviewed a number of real life combat pilots, so I have some idea of what they faced when they flew combat missions.

There is a role-playing element built into the game. Each turn the player character rolls dice to determine his perception value or what he may see during the turn. Information on threats and the general overall situation is conveyed to the player in this manner and this information helps him plan his actions. The game master (me) will fly all non-player aircraft and control all ground fire. These will be used as "atmosphere" in the game and also can cause damage to you or your aircraft. Your mission as a pilot in "Day 2" is to survive the action and to try and accomplish the mission your unit is assigned. Players will be briefed before the mission starts and then you will fly the mission. Player contributions to the forum storyline are encouraged. We had a lot of fun with this in the last game.

The game progresses at a leisurely pace of one move and combat about every two weeks for each side. Since **RW** is a sequential movement system this means I will be posting every week as the turns alternate back and forth. If a player cannot meet the schedule, a teammate can move for him or the game master (me) will make his move. Most of the Basic, Advanced, and Optional Rules for **RW** are used, but some rules are modified to facilitate playing the game in this manner. Everyone will receive a copy of the additional and/or modified house rules before play begins.

As I've said **RW** "Day 2" is not your average type of game. If you only want to adhere rigidly to the printed game rules or if you have a problem with running into unexpected situations or with being shot at by non-player character units then this game is **not** for you.

However, if you've always wondered what it was like to climb into the cockpit of a warplane and face all the perils of a real-life combat pilot, then I think **RW** "Day 2" scenario will be right up your alley.

If you would like to see what the first scenario was like, go to the AHIKS website forum and at the main menu click on the "On-Line Games" menu item. Then click on "**Richthofen's War** Campaign Game" in the list of games to see what we did in the last campaign game. If you like what you see and would like to play, send me an email at B52BOB@PRODIGY.NET and let me know you are interested. If I get enough interested players, I will try to start the "Day 2" scenario later in the spring.

Happy Gaming to you all!

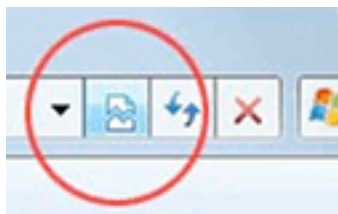


Webmaster News by Charles Marshall

Happy New Year fellow members! I hope everyone has made at least one resolution: to get some more quality fun time in, duking it out over your favorite wargame! You may remember me in a previous life as your AHIKS president. Well, I have seen Valhalla (got the T-shirt as well) and returned to this world in the form of your AHIKS Webmaster.

There are a few matters of importance I'd like to bring up in this issue. First, we recently had a situation where a member wasn't seeing our website correctly. So I told him to stop standing on his head. (Ba dum dum...) Okay, seriously, what I mean to say is, the page wasn't displaying properly for him. He was using Microsoft's Internet Explorer browser, and shortly after the homepage loaded the images and graphics, they would "disappear" leaving only text on the page. It turns out the problem had to do with his browser not being in "compatibility" mode or view. Once he clicked the compatibility view button, everything displayed properly. Here's what the compatibility view button looks like:

in IE8:



and in IE9:



The Compatibility View button

If you don't see this button, it means that you've probably already enabled compatibility mode for your browser while viewing our page. If you do see the button, and our page doesn't look right to you, click it and everything should look good. And, if you're using Safari, Firefox, Google Chrome, or any other browser out there, don't worry about this at all as it's only an issue with Microsoft's browser (...what a shock).

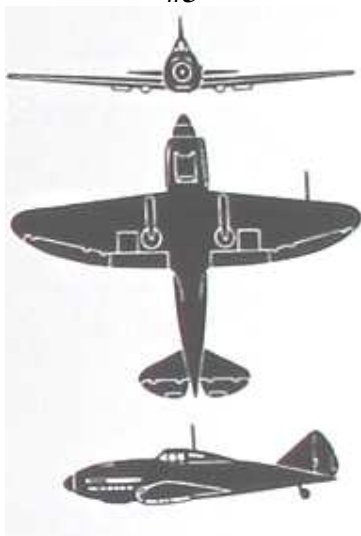
The second matter concerns ease of connectivity. As you all are hopefully aware, we have several features on our website which are reserved for members only and therefore require you to log in to get to those pages or features. The most obvious one is the entire Members Only side of our website. The Online Die Roller and our Forum are the other two. Ideally we would like to have a single log-in which would apply to all of those features at once, but that solution is a long-term one requiring the expenditure of treasury funds and finding a programmer. For the short term however, I'm presenting the option of merging all of your individual usernames and passwords into one. Several members have already taken us up on this idea and hopefully it's made their online AHIKS experience a more pleasant one. The idea is to use the same username and password to gain access to the Members Only site, the Die Roller and the Forum. To do this, simply contact me at wm@ahiks.com and I'll reset everything behind the scenes. You just need to let me know which username and password you'd like to keep, and I'll take care of setting access to all three features with that username/password combination. It's not mandatory, and some folks might actually want separate credentials, but it is an option that I'll happily make happen for you. Just let me know!

Finally, I'd like to remind everyone that we have a great Forum on our website with new members joining every day. It's a great place to discuss all topics related (or unrelated!) to wargaming or even to play a game online. To sign up, just send me an email (again at wm@ahiks.com) and I'll get you set up. We also have libraries of all sorts on the Members Only side of the website. The largest is for current and back-issues of *The Kommandeur*. Two other growing libraries contain OOBs and links to wargaming websites. If you have an OOB that isn't in our library, send it my way in the form of a .pdf, .xls, .doc file or even a scanned image or hard-copy and I'll get it posted. The same goes for our links library. Currently we only have a handful of links, most of which came off the top of my head. If you've been to a really cool wargaming or history-related website recently, send me the link and I'll share your find!

Until next time, Happy Wargaming, Folks!



#3



Treasury Notes

Brian Stretcher



Stay tuned to WSIM for more news and commentary...

The online game of **Wooden Ships and Iron Men** has reached turn 25. The situation appears rather dire for the British at this point, and so this will likely be the last turn of the game. One of the two British frigates has been captured by *El Diablo Rojo*, and one of the British ships-of-the-line has been completely dismantled and is now adrift, essentially alone, facing two Frenchmen. Conclusion of the game, however, will not mean the conclusion of the story. There will be aftermath summaries for all of the ship captains, ample commentary from the GM about the game, and a complete revelation of the entire back story behind the scenario (which I assure you is not nearly so devious or complex as some of the players might think!). It is my hope that most of that will come to you through these pages starting with the next issue. I say “starting,” as my game notes so far are more than 50 pages long. To whet your appetite, here’s a bit about the general situation that I sent to all players at the beginning of the game:

It is March, 1808. This action takes place near a fictitious Spanish port called Puerto Abierto. Spain technically remains an ally of France, but there have been rumors that French troops have recently seized control of some Spanish towns and military installations. Spain is supposed to have closed its ports to British trade, but it is no secret that some remain open for business, especially when the commanders of the local garrison regularly receive their cut of the proceeds. Meanwhile, the Royal Navy continues its blockade of many continental ports, including Puerto Abierto. The British maintain a presence there not only to keep enemy ships from entering or leaving, but to make sure that ships from England and her trading partners are allowed entry to buy and sell goods. Although there is a fort guarding the approaches to the port, the Spanish garrison rarely fires on anything moving in or out, except perhaps symbolically. There is a small flotilla of gunboats that are docked there as well, but they have not sortied in a long time. No doubt it would take some serious prodding to stir them into any real action...

Still searching for the ideal strategic-level game of WWI

Bill Klitzke and I recently finished a match of DG’s edition of SPI’s **World War One**, following a match of the original SPI version. I have mentioned in these pages before that the game works well by regular mail and would play equally well by email. There is low unit density, the sequence of play easily adapts to mail play, the rules are relatively simple and clean (especially the original edition), and the game is relatively balanced, at least for players new to the game. The game may not be everyone’s cup of tea because of the lack of much sweeping movement, but it does provide a reasonable model of WWI strategy on a basic level.

There are numerous minor differences between the two editions, most of which are not worth mentioning. The DG version adds a few pieces of chrome for the most part, many of which prove to be useless chrome after playing. For example, the game adds more of Turkey to the map, as well as the Armenian frontier, where the Russians and Turks supposedly can face off. In practice, however, the units on that front just sit

there, having neither the strength or numbers to attack or maneuver. By mail, that means that each side simply has a couple more units to record between each mailing. The OOBs have been adjusted somewhat. Importantly, the DG version adds a resource center under Central Power control in Turkey, well out of reach of the Allies, which does affect game balance somewhat. But more on that anon. The DG also changes the Allied tank unit rule. In the original version, Allied tanks were represented by a separate French army counter that acted the same as a *stosstruppen* unit (forcing mandatory retreats), as an optional rule. In the DG version, the tank unit isn’t optional, but is represented by a small unit which can be stacked with a French army to increase its strength, which then acts as a *stosstruppen* unit. Problem is, something got lost in translation, and the new rules can be interpreted as requiring the tank unit to be destroyed after its first and only combat. Whether that’s the case or not, it’s something that can create a source of argument if not addressed pregame. I love it when old games are reissued with “upgraded” rules that are worse than the original. Ah well, I guess that phenomenon isn’t limited to computers.

