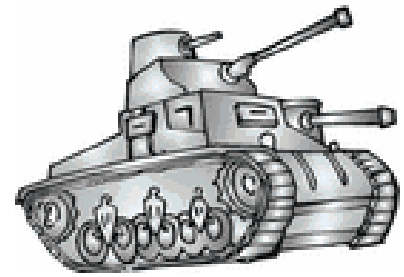


The Kommandeur



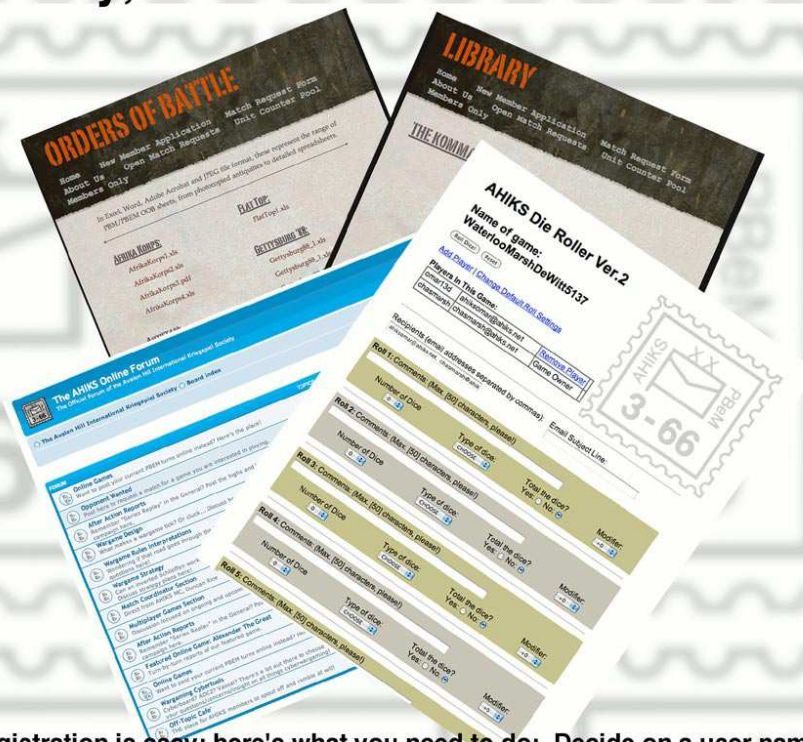
Volume 48 Number 2

A Publication of AHKS

April 2013

Are you getting everything you deserve?

Don't miss out on all the great benefits your AHKS membership entitles you to! Register your username and password to get "member's only" access to our Forum, Die Roller, Library, downloadable OOBs and more!



Registration is easy; here's what you need to do: Decide on a user name and password. Your user name can be anything you wish but we ask that your password be a minimum of 9 mixed-case characters and a combination of letters and numbers. (For instance: JoeWargam3r) Both your user name and password will be case sensitive. To get set up, simply send an email to me at wm@ahiks.com with your requested user name and password. Please, include your name and member ID number as well.

Thanks! Charles Marshall
AHKS Webmaster

Secretary's Notes Bob Best



Today is Friday, March 15, 2013. The Ides of March. An infamous day in Roman history when a soothsayer warned Julius Caesar to "Beware the Ides of March." In Roman times the expression "Ides of March" did not have an ominous sense of foreboding; it was simply the standard way of saying March 15th. But since Caesar's uttered phrase "Et tu Brute" during his assassination at the hands of Brutus and other members of the Roman Senate in 44 BC, it has come to mean an ominous day on the calendar like a Friday the 13th. But today's "Ides of March" has no such undertones for us here in California. Spring has hit with a vengeance. It was 82 degrees here yesterday, a San Francisco Bay Area record for this date in history I believe, and today is shaping up to be just as nice! I hope to have time to sit on the deck, enjoy the sun, work on my tan, and read some more of my W.E.B. Griffin novel "Empire and Honor."

I would like to take a moment and offer our condolences to member Harold McPherson AHIKS ID# 1000 on the passing of his wife. Harold, our thoughts and prayers are with you and your family...