Anyway, if the Central Powers player chooses an essentially historical strategy, i.e., an initial effort against France, a building effort against Russia, and then a final effort against the resource centers in France with the *stosstruppen*, the original game probably slightly favors the Allies, and the newer version slightly favors the Central Powers, because of that one resource center. The game can be decided by the success of the final 1918 drive against Paris, where the *stosstruppen* clash with the newly arriving Allied tanks. As envisioned, I believe the game is supposed to reflect the slow degradation of each side’s ability to wage war over time, with exhausted resources replaced by new technology in a final effort to win the war. Sounds good, right?

Not so fast there, Baba Looney! After a few plays, players learn that with somewhat careful play, Russia can relatively easily avoid the collapse that ultimately led to the formation of the Soviet Union. Unfortunately, this can lead to the Central Powers player simply ignoring Russia offensively, as Russia cannot effectively attack the CP itself, particularly German units which are strong on defense. So, the Germans hoard their resource points and wait until the arrival of the *stosstruppen*, which are then committed to the West and Italy to try and win the game in the last few turns. Alas, the Allies soon figure out this CP trick as well and defend so as to prevent any more than a one hex advance by the *stosstruppen* per turn, by spreading out their units to every-other-hex; units cannot move from one ZOC to another in this game. Thus, for the most part, strategy is removed from the game, and the game boils down to die rolls on the Western Front on the last turn or so. Not much fun and even less as a simulation of WWI, as one “perfect” strategy is met by another. Both sides end the war with large stockpiles of resource points. This “strategy” and its potential solutions are discussed at length on the Consimworld Forum folder for this game. Most of the conclusions involve tinkering with the mechanics of the game to the point that the game would no longer be the same design. I’m not going to go into much of the fixes proposed, but one suggestion is to allow armies to attack and advance into empty hexes, which might be fine for the Central Powers, but would doom the Allies for sure. Perhaps a more elegant solution would simply be reducing the amount of resources each country gets per turn, so that both sides will indeed be nearly exhausted by the time 1918 rolls around, but I have not tried such a fix.

Regardless, it is an easy game to play by mail and good in concept but potentially fatally flawed as both a simulation and game. So what else is there out there to try? Of course, probably the most popular strategic level WWI game out there is Ted Raicer's **Paths of Glory**. I have been playing my first game of **POG** with Ed O'Connor for a few years now, and we're finally into 1918. He has been a good and patient teacher. For those of you who might be unfamiliar with this game, it is a card-driven wargame. Cards are drawn each turn, and these cards are used to activate units for movement, attack, redeployment, or replacement. They also represent historical events. This is a very interesting concept and works well insofar as how it drives play. Since each card can be used as an either/or sort of thing, i.e., activating units for movement and attack *or* redeployment *or* replacement *or* event, there are a lot of potential decisions to make each and every turn, and indeed each and every of the six action phases of each game turn (representing three months time). So, while the mechanics of the game are relatively simple, although novel for someone without any experience with this type of game, it is complex from the standpoint of decision making. It makes for a pretty good game.

However, I still cannot quite decide whether I like the game or not. While I don't believe **POG** suffers quite the same issues as **World War One** (there are all sorts of nifty events to give the game WWI flavor), and while the system makes more or less reasonable models of WWI strategy, it still seems less than satisfying. My current game is in 1918, and there is no impression at all that either side is near exhaustion. My Russians are nowhere near collapse, the Italian front has been almost completely ignored the entire game, and the Americans are nowhere near entering the game. I think there are several reasons for this. First and perhaps foremost, in order for the big events to occur, cards have to be played more as events, and wargame players probably inherently do not want to sacrifice movement and combat for some event with no immediate effect, such as the "Zimmerman Telegram." That may not necessarily be a flaw in the game design, but may simply reflect how most games will probably play out. Second, the card-play mechanism is almost too restrictive on what it allows players to do per play. If you can only activate two or three boxes, chances are they're not going to be in Italy or the Middle East, since the most pressing problems will be on the main fronts. Reasonable, but only to a point. True, you can simulate a mass offensive over a series of action phases by repeatedly playing cards to activate units for combat, but only by sacrificing everything, including movement, almost everywhere else.

Finally, the game also suffers from a few annoying quirks. While the rules are laid out nicely in order of the sequence of play, and the basic rules are pretty easy to understand, there are a *lot* of exceptions to the basic rules: such and such a unit cannot receive replacements, such and such a unit has to take combat casualties first, Russian units can't do redeployment outside of Russia, Canadian units aren't British even though they look like British, and so forth. You forget those little things when your game lasts years rather than hours. The Italians also appear to suffer from an ahistorical weakness in both setup and, arguably, unit strengths. Regarding setup, if the Allied player brings the Italians into the war after the Austrians have had the opportunity to move a few armies to the border, their reduced-strength armies are positioned in such a way as to be easily overrun; there is little that can be done about it. Aficionados of the game have modified the setup and even altered the victory cities for play of the game in official tournaments for just that reason.

Paths of Glory is therefore a pretty good game but a little less than satisfying for me as a WWI simulation than a game of its complexity should be. What about some other strategic games out there? We can rule out the gigantic monsters for PBM (for example, the old **SPI War in Europe Module One: The First World War**), unless someone brave of heart can reduce them to the computer screen somehow. I actually have this 10-map, thousands of counters (division level) game; I think I paid 14 dollars for it in the late 70s. It is a fairly simple system but has some flawed supply rules that should be reworked, as the rules as written make it impossible to supply some units in certain areas of the map. Regardless, the game had one very interesting concept that I would like to see in a game on WWI. Each country had a national morale level that always goes down, never up, and victory was tied to national morale, meaning that victory was achieved by exhausting your opponent. *That's* what I want to see in a WWI game! **Guns of August** was Avalon Hill's entry into the strategic WWI game market, but it never really caught on. The game suffered from an ugly map and the lack of any real economic system, and, similar to its SPI cousin, at the corps level each front was packed shoulder-to-shoulder with three- and four-unit stacks. I have actually played this one by mail a couple of times, so it's not a terrible game, just a fair amount of work. While I know little about it, I have seen pictures of DG's fairly recent **Storm of Steel**, which also appears to involve a vast sea of counters piled high over multiple maps. I won't be playing that one anytime soon.

There are a couple of other titles out there but not really worth mentioning. Bottom line is this: the ultimate strategic-level WWI still remains to be designed. It needs to be primarily at the army level to keep the unit density down, and it needs to model the effects of trench warfare while allowing enough movement to keep things interesting (especially on other than the Western Front). Evolution and the introduction of technology (gas, airplanes, tanks) are needed as the war progresses. Entry of minor powers and the Americans by game-driven but not an impossible sequence of events needs to be provided for. Most importantly, the game needs to provide for the potential political collapse of each major European power without that necessarily following a complete military collapse. Russia collapsed politically first, then withdrew from the war. France came close to collapsing politically in 1917. All of the Central Powers collapsed politically, not militarily. So why does almost every WWI game end at the end of 1918, with nothing to do but count up victory points??

Next year marks the 100th anniversary of the beginning of WWI. We need a better game!

Treasurer's Report

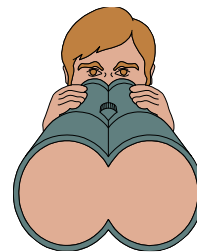
Here are the numbers since last time:

Perpetual Fund Balance, 11-29-12:	\$ 3,413.15
Interest Income through 12-31-12:	\$ 0.29
Contributions:	\$ 10.00
Perpetual Fund Balance 1-30-13:	\$ 3,423.44
Operating funds in Savings, 11-29-12:	\$ 6,358.47
Income, print K only dues:	\$ 105.00
Duncan Rice, 2012 MC Expenses:	-33.26
Charles Marshall, Webhosting services	-147.87
Interest Income through 12-31-12:	0.53
Operating funds in Savings, 1-30-13:	\$ 6,282.87
Total balance, 1-30-13:	\$ 9,706.31

Thank you to the member who contributed \$10 to the cause! Until next time!



Upcoming Events



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

Feb. 15-17, Houston, TX
 OWLCON 32
<http://www.owlcon.com/>

February 15-17, St. Paul, MN
 CON OF THE NORTH
<http://www.conofthenorth.org/>

Feb. 15-18, San Ramon, CA
 DUNDRACON 37
<http://www.dundracon.com/>

Feb. 15-17, Salt Lake City, UT
 SALTCON
<http://www.saltcon.com/>

February 15-18, Los Angeles, CA
 STRATEGICON: ORCCON
<http://www.strategicon.net/>

Feb. 20-24, Charlottesville, VA
 COLUMBIACON/PREZCON
<http://www.prezcon.com/minicons/columbiacon/columbiacon.aspx>

Feb. 22-24, Roanoke, VA
 MYSTICON 2013
<http://mysticon-va.com/>

Feb. 22-24, Manitowoc, WI
 FIRE AND ICE CONVENTION
<http://www.fireandiceconvention.com/>

Mar. 1-3, Platteville, WI
 PLATTECON XXVI
<http://www.plattevillegaming.com/plattecon/>

Mar. 1-3, Kearney, NE
 KEARNEY GAMEFEST
<http://www.kearneygamefest.com/>

Mar. 1-3, Greensboro, NC
 STELLARCON 37
<http://www.stellarcon.com/>

Mar. 2-3, Indianapolis, IN
 THE INDY OPEN
<http://theindyopen.com/>

March 2-3, Kenosha, WI
 MIDWEST OPEN: VICTORY IN THE PACIFIC TOURNAMENT
 Glenn Petroski AREA1@ATT.net

March 7-10, Lancaster, PA
 COLD WARS
<http://www.coldwars.org/>

Mar. 15-17, Stamford, CT
 CONNCON
<http://www.conncon.com/>

March 21-24, Portland, OR
 GAME STORM
<http://gamestorm.org/>

MAR. 22-24, Montpelier, OH
 CAESARCON
<http://www.caesarcon.com/>

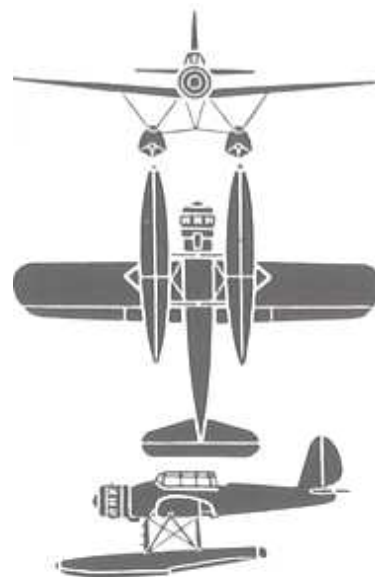
April 4-7, Vancouver, BC Canada
 TRUMPETER SALUTE
<http://www.trumpetersalute.com/>

APR. 5-7, Omaha, NE
 PRETZCON 2013
<http://www.pretzcon.org/>

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



#4



Open Match Requests from Duncan Rice

1776 AH	William Scanlan (0275) EFSL	No Peace without Spain CG	Garry Barr (1700) V
1914 AH	Mike Kettman (1067)	The Next War SPI	Tony Arena (1652) V
Adv Squad Leader MMP	Dennis Sheppard (804) E	Panzer Blitz Wars AH	Scott McAninch (1718) UELNOX
Afrika Korps AH	Brian Britton (1603) ZV	Panzer Leader AH	Dennis Sheppard (804) E
Afrika Korps AH	Paul Heiser (1051) P	Panzer Leader AH	Scott McAninch (1718) UELNOX
Anzio (6th ed, revised map) AH	Tom Oleson (111)	Red Storm Over Reich CG	Lawrence Hung (1679) FLV
Anzio AH	Melvin Yarwood (36) P	Richtofen's War '72 AH	Richard Saunders (1664) EF
Anzio AH	Greg Dilbeck (1363) P	Russia Besieged L2	Michael Paul (1578) P
Arnhem SPI	Thomas Ten Eyck (826) EP	Russia Besieged L2	Victory Huguet (1707) C
Arab Israeli Wars AH	Dennis Sheppard (804) E	The Russian Campaign AH	Greg Dilbeck (1363) P
Arab Israeli Wars AH	Scott McAninch (1718) UELNOX	The Russian Campaign L2	Harold McPherson (1000) EP
Battle for Midway: Decision in the Pacific 1942 GDW	Bill Scanlan (275) E	Russian Front AH	Melvin Yarwood (36) P
Battle for Midway: Decision 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	Shiloh DG	Mike Kettman (1067) EP
Bitter Woods AH	Melvin Yarwood (36) P	Squad Leader AH	Melvin Yarwood (36) P
Blue and Grey I, II	Melvin Yarwood (36) P	Stalingrad AH	Brian Britton (1603) ZV
Borodino SPI	Melvin Yarwood (36) P	Stalingrad AH	Joseph Angiolillo (412) EV
Bulge '65 AH	Michael Paul (1578)	Stones River Decision Games	Mel Yarwood (36) P
Bull Run AH	Paul Heiser (1051) P	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Central America VG	Dan Carey (1716) VE	Tamburlaine the Great SPI	Albert Bowie (299)
Chickamauga WEG	Joseph Angiolillo (412) E	Tet Offensive GDW	Martin Svensson (1466) V
The Civil War VG	Shannon McNamara (1639)	Victoria Cross II Worthington Games	Justo Perez (1656)
Combat Commander GMT	Justo Perez (1656)	Twilight Struggle GMT	Ron Gregory (1366) E
DDay 61, 65, or 77 AH	Brian Britton (1603) ZLV	A Victory Lost MMP	Ed O'Connor (1243) V
Drive on Paris Gamers	Bill Scanlan (275) E	Wacht Am Rhein SPI	Daniel Davis (1635) CAS
Eurofront 2 Columbia	Pete Menconi (146) V	War at Sea AH	Tom Walsh (1427) PE
Fading Glory GMT	Mike Kettman (1067) EP	War Between the States DG	Harold McPherson EP
Fighting Formations GMT	Justo Perez (1656)	Warriors of God MMP	Jeff Miller (1303)
Fire in the East/ Scorched Earth GDW	Daniel Davis (1635) CAS	Washington's War GMT	Lee Massey (1382)
Flight Leader '86 AH	Paul Pearson (1638) EPV	Waterloo AH	Joe Angiolillo (412)
Flight Leader AH	Pat Williams (1669) EV	Waterloo AH	Brian Britton (1603) ZV
Fortress Europa AH	Harold McPherson (1000) EP		
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 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		
Napoleon at War SPI	Melvin Yarwood (36) P		
Napoleon's Last Battles SPI	Melvin Yarwood (36) P		
Napoleon's Triumph Simmons Games	Justo Perez (1656)		
NATO: The Next War in Europe VG	Art Dohrman (1551) EVLFX		

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

From the Match Coordinator

Duncan Rice

You might have noticed that the Match Coordinator's office has been a little slow. This is due to a dose of pneumonia that landed me in hospital in mid December. Over a month later I'm still playing catch up. Not to worry, if you have a match request in, I will get to it soon. For a few postal requests I have sent addresses out by email and will get the actual assignment sheets in the post in a few days. Please check the match request list. In my post illness haze and rush mistakes are bound to have been made. Keep up on your information and let me know what I can do for you. Thanks for bearing with me.

The AHKS **PanzerBlitz** Tournament is into its third of five rounds currently. Ken Oates and Stephen Andriakos are tied with two victories each. The current scenario is a meeting engagement during the German relief of Kiev. **PanzerBlitz** and **PanzerLeader** are still surprisingly popular within AHKS.

In my own gaming, I'm currently playing a match of GMT's **The Spanish Civil War** with Tony Arena. This is a fascinating game. It's quite fiddly with a number of administration phases and the gradual militarization of the Republicans and Nationalists. But it's very interesting to see the game change. My Republicans appear to be a disorganized band of political and union-raised militia. They don't always like to fight together, they don't always fight well, and sometimes they just plain don't fight. However, as the game progresses, the columns are slowly replaced by better trained and equipped brigades. I even have a brigade of armor on the map now and something resembling an airforce. The trick becomes where to place columns and where to place brigades. I feel like I'm making a decision of where would I like the Nationalists to break through while I slowly

withdraw and wait for my army to become something useful. The developing nature of the armies makes this a very dynamic and interesting game. I'll leave you with a picture the situation west of Valencia.

★★



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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: March 31, 2013.

GENERAL INFORMATION

The Kommandeur (K) is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by email and mail. AHKS 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.