I would also like to extend thoughts and prayers to member Mark Fassio AHIKS ID# 1210 who is undergoing chemo treatment for cancer. Mark we are thinking of you and wishing you a speedy recovery.

AHIKS Judge's Position Filled

I would like to thank Lee Massey, AHIKS ID# 1382 for stepping up and volunteering to take over the AHIKS Judge's position. Lee has a good background in gaming and has been a member of AHIKS for many years. I'm sure he will do a good job for the membership. Lee's column appears elsewhere in *The K* but I would like to say "Welcome Aboard, Lee!" And, thanks for volunteering.

The Vice-President's position is still un-filled as of this writing. The Vice President's position is a full Executive Committee member position and has full voting rights as per the by-laws. If you are interested in filling the position please contact Ken Oates, our President, or any of the other executive committee officers listed on page 12.

On the Gaming Front...

I am planning to start a second game of **Richtofen's War** on the AHIKS Forum in late April or early May. I've received several requests to play, but there are still openings if anyone else is interested in playing. This game, dubbed "Day 2" would continue where the first 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 of the Somme. 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. I have written a detailed description of how the game would be played that was published last issue and is available to read in the archives section of the AHIKS website. If you are interested in playing, please send me an email at: b52bob@prodigy.net .

The AHIKS Facebook Page

AHIKS' Facebook page now has 38 members. If you are a Facebook user, come on by and say hi. 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

Paul Pearson's second game of Avalon Hill's **Flight Leader** is now playing on the forum. Action has slowed a little as a Java update has caused problems with Paul's Vassal Module, and he has had to fix that before we can continue. If you haven't seen the game yet, you should stop by and take a look. A USN A-6 Intruder flown by member Cory Wells has just been shot down by cannon fire from Pod-Polkovnik (Lt. Colonel) Sergi Sakalov's MiG-17! ☺ Our readers might remember Col. Sakalov from the "Adventures of Flight 33" story in the After Action Reports section of the forum. Paul's game is a Vietnam era adventure set during May of 1967. 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. It looks like the two armies are still maneuvering on one another to gain position before the main battle begins. It's a most interesting game. **Alexander the Great** can be found listed on the forum's main menu under the "featured games" heading.

Meet the Member

Our Meet the Member profile for this issue is from Shane Woyak, AHIKS ID# 1726.

Name: Shane C. Woyak #1726

Age: 38

Profession: Active Duty USAF E-7/MSgt, Low Observable Aircraft Structural Maintenance Craftsman

Location: Joint Base Elmendorf-Richardson, Alaska; originally from Stevens Point, Wisconsin

Year Started Gaming: I started wargaming around 2008.

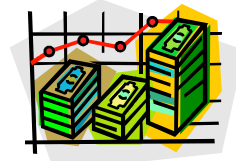
Strangely enough, I wasn't looking for another hobby, but a way to bring my family together once a week. I eventually found websites like BoardGameGeek.com and began purchasing family-type games like **Ticket to Ride** and **Settlers of Catan**, but soon thereafter I found there were huge communities for boardgames, wargames, and miniatures. After spending several months having a blast with a local group of miniature wargamers, I realized that, although I loved the conversations and games, painting miniatures was not for me. Through it all, I slowly grew a wargame collection, but due to my hectic military schedule and real life, I couldn't find any opponents to play. Eventually I found VASSAL and VASL and began playing **Advanced Squad Leader**. Most recently I have two **ASL** games and one **ASL Starter Kit** game going on via PBEM, and possibly my first Standard Combat Series game starting soon!

Games Owned: 100+ (~35 wargames, including a set of ASL, several TCS, SCS, and others). My collection can be viewed on BoardGameGeek under user 'swoyak.'

Favorite Game: I enjoy playing any game as long as the competition is friendly and understanding. Currently I'm enjoying **Advanced Squad Leader** simply because it's a great game and I have opponents for it. I'm open to trying any game, and I seem attracted to tactical-level games more so than others, but, to be honest, I haven't played any operational-level games to compare

Treasury Notes

Brian Stretcher



Hey, I don't have to write anything else this time!