Book Review

Kamikazes, Corsairs, and Picket Ships—Okinawa, 1945

by Robin L. Reilly

Casemate, © 2010

435 pages, photographs

Reviewed by Bob Best

The Invasion of Okinawa, code named Operation Iceberg, began at about 0830 hours on 1 April 1945. Committed to this operation were 451,866 U.S. Navy, Marine, and Army personnel. 1,213 ships were directly involved with another 104 ships in supportive roles. During the assault phase and in the weeks that followed, the waters around Okinawa were covered with ships of all descriptions landing men and supplies, firing on targets on the beach and inland, and screening the area against attack from land, sea, and air. The huge assembly of ships was an irresistible target for the Japanese Army and Naval Air Forces.

Okinawa was considered crucial to both sides, lying just 350 miles south of Kyushu, Japan, it was in easy flying distance for the Americans and could be used as a staging area for the eventual invasion of Japan proper. Because it was so close to the home islands, Japan committed 80,000 troops to its defense. Both Army and Navy Air Force units flew missions against the American fleet at Okinawa from Kyushu and the surrounding islands.

Since the distance was not so great and the missions of the Kamikazes were one-way, the Japanese could use a variety of plane types that might not normally be used for regular combat missions. Pilots who flew these Kamikaze missions were usually not well trained. As the last year of the war began, the crush of time and fuel shortages precluded extended pilot training.

To protect the troops and their support ships, a ring of radar picket stations were set up around Okinawa. Destroyers with fighter direction teams on board were assigned to picket duty at these stations along with various types of supporting vessels. The mission of the destroyers was to vector Army and Navy fighters to the attacking Japanese raids and to give the ships anchored off of Okinawa as much warning as possible.

The Commander of Task Force 51, Vice Admiral Richmond K. Turner, asserted that, "The bulk of the defense of the Okinawa amphibious operations evolved around the raid reporting and fighter direction exercised by the exposed Fighter Direction ships and their supporting elements on the radar picket Stations."

Of the 1,300 plus ships at Okinawa, 28 were sunk and 389 were damaged. Kamikazes accounted for 26 of the 28 ships sunk. All told, 206 ships served on the radar picket duty stations. Of these 206 ships, 15 ships were sunk and 45 damaged. This is a 29% casualty rate. Approximately 4,000 Japanese planes were claimed destroyed in combat of which approximately 1,900 were Kamikazes.

Mr. Reilly's book tells the stories of these destroyers and light support vessels that were assigned to the radar picket stations. He goes through the operations on the picket duty stations on a day-by-day basis. He quotes from interviews, official ships' logs, squadron histories, and other historical reports and documents to tell the stories of these brave men who manned the ships and planes on radar picket duty at Okinawa.

The author presents detailed information in several appendices on which destroyers served on picket duty by class, which ships were sunk and damaged, and what Japanese planes were used in the attacks.

Mr. Reilly also presents detailed and well documented information on the Japanese units involved in the operations around Okinawa. He includes their bases and an appendix with silhouettes of the various plane types used by the Japanese. He had documented personal interviews of various Japanese Naval and Army personnel involved as well.

From a gaming perspective, two games come to mind that would benefit from this book. The first game is called **Kamikaze** and was printed with issue 31 of *Fire and Movement Magazine*. **Kamikaze** is a two-player game that simulates a raid on two to six U.S. warships. The second game is a soon to be published game designed by Steve Dixon called **Picket Duty**. This is a solitaire game putting the player as the Captain of a Fletcher Class destroyer assigned to picket duty at Okinawa. There are a number of good scenarios with the game, but this book gives you every action that occurred on all of the radar picket duty stations, and you could refight every action if you wished. **Picket Duty** is being published later this spring by Legion Wargames.

Other games that would benefit from this book would include Avalon Hill's **Air Force** and **Dauntless**.

The book is a detailed, well documented, and well written account of the ships and men involved in the hazardous duty of manning the radar picket stations in the final days of World War II. I would certainly recommend it as great historical source as well as a good read. Two Thumbs Up! 😊



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

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Milford, OH 45150-9418

THE QUEST TO FIND THE FIRST AMERICAN WARGAME

by Joseph Angiolillo Jr. Copyright © 2013

Prologue

There has been a claim that the first mass-market American board wargame was published in 1880 by Charles A. L. Totten. Unless you have seen this rare product, you could fall prey to that claim. The game is a series of two books, copyright 1879, and published through D. Appleton and Company of New York City in 1880.

I first located the Totten books in the Watkinson rare books collection in my alma mater, Trinity College, in the late 1960s. Of the two books, the second volume is much rarer than the first.

A few years ago I managed to purchase the first book at a rare book sale. It was owned by Captain Eric Bergland of the Corps of Engineers. Luckily, I managed to photocopy the second volume years earlier. So I can play the Totten game if I choose. It is not a mass market wargame and it isn't even a boardgame. It is a set of rules that could be used for miniatures, but blocks of wood are used instead of miniatures.

Charles Totten agrees with this statement. On page xi of volume I, Totten states,

"The need of some such game (*a wargame, ed.*) has long been felt in this country, and in offering "Strategos" to the military public, it is confidently believed that it will meet the wants of the American soldier . . ."

Totten's game was distributed to the soldiers at West Point and requires a referee as well as the players.

Currently, there is a reprint of Totten's **Strategos** for sale. But only volume I is in this *Strategos* book. I want to caution gamers who buy the reprint of this book that it does not include the whole game. In hobby terms, the first volume is the game rules. The second volume, which is missing in the reprint, provides combat results, movement, limitations of units, etc. which are required to play the game.

For designers of battles and campaigns in the American Civil War, these books are a must. The second book details all statistics from the War Department on The War of The Rebellion (official name for the American Civil War), so for any combat result table to be valid, it must follow these statistics.



Part 1: The Legacy of Charles Roberts

Charles Swann Roberts was born February 30, 1930, and died 80 years later August 20, 2010. He is known as the "Father of Board Wargaming." His first creation, **Tactics**, designed in 1952 then sold by mail in 1954, is considered the first modern board wargame.

These words in no way show the pure genius of Roberts' game design or his enormous effect on gaming

Section 1: Components Found In Wargames

Many consider three new gaming components were introduced in the wargames Roberts designed. These components are really the end result of a design process. They are found both in wargames and non-wargames (simulations). To completely understand the spectrum of games with a war theme—game on war, a wargame, and a simulation—we need to study game design.

Here are the components found in both wargames and simulations:

The first component is found on the game board. Roberts' wargame game boards include terrain where the conflict took place and a grid to regularize movement.

The second component is found in the rules under movement. All pieces may move in the turn.

The third component is found in the rules and tables to resolve combat. Roberts created a combat results table where a die is rolled and probability is used to determine an outcome.

A subset of the third component often includes the following two sub-components:

First, a player's pieces represent a certain size military unit and there are different types of pieces (cavalry, infantry, artillery, for example). The different types of pieces have different strengths and capabilities. Roberts called these pieces "units."

Second, if an historical event in warfare is the focus of the game, there is a different set of pieces (units) for each player. These pieces (units) represent the actual units that appeared during that war event or could have occurred during that war event.

These three components and two sub-components are simple but were first combined by Charles Roberts in his wargame design. But the real definition of a wargame is determined by Roberts' new game design concept. That concept is dynamic balance.

It is true that all or most of the wargames have the components listed above. But it is also true that some games that contain the products listed above are not wargames.

So just looking at components does not define a wargame.

Since we cannot search for the first American wargame until we know what we are searching for, we must look to Roberts' designs to define dynamic balance.

Section 2: Before Roberts There Was Static Balance and Simulations

Before Charles released **Tactics** there were really two types of games about war. One included **static balance** and the other was a **simulation**.

Totten's wargame had the referee create a scenario, and the players reacted to that scenario to simulate a result. There was no winning team or losing team. There was only discussion on how each team of players could play better. This "game" was not a game; it was a training simulation for play, discussion, and analysis.

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In games, rather than simulations, there is almost always a winner or loser. In the case of a game that ends in a draw, players challenge each other to another game. Unless a game is balanced, winning or losing has no meaning.

Almost all games designed before Roberts had some sort of static balance. Static balance means the game starts balanced because both players have the same position, pieces, and movement capabilities. In a war setting, players have the same terrain on their side of the board, same units, same combat results system, and the same path to victory. Also, for a game to have true static balance, movement must be simultaneous.

There are three concepts to static balance. Static balance works best in two player games since multiplayer games allow two players to “gang up” on a third.

The first concept is **mirror image**. Some college professors have called this symmetry. Symmetry has often been expanded beyond its definition by professors. Most readers never even bother to look up the definition of symmetry. Using symmetry rather than mirror image is confusing.

The second concept is **equality of forces**. Both players must have the same pieces with the same capabilities.

The third concept is **simultaneous movement**. Both players plan their move, and a method rather than a referee determines what happens as all pieces move to their first space. Usually, there is a rule on what happens if opposing pieces enter the same space.

Here are some examples where we determine static balance of a game that has a war or conflict theme.

Chess has often been referred to as a game about war. **Chess** has mirror image and equality of forces. If you place a mirror along the fold in the board, the white pieces and black pieces are in exactly the same position. Furthermore both sides move on blank squares, so movement follows mirror image. Regarding equality of forces, both players have the same pieces in the same places.

Chess does not have perfect static balance because it is played in turns. If both players had to write down their moves, however, and there was a system that could resolve all irregularities, then simultaneous chess would be exactly balanced.

Most gamers are accustomed to players taking turns. They feel that the player who moves first has such a small advantage that the game is balanced. That is not exactly true.

Checkers, originally called **Draughts**, is a conflict game older than **Chess**. **Checkers** has mirror image. If you place a mirror on the fold of the checker board you will see that both players have exactly the same pieces in the same places. Since both players have the same pieces, **Checkers** also has equality of forces. So the only element of the game that prevents perfect static balance is the infinitesimal advantage of going first.

Even two-player **Monopoly** has as much static balance as **Chess** or **Checkers**. How, you may ask, does **Monopoly** pass the mirror test? The answer is simple. **Monopoly** is a path game that has been arranged in a square. If you straighten out the path so that Go is the first space and Boardwalk is the last space, place the mirror on the path. Both sides of the path are the same. They are out-of-bounds. On one side of the path your piece would fall on the floor. On the other side of the path your piece would fall into the center of the board. Both left and right of the path are not allowed for movement. But the path ends at Boardwalk, you may say. No it doesn't. The path restarts at Go. As we will learn in the next installment of this article, from the

first American boardgame until the late 1800s, almost all American boardgames were path games. They passed the mirror image and equality of forces tests. They also were turn-based games, so the first player had a slight advantage.

1. Perfect Static Balance includes: **mirror image boards and placement of pieces, equality of forces, and simultaneous movement**.

2. Acceptable Static Balance includes: **mirror image boards and placement of pieces, equality of forces, and movement in turns**.

Since we examined Totten's **Strategos**, we should probably look at Milton Bradley's game about war: **Stratego**. They are spelled almost exactly the same. **Stratego** is a familiar game to most readers. **Stratego** adds the next level of imbalance to games on war.

In **Stratego**, each player sets up his pieces in secret before the game starts. This means that each player has the opportunity to place pieces in mirror image but rarely does so. **Stratego** adds an element of uncertainty to the game. You could say that it adds fog of war but it really adds fog of placement.

So **Stratego** moves away from perfect static balance even more than **Chess**. But it is still pretty balanced.

3. Modified Acceptable Static Balance includes: **mirror image boards, equality of forces, movement in turns, hidden non-mirror image placement of forces**.

The next level of imbalance applies to the popular Parker Brothers game of war, **Risk**. **Risk** was invented by French film director, Albert Lamorisse, as *La Conquête du Monde* ("The Conquest of the World"). Listed as invented in 1957, it first appears on page 5 of the 1959 Parker Brothers catalogue. Players draw cards and place their armies on the game board corresponding to territories on the cards. **Risk** can be played as a two-player game even though it was first designed for 3 to 6 players. The first versions of **Risk** did not have a short game where the number of armies grew exponentially as sets of cards were played. It also did not give players extra armies if they already occupied the territory shown on the card. But **Risk** did add randomness, even in a two-player game. And it also added randomness in combat results.

Because randomness occurs when placing starting pieces on the game board, the mirror image test does not appear to work. However, the game starts with the placement of the pieces. We must use the mirror test before the pieces are placed. Consequently, you must place the mirror on the top edge of the board before placing pieces. Look into the mirror. No pieces are there and all players are looking at the same image!

4. Chaotic but Acceptable Static Balance includes: **this mirror image concept, equality of forces, movement in turns, random placement of forces, random combat results**.

Section 3: The Invention of Dynamic Balance by Charles Roberts

In some ways Charles Roberts was lucky to have discovered **Dynamic Balance**. His first game, **Tactics**, extended Static Balance into the realm of dynamic balance by eliminating mirror image game boards and placement of pieces.

Tactics still kept equality of forces, but each side had different variables or more variables because more than one piece could move in a turn: different terrain on each player's side of the game board, movement in turns, movement of all units,

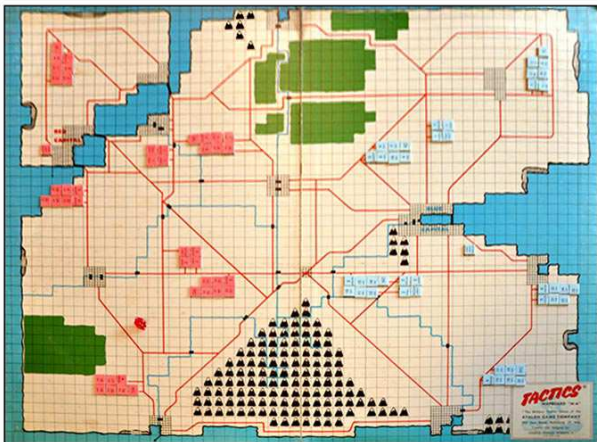
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different placement of forces, and rolling for combat results by only one player. As with most other games, Charles Roberts kept the imbalance associated with moving in turns. Unlike **Risk**, which uses a huge number of six sided die rolls, Roberts' random combat results are limited to very few die rolls. There is a law of probability that each number will come up the same number of times if there is a huge number of die rolls. This is called the law of large numbers. So Roberts' games look to be even more imbalanced because the law of large numbers does not apply to his games.

How are Charles Roberts' games balanced? The answer is through play testing and adjusting victory conditions until both sides have the same chance to win.

Static balance made it easy to design games. Games with static balance only required play testing to see if they were fun. Dynamic balance not only requires games to be play tested to see if the game is fun; dynamic balance requires play testing and adjusting the game design until the game is statistically balanced! Dynamic balance takes a lot more time, effort, and resources than static balance.



Tactics (1954) includes: **equality of forces**, *movement in turns*, *different placement of forces*, *random combat results determined by only one player*, and *only a moderate number of die rolls for combat*.

Charles' next game, **Gettysburg**, broke all laws of static balance. Luckily a lot of gamers liked the idea of a game about the famous battle of Gettysburg although a lot of games didn't play very well when it was first sold. Consequently the players did not know **Gettysburg** was imbalanced.

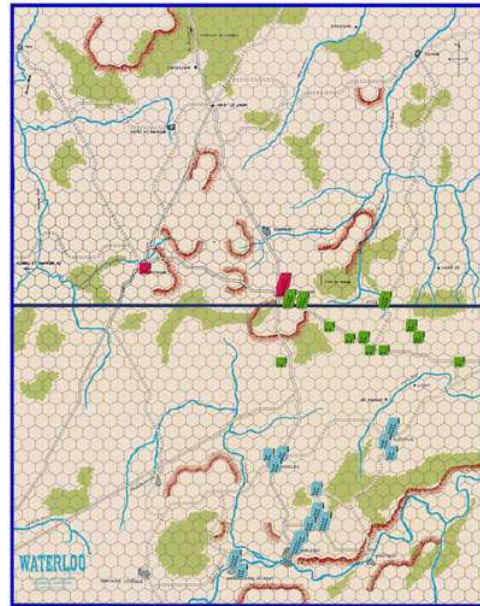
The reason the second statement is so important is based on a quote by Tom Shaw during our recent interview. "I don't know how **Gettysburg** became a hit. **Gettysburg** was the first and only game that never got play tested at Avalon Hill."

Gettysburg (1958) includes: *inequality of forces*, *movement in turns*, *different placement of forces*, *random combat results determined by only one player*, and *only a moderate number of die rolls for combat*.

Section 4: Dynamic Balanced Wargames Designed by Charles Roberts

It should be mentioned that dynamic balance was used by Charles Roberts only in his wargames. Other games he designed, such as **Dispatcher** and **Management**, were designed with static balance.

1. **Tactics** (1952): dynamic balance except for equality of forces
2. **Gettysburg** (1958): dynamic balance at the time; no play testing
3. **Tactics II** (1958); dynamic balance except for equality of forces
4. **U-Boat** (1959); **dynamic balance**
5. **Chancellorsville** (1961): **dynamic balance**
6. **Civil War** (1961): **dynamic balance**
7. **D-Day** (1961): **dynamic balance**
8. **Nieuchess** (1961): not a wargame - **static balance**
9. **Bismarck** (1962): **dynamic balance** [co-designer]



10. **Waterloo** (1963): **dynamic balance** [unfinished design finished by Lindsey Schutz]¹
11. **Stalingrad** (1964): **dynamic balance** [unfinished design finished by Lindsey Schutz]¹
12. **Afrika Korps** (1964): **dynamic balance** [unfinished design finished by Thomas Shaw]¹

So, dynamic balance is Charles S. Roberts patentable concept. It defines wargames.