The vast majority of my effort this time around should be appearing elsewhere in this issue. As such, only limited witty banter here.

As I write this, I am slowly starting the process of shutting down my law practice here in Ohio prior to a move to North Carolina later this year. The process starts in dribs and drabs, such as moving to a month-to-month lease, not renewing my Ohio bar association memberships, and shutting down my feeble little website, while taking steps to apply for the North Carolina Bar Examination next winter. Oh, and get the house ready for sale. Meanwhile, my current horrible caseload continues. What does this have to do with wargaming, you might ask? Plenty, as it all additionally eats into my time and takes away from the time I have to play. It also makes me more prone to concede games I perceive as losers, as big time-sinks that become more burden than fun. In short, one of life's intrusions into leisure time.

The payoff, of course, will be the several months after the move that I will be spending at home unemployed while I study for the bar exam. Then the exam, followed for another period of time waiting for the results and the swearing in ceremony (assuming they allow a Yankee to pass!). So the pendulum of time will swing heavily in my favor for several months, until I am once again fully licensed and resume work full time. Maybe I will even have time to trot out some of those old computer games I still have and used to love to play.

And that's the way it is. Wax on, wax off. I shall return. The report of my demise was greatly exaggerated. I'm the decider. Luke, I am your father!

Treasurer's Report

Only passive activity this over the past couple months. Should be some business to report next issue.

Perpetual Fund Balance, 1-30-13: \$ 3,423.44
Interest Income through 2-28-13: \$ 0.28
Contributions: \$ 0.00
Perpetual Fund Balance 3-30-13: \$ 3,423.72

Operating funds in Savings, 1-30-13: \$ 6,282.87
Interest Income through 2-28-13: \$ 0.50
Operating funds in Savings, 3-30-13: \$ 6,283.37

Total balance, 3-30-13: \$ 9,707.09

Until next time!



to! Honestly as far as wargames go, you could say I've only been exposed to **Advanced Squad Leader**.
 Favorite Gaming Experience: I enjoy playing any wargame and watching the events turn into a movie experience as my imagination takes over! Additionally, any chance I get to play a wargame with my son (14) is a memorable experience for me. Like many from his generation, he is hooked on XBOX.
 Least Favorite Gaming Experience: I really dislike not being able to understand a rule system. Needless to say, my latest experience with impossible rule systems was **Fields of Fire**, although I haven't looked at the newest revision of rules.
 Other Hobbies: I enjoy working with my hands and making something from nothing. Short of everything that includes, I especially enjoy brewing beer, reading sci-fi and historical non-fiction books, cooking anything—especially Polish foods—and listening to polka music.
 In the future, I'm looking forward to playing any wargames that I haven't gotten to try yet, which is quite a bunch compared to some of you who've been around since the start of wargaming!

Shane, thank you for sending in your profile. I'm sure our members enjoyed meeting you.

If you are reading this and 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 of new members that have joined AHIKS since the last issue of *The K*.

John McDougall	1719	Glasgow, Scotland
David Hughes	1720	Neutral Bay, Australia
Brad Wagnon	1721	Aurora, CO
Cavan Cunningham	1722	North Vancouver, Canada
John Rehn	1723	Mosman, Australia
Anders Hench	1724	Novato, CA
Fred Cook	1725	Rosedale, MD
Shane Woyak	1726	Joint Base Elmendorf-Richardson, AK
Thom Boerman	1727	Maynard, MA
J. L. Robert	1728	Sherman Oaks, CA
Michael Parchen	1729	Annandale, VA
Kenneth Ellis	1730	East Bend, NC

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

Change of Address

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.

Until next time, Happy Gaming to you all!



THE QUEST TO FIND THE FIRST AMERICAN WARGAME

Part 2 by Joseph Angiolillo Jr. Copyright © 2013

Recap of Part 1

In Part 1 we discovered that board games with a war theme divide into three categories: **Game on War**, **Wargame**, and **Simulation**.

The difference between them is based on: 1) static balance or dynamic balance and 2) balance or imbalance. Static balance and dynamic balance are design concepts. Balance or imbalance are based on strengths for each side.