¹ per interview with Tom Shaw

Section 5: Simulations: Dynamic Imbalance

Since we are defining wargames we should also define the non-wargame, the simulation. When searching for the first American wargame, we must avoid simulations.

A simulation has the same components as a wargame but is NOT balanced. See Section 1 for the list of components.

Unlike games on war, simulations are designed to recreate an event, not play a game. The more times you can recreate the event because of the imbalance, the better the simulation.

Mass market simulations started about ten years after Roberts marketed his first wargame, **Tactics**, in 1954. James F. Dunnigan is a learned military historian, author, advisor, and founder of SPI. He initially liked to study Roberts' games that were already on the market and modify the game so that the order of battle was true to the event. He published his earliest efforts in a wargame fan magazine called *Kampf*. In two early issues he analyzed the orders of battle and combat factors of

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units in the Avalon Hill games **D-Day** and **The Battle of the Bulge**. In both cases he lowered the combat factors for the Germans based on his historical research. By lowering the German combat factors he changed the balance of the game in favor of the Allies. Whether readers liked to have the Allies win more often or wanted to recreate the same results as the battle, Dunningan started a new movement away from wargames and toward simulations. Because of the prolific publications by Dunningan's company, and ability to market those games through his newly acquired magazine, *Strategy & Tactics*, there was constant competition in the market for games on war in the 1970s and 1980s. In general, Avalon Hill sold wargames and SPI sold simulations. As the designer of **Objective: Moscow**, I faced unbelievable restrictions on the design based on the feedback from fans replying to *Strategy & Tactics* magazine. I know the game was imbalanced because I was only able to play test the game once and was only able to finish 40% of that game. Not only did feedback force creations of simulations rather than wargames, deadlines, and the trend for SPI to produce untested "monster games" ensured the simulations were imbalanced. The game that involved the greatest detail and was probably SPI's least balanced game was **The Campaign For North Africa**. **The Campaign For North Africa** required so much emphasis on logistics that players had to keep track of the number of gallons of water so that Italian troops could boil enough pasta!

There wasn't a big enough market for both products. Eventually SPI went out of business and Avalon Hill was bought by Hasbro.

Section 6: The Quest for the First American Board Wargame Continues

Now we know how to place games with war themes in the three different slots. Games with a war theme and static balance are games about war; games with a war theme and dynamic balance are wargames; games with a war theme, no balance, and the components listed in section 1 are simulations.

We need to review games in each category after placement, as this system is only a rule of thumb as we will see in Part 2 of this article. Part 2 will examine antique American games. We must study actual antique games, copies of antique games, antique game catalogues and advertisements, antique games in museums, and antique games in personal collections. Through these studies we can locate the first American board wargame.

The third and final part of this article will review the first American board wargame with a copy that readers can build and keep in their collection.



From the Editor

Recently I finished Philip Sabin's book "Simulating War, Studying Conflict Through Simulation Games." It was published last year by Continuum and I got it through Amazon. If you are thinking of designing a wargame, you really should read this book first. He is interested in playability and realism. He teaches BA and MA students at King's College in London. His students are asked to play wargames, but they are not wargamers, so the rules to his games must be understandable by them, and the games must be played in two hours.

He discussed modeling war, simulation research, and designing components, among other things, then he gives several games as examples of ancient warfare, WWII, and tactical combat. All of his games have been used in classes, so they are well play tested. Students create games, and some of these are available on line at <http://www.kcl.ac.uk/sspp/departments/war-studies/people/professors/sabin/consim.aspx>

There are two lists of downloadable games. For one list you need Cyberboard to open the student games. The second list can be downloaded, printed, and played. Also available are two of Dr. Sabin's games. In all of these games, the emphasis is on small maps and few counters--playable in two hours. He writes, "A key aim of this book has been to show that manual wargames can be as simple, cheap and quick as classic abstract boardgames such as chess, as long as one restricts them to the same kind of physical constraints--a few dozen pieces, a playing board divided into a few dozen zones, and a few pages of simple rules that the players can understand and memorise, allowing them to focus instead of the subtle tactics needed to defeat an active opponent." Sabin writes well and clearly (he does often use "as I said in Chapter 2...").

Recently I subscribed to *The Lone Warrior*. I chose the online version (\$15 per year), which runs from three to five megabytes. It is a magazine for solo wargaming. Issue 181 contained two articles on figure gaming, a naval fight, a WWI dogfight, and Biblical battles, among others. It ran 52 pages. The focus seems to be on miniatures, but other forms are also discussed.

<http://lonewarriorswa.com/subscribe>

If you are looking for out-of-print wargames, try:

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

Please, if you would like to help out, write me about the column "Game News." It asks for some of your time but not really creative prose. We will miss Alan Poulter, but we need some of the information he offered each issue.

Working on the "Big Mo," Pearl Harbor, December, 2012

by Omar DeWitt

Early in December of last year, Sue and I landed on Oahu, HI, for a service project sponsored by Road Scholar (formerly Elderhostel). We were to work on the battleship Missouri.

We arrived a couple of days early and had a look around Honolulu. My impression was that the native language in Hawaii was Japanese. Most stores had prices and descriptions in Japanese, and some even accepted yen. There were a lot of thin people and lots of runners, but I wasn't sure why they were running on the sidewalk in the busy section of town. We did visit the military museum, which was well done. Part of it described the two giant guns that were once mounted on the structure that was now the museum.

At the appropriate time, we checked in with Road Scholar. They gave us a name tag and a lei. We picked out our evening meal from a menu and were told to meet for dinner at 5:30. After dinner we were given an overview of the coming up week. Breakfast was at 6; we left on a bus at 7.

Wednesday Dec. 5, 2012.

We asked for a wakeup call at 5 AM and set the alarm for 5 AM. Both worked, so we were awake at 5 AM. We were ready at 5:30 and went out to get a paper. We eventually found one at a store just opening and took it back to the hotel. We read and chatted with another couple until 6, when the doors opened. Breakfast was a buffet. I had scrambled eggs, bacon, toast, and a small Danish. Coffee was brought to the tables.



From the bridge of the USS Missouri one can see the Arizona Memorial and the bridge to Ford Island. Some Christmas decorations are also visible.

At seven the 32 of us were on the bus for the 45 minute ride to Pearl Harbor. There is now a bridge [a section swings open to allow the passage of ships] to Ford Island, so we rode up quite near to the USS Missouri, which is moored very close to the Arizona Memorial. We disembarked, gathered, and had a short tour of the ship. The Japanese signed the surrender papers on the Missouri in 1945 in Tokyo Bay. The speaker at the surrender site was excellent: good speaker, clear descriptions, and audible. Copies of the papers were there under Plexiglas. A brass memorial was in the deck.

The deck of the ship was not a horizontal surface. I was impressed by how the bow of the ship rose up from slightly in front of the big guns. The Missouri had been hit by a Kamikaze on its rear starboard flank during WWII, but the airplane had hit at an angle and bounced off the ship. The pilot's body was thrown up on the ship with some of the plane's wreckage. The pilot was buried at sea with honor.

There was a list of about a dozen jobs the 32 of us could choose from. Three of us had signed up to "pull wire;" I chose that because I wanted to know what it entailed. Our boss was replacing a bolt and door-knob fixture on a shed on the pier, and we stood around while he finished. When he finished, he took us up to the Security Office located just below the bridge. The job was to get a wire from that office, through the ship, down to the dock, and over to a nearby building where two cameras would be installed viewing the ship. The "wire" was a coaxial cable plus another wire in a covering, and we really had to "pull" the wire through the ship. The ship was already festooned with wires coming and going in all directions. The trick was to get our wire through existing holes in the steel walls. Some holes were completely full of wires, some had a sticky substance put in empty spaces. Drilling through the steel was near to impossible with the tools we had. So we hunted, stuffed, pulled, and pulled.

We broke for lunch and lost one of our crew: George. George had been a naval officer and had been assigned to this ship during the Korean War. Earlier, when we were walking around, he found two of his previous sleeping quarters. One was now a Chaplain's office, the other a storage room. The Missouri had been returning to Japan after its tour of bombarding the Korean coast; George was on the bridge; the Captain was bringing the ship into dock. George heard the Captain say, "Twenty three degrees right rudder..." Thump. He looked over and saw the Captain on the deck. The Executive Officer reached down for the microphone and said into it, "Zero degrees rudder. Stop ship." He then called the ship's doctor to the bridge, and he arrived in under two minutes. After checking the Captain, he said, "It isn't good." It wasn't. The Captain died of a heart attack; the only fatality on that tour. It was an interesting story well told, and I heard George tell it four times. Over his lifetime he has probably told it a thousand times. I believe he told it on TV as well.

He did rejoin the workforce later in the week, but he had many things to do, and he was a volunteer.

More wire was pulled until 2, when we called it a day. One does not want to overwork volunteers.

Sue was on the paint crew. They were repainting and painting WWII phrases ["Loose lips sink ships"] on the Victory Store's porch roof. The store sold WWII material made in China: T-shirts, caps, models, coffee cups, etc. It was a glory job, done in front of the visitors, coming and going. I don't think anyone threw money, but just about.

Back at the hotel, we had to pack up our things since we would sleep aboard the Missouri on Thursday December 6. We took a change of clothes with us on Thursday morning and left the rest in the hotel. Tim, our boss, Nick, and I had another day pulling wire. We finally got it on the deck of the ship. From there, it would go through a conduit only a little larger than a garden hose; it looked like a garden hose, but it had a coiled

metal interior. The conduit would hang down to the pier, go underground to the target building. By then it was darned close to two, and we called it a day. I have heard people say that 1:30 is not very close to 3, but they were not volunteers. These same people will say that 80 minutes is not a lunch *hour*; it is hard to credit some people.

We got our overnight stuff from where we had stored it and picked out bunks. There were separate bunk areas for the men and women. The bunks were metal coffins on their sides with no “tops.” There were pillows, mattresses, covers, and, when one walked into the corridor, sheets and pillow cases. I made my bed and bounced a quarter off it. (I was just reminded of an incident that occurred when I was in the Air Force. The fellow next to me had lost a letter and was looking all over for it. I was watching him, and after 3 or 4 minutes I asked him if he had looked under the blanket at the foot of his bed; I had not seen him look there. He checked it out, and it was there! Did he thank me? No, he accused me of hiding it there!)

It was time for a shower, so I took my toiletries down the hall to the shower and wash room; urinals and toilets were further on. This year, for the first time, there was hot water. To get the shower-head to emit water, one had to hold the shower-head and press a button; when the button was released, the water stopped. So that was an experience.

Dinner was on the pier, along with wine and beer. Beef, chicken, and corn comprised the dinner, and it was tasty, even on paper plates. They planned to show an evening movie "Tora Tora Tora!" produced in 1970 (but they ended up showing "Battleship!"). Road Scholar printed a bit of trivia in their booklet on the week's events that I was unaware of. "Contrary to popular belief, the title of this movie means neither 'Surprise! Surprise! Surprise!' nor 'Tiger! Tiger! Tiger!' in Japanese. The phrase actually comes from the first syllables of 'Totsugeki' (meaning attack) and 'Raigeki' (for 'torpedo attack') yielding TO-RA, TO-RA, TO-RA, which incidentally has the same pronunciation as 'tiger' repeated thrice."

I got into bed somehow, but I could not flail about as I usually do; things were too tight. During the night, I got up; getting out and into bed then was another experience; I could have used a fork-lift truck.



USS Michael Murphy

On December 7, 2012, we got up at 4:30. Breakfast was served on the pier at 5: pastries, fruit, coffee. The bus took us off Ford Island to the spot where the Pearl Harbor Anniversary Commemoration was to be held—two hours later! We stood in line outside the Pearl Harbor Visitor Center, then we stood in line inside. We were there so early because there were no reserved seats for us; first come, first seated. I took about 15 min-

utes to go over to the book store and look around. They had a good selection of books, along with coffee mugs made in China (I assume), T-shirts, caps, and a few models.

Around 7:30 we were allowed into the area to find seats. A very large tent covered about two thousand folding chairs. Our group sat on folding chairs in the open. At the time the Japanese attack started in 1941, about five minutes to eight, the new destroyer, the USS Michael Murphy, sounded its horn. Four jets flew overhead, then one shot upward with its afterburners going: the missing man flight. The Murphy and the USS Tucson, a submarine, came through the bridge to Ford Island with their crews on deck, passed the Arizona saluting, and passed on. Several men spoke, commemorating the fallen at Pearl Harbor. Those two thousand men deserve their praise, but I can't help remembering all the other men who died in WWII and do not get a yearly ceremony. A half dozen or so survivors of that 1941 attack were at the ceremony. It won't be long until there are none. There are 13 still living from the Arizona. Some of the men who have already died asked to be cremated and have their ashes interred with their shipmates on the Arizona or the Utah, which is now a few pieces of rust sticking out of the water on the other side of Ford Island. The Japanese knocked out three battleships in their attack. The Oklahoma sank and was righted, but it sank for good as it was being towed to San Diego for repairs. The biggest error of the Japanese, of course, was not bombing the oil tanks containing fuel for the ships.

After the ceremony we walked through the two open museums (spacious and well done), ate lunch nearby, and eventually got in line for the boat to visit the Arizona Memorial. As our boat approached the landing dock at the Arizona, the crew detected some problem, and we were taken back across the water. We got on another boat and made it the second try. Sue and I had visited the Arizona several years before. Nothing we noticed had changed; it is a long white building with the entrance at one end and a wall with the names of the crew still below engraved on it at the other end. Sue took a card with the name of one of the crew on it and dropped a rose petal into the water. One thing was new: about a dozen flag poles about ten feet high were near the entrance. Military men were taking flags (two sizes) out of the packing cases, attaching them to the cords on the flagpoles, raising the flags (at least one officer was then saluting the flag), lowering the flags, and folding the flags into triangles. These flags would obviously be sold as flags that had flown over the Arizona. True, but it seemed just a bit tacky.

Back on land, we took the normal bus back to the Missouri. Nick did not show up that day, either, so I went back to the security office to get Tim. We pulled another 100 yards of wire through the various walls and floors and then worked at getting it through the “garden hose” conduit. By pushing the wire, it got about one third of the way through, so that idea had to be scrapped. I suggested using fish line or a string weighted at one end and dropped down the conduit; the wire could be attached to the fish line and pulled through. Tim's solution was to get a stiff wire to push through and attach the wire to that. It worked. Tim's boss came out and set up the connections on the pier, and we ran the wire through those pieces. That's as much as we accomplished. Tim was off Sunday and Monday, and we left Tuesday.

Saturday December 8 was a day off. We arose after 6, dressed, took our dirty clothing to the basement, and put them in two washers. A walk down the street took us to a Starbucks-like place where we had Kona coffee and pastries.

Our plan was to go back to Pearl Harbor and visit the Bowfin submarine and the Pacific Aviation Museum. At the desk we found that a shuttle cost only \$30 for the two of us for a round trip. We took it. And we had to wait only ten minutes to get picked up! The shuttle got us to our destination in only 20 minutes, as opposed to two hours on the local bus.

We went through the submarine, a WWII model that had sunk many Japanese ships. I'm always amazed at how crowded things are in a real submarine, as opposed to those in movies or on TV. Bunks are everywhere. The captain's cabin is tiny. The electric equipment is old and bulky but worked fine 60 years ago. One of the people on the ship watching the paying customers pass by offered to take our picture at the steering wheels, and we said "Sure."



The museum beside the Bowfin was spacious and interesting. It is always difficult to photograph models behind glass or plaques with lights on them; too much reflection. Outside there is a large circle of stands for each submarine sunk during the war. The casualties of each ship are listed. The submarines wiped out most of the Japanese shipping during the war.

A bus took us over to Ford Island, dropped most of the people off at the USS Missouri and dropped us off at the Aviation Museum. A short movie was shown and then we were free to wander about. We were in a hangar and several planes were sitting about in diorama settings. A Zero, a B-25, a Dauntless, and a Hellcat were among the planes. There was even a small display of Amelia Earhart. They had an excellent shop, and I bought three books. A nearby hangar had mostly modern planes, including an F-86D! That was the interceptor I worked on while stationed in Japan in the 1950s. Jets and helicopters were sitting about, but there was one WWII diorama of a Flying Tiger P-40. There was also a very large diorama of the Battle of Midway. I found it hard to figure out, since everything was happening at once. We got back to the hotel with no problems. Dinner at the hotel was as unexciting as breakfast.

Sunday was a work day. The Hawaiian marathon was run that day with some 27,00 entrants. Sue and I walked a block down to the main street to see some of the runners. It was still

dark, but the electric lights gave us a clear view. Some runners were in costume: Santa Claus, cats, etc. I did not expect that they planned to finish the race. In fact later we saw some of them using the hotel's rest room.

Same breakfast. At the Missouri my boss had a day off, so I was assigned to work with the brass polishers. We were taken to the bow and put to work on the brass coverings of the capstans, which wound up the anchor chains. Our working materials were salt and lemon juice, which did not work very well. But we scrubbed. At break, we all went off; three of us came back. We found that green 3M scrubbers and lemon juice worked very well, and the three of us pretty much finished up the four "steering wheels" that determined the speed of the chains. I was wearing a billed cap and T-shirt and received a very red neck for my work.

Monday was the last day on the ship. Although he hadn't told me, my wire-pulling boss was off on Monday, too. I asked Keven (who was in charge of volunteers) what to do, and he said he would work on it. After waiting a minute or two, I went off to help Sue paint. We worked on the large sign that told visitors coming in where to go. Some letters had been taped on; I worked at getting them off, and Sue started painting the letters back on. When I finished getting the tape off, I started painting the arrows.

After lunch, Keven took us on a tour of gun turret one. One door was open to the loading area of the middle gun, so I went in and photographed it. He showed us a short TV piece on loading the 16-inch guns. They can fire up to 23 miles. The projectile weighs 2,700 pounds and is propelled by six powder canisters in canvas bags. There are nine gun barrels; each is 67 feet long and each weighs 116 tons.

We re-toured the flying bridge. Most of the upper structure was not open to the public. We sat around until two. On the way back to the hotel, the bus stopped at the Punchbowl, which is a national military cemetery. Two of our group had a relative buried there. There were mosaic maps cemented to the walls of the arc overlooking the cemetery. There were no upstanding crosses as there are in most military burying grounds. Too many of those buried there were not Christian.

It was a good trip. Both Sue and I enjoyed it.

If you are interested, there is another Road Scholar trip in December. It costs about \$1,500 a person, and you have to get there and back. If you itemize, it should be tax deductible. <http://www.roadsscholar.org/n/program/summary.aspx?ID=1%2BLY%2B658&MC=>



F-86D Its only armament was a group of 24 rockets in a package under the fuselage. The package dropped down to fire, then immediately went back into the fuselage. It fired, of course, only at bombers.

Game News

We have some sad news from Alan Poulter, who has been writing this column for many years.

Dear Omar,

I am in the process of transferring my website, grognard.com, to a new owner, as I am 'retiring' as a compiler of wargame information, but not as a player or collector. Thus my "Game News," I am afraid, has ceased.

Alan Poulter
grognard@grognard.com

I have enjoyed his column very much, as have many other members. I think it gave us a lot of interesting information.

I spent an afternoon at www.consimworld.com and came up with the following. It is not up to Alan's standards and does not include all of the information he gave us. I was surprised to find how many of the games for sale were available as a download. Of course one has to print out the map and counters; whether that makes the lower price attractive is an individual decision.

If any of you would be willing to try to resurrect the column in any way, please write me. It would be greatly appreciated by all.

New Games

Acies

Braccio da Montone, designed by Piernennaro Federico and Marco Gnagnetti, covers two major battles: San'Egidio and l'Aquila fought in the 15th century. The game system is the same as **Guelphs and Ghibellines** and **Sa Battalla**.
<http://www.aciesedizioni.it/braccio-eng.htm>

Avalanche Press

Saipan 1944 is part of the Panzer Grenadier series but stands alone. Four mapboards and 500 counters, 40 scenarios. Designed by Jay Townsend.
<http://www.avalanchepress.com/SaipanMap.php>

Columbia Games

Borodino 1812 contains 100 blocks and an area movement map. Designed by Carl Willner. Contains new options for Napoleon. http://www.columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product_id=3212

Compass Games

The War: Europe 1939-1945 covers Europe, the Med, and North Africa. It includes U-Boats, espionage, bombing, and rockets. 12 scenarios. Designed by Ernie Copley. Two maps, 9 sheets of counters, and 20 sheets of charts and tables. http://compassgames.com/show/product/the_war:_europe_1939-1945

Nations in Arms: Valmy to Waterloo emphasizes lines of communication, leaders, and quality of troops. Not yet available.

GMT Games

Saints in Armor is number 6 in the Musket and Pike Battle Series. It simulates six battles in the early Thirty Years War. Three maps and three countersheets. Designed by Brian Berg, Asklev Hansen, and David Ekberg. <http://www.gmtgames.com/p-350-saints-in-armor.aspx>

Mr. Madison's War, The Incredible War of 1812 is designed by Gilbert Collins. The card driven game depicts the war on the northern frontier of the U.S. This strategy game with 200 counters has box to box movement.

Fading Glory includes Salamanca, Smolensk, Borodino, and Waterloo. Part of Napoleonic 20 Multi-Pack. This is Volume I. Emphasis is low number of counters in play and simple rules. <http://www.gmtgames.com+/p-345-fading-glory-napoleonic-series-20-multi-pack-1.aspx>

Grognard Simulations

Death Ride Kursk: Command and Control and Fire Support Enhancement includes nine counter sheets and many charts. A **Death Ride Kursk** game is needed for this enhancement. <http://www.grognardsims.com/ProductDetails.asp?ProductCode=GSI-0037>

Armored Knights North Africa - Operation Venezia needs **Operation Crusader** to play. It has five additional counter sheets and extra charts and tables. Operation Battleaxe and the fall of Tobruk are included. <http://www.grognardsims.com/ProductDetails.asp?ProductCode=GSI-0020>

High Flying Dice Games

Till Darkness Goes covers the Battle of Tra Binh Dong, the first battle between South Korean troops and the NVA/NLF in Vietnam. The game uses a standard deck of cards, 44 unmounted counters, one 11 by 17 inch map. Designed by Paul Rohrbaugh. <http://www.hfdgames.com/tdgoes.html>

Lock 'n Load Publishing

Corps Command: Dawn's Early Light, designed by Peter Bogdasarian, is a 1985 game depicting a Soviet attack at Eisenbach Gap. American and Germans try to stop them.

In Defeat, Defiance is designed by Mark H. Walker. An expansion to **Heroes of the Blitzkrieg**, it contains 170 counters and 14 scenarios designed by Dale Holmstrom and Mark Walker.

White Star Rising: Airborne, an expansion for the White Star Rising series, contains 14 scenarios, including Arnhem. Ten of the scenarios were originally published in *Line of Fire*. It wasn't clear to me if other game maps were needed to play this game. It is part of Mark H. Walker's Nations at War series. <http://www.locknloadgame.com/>

Ludifolie Editions & Canons en Carton

The Berezina 1812 covers Napoleon's retreat from Moscow across Poland. Designed by Frederic Bey. English edition available, 300 counters. <http://www.ludifolie.com/produit.php?ref=berezina-1812-en>

Marshal Enterprises

La Bataille de Lindenau, Leipzig 1813 is the third game of eight planned for The Leipzig Cycle. The first two games, **La Bataille de Moeckern** and **La Bataille de Wiederitzsch** are available as a free download. http://www.labataille.me/Recession_Series_II_Game.html

Vae Victis Games

Bellum Gallicum II, Caesar's Campaigns in Gaul is designed by Frederic Bay. It covers several scenarios and a campaign game. Area movement, 210 counters. Rules in English.
<http://vaevictis.histoireetcollections.com/en/publication/2970/bellum-gallicum-ii.html>

Dan Verssen Games

Modern Naval Battles: Campaign Expansion adds 112 cards and one counter sheet to the game **Modern Naval Battles: Global Warfare**, which is needed to play this expansion.
<http://www.dvg.com/sc/ms/dd/ee/57/Modern%20Naval%20Battles%20-%20Campaign%20Expansion>

Victory Point Games

Moonbase Alpha pits two private corporations in competition. <http://victorypointgames.com/details.php?prodId=226>

Worthington Games

Naval War of 1812 contains plastic ships and ship maneuver cards. The game map is a sea area. This is a limited edition.
<http://www.worthingtongames.com/detailN1812.html>

New Magazines

World at War #28 contains the game **Green Hell: Burma 1942-45**, which examines two different situations: **Operation Thursday** and **The Battle of the Admin Box**.
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ww28>

Line of Fire #13 contains **Blood on the Alma**, a 1854 Crimean War game between the Russians and British/French/Turks. 123 counters, designed by Tom Russell.
http://www.locknloadgame.com/Section_Cat_Content_Detail.asp?SCAT=78&SID=33&ID=140
ASL Journal #10 contains 16 scenarios printed on cardstock.

New Book

"Stalingrad For Beginners, Basic Wargame Tactical Analysis" by AHIKS member George Phillies is available from Amazon in a Kindle Edition for \$5. Sure, you've played the game, but maybe you overlooked something. Only \$5??



A Japanese **Zero**. Photo taken at Pacific Aviation Museum, Pearl Harbor, Oahu, HI, by the editor.

Airplane ID answers

- #1 page 5: British "Hurricane"
- #2 page 6: U.S. P-39 "Airacobra"
- #3 page 7: Italian Reggiane Re-2001
- #4 page 10: German Arado Ar 196