In a game that has *static balance* each player has the exact same set of pieces (units), terrain, starting position, and there is simultaneous movement with the same number of pieces (units) each turn.

Simultaneous movement is often considered an exception. First of all, simultaneous movement in a long game often only gives the first player an infinitesimal advantage. Second, simultaneous movement is often cumbersome or requires extra equipment.

Here are two attempts at simultaneous movement that have been used in the past for board games.

1) Players point football player figures that are held up by thin clear flexible plastic pieces toward their intended goal. Then a switch is flipped turning on an electric motor that vibrates the board and the pieces move. This system was used in an electric football game in the 1960s.

2) Players write on a piece of paper the intended move of each piece (unit), one space at a time. Pieces may spend some, none, or all of their movement in place. Once both players are done writing, moves are revealed. Pieces are moved their first space. If one piece attempts to enter the location of an enemy piece a battle occurs, resolved using the attacker/defender combat table. If pieces from different players try to enter the same space at the same time, a battle occurs, resolved using the attacker/attacker combat table. This procedure was used in a **Korea** game I designed.

In the first example, the cost of the game went up. In the second example the time to resolve a move increased.

Dynamic balance uses exactly opposite design concepts: turn based movement, different pieces for each player, different terrain for each player's side of the game board, different starting positions for each player's pieces, and sometimes movement of fewer pieces for one side than the other.

The important commonality in *static balance* and *dynamic balance* is the word **balance**. *Static balance* is intrinsically balanced. Both players have exactly the same forces and position. *Dynamic balance* must be created. The process involves play-testing the prototype and making adjustments. The prototype is played over and over again, adjusting victory conditions, changing opening set-up positions, and value of each player's pieces until playing each side has a statistical 50/50 chance to win when played by players with the same competence.

The second concept is balance. If each side has 50% chance to win, the game is totally balanced. If one side always wins, the game is totally imbalanced.

Consequently, a **Game on War** has static balance and balance. A **Wargame** has dynamic balance and balance. A **Simulation** has dynamic balance concepts but is not balanced. The more often the simulation recreates the results of the real event, the better the simulation.

Part 2: The Search

It took many years of research to find the first American board wargame. As past president of The American Game Collectors Association, previous Association Archivist, and owner of the largest collection of W. & S.B. Ives and pre-1900 Parker Brothers games, I have some knowledge of the work involved. It took ten years of research to find what I believe is the first American board wargame.

For the rest of Part 2 we will use a key when examining games.

^C stands for circa, which indicates the approximate year a game is published. Without the ^C the game is dated by copyright, advertisement, newspaper announcement, or all of these indicators.

An asterisk "*" means I have not personally seen the game or description of the game.

Bold red letters before a game name means the game is NOT a board wargame.

P means the game is a path game.

A means the game is an action game and requires a player to shoot at figures on the game board and knock them down.

C means the game is a card game.

S means the game has static balance.

W means the game does not have a war theme.

Bold red printed game names mean there is no information available about the game.

Bold orange printed game names mean the game is not familiar to the author.

Bold blue printed game names mean the game is a contender for the first American wargame.

Game company publishers: _L for F. & R. Lockwood, _I for W. & S.B. Ives, _M for Charles Magnus, _B for Milton Bradley, _L for McLoughlin Brothers, _G for Geo. S. Parker & Co., _P for Parker Brothers.

Section 1: Previous Attempts

M. Kirschenbaum began a thread on BoardGameGeek to search for an American board wargame earlier than **Tactics**. You can find his thread on the internet at: <http://boardgamegeek.com/geeklist/19752/20th-century-wargames-before-charles-s-roberts>.

At the moment, the games on this thread include:

1898 **C American Battles** [card game]

1909 **S L'Attaque** [became Stratego]

1911 **S Dover Patrol** [naval L'Attaque]

1912 **The Naval War Game**

1925 **S Armada** [based on components]

1925 **S Aviation** [aerial L'Attaque]

1931 **S Battleship**

1938 **Invasion** 1941 **Blockade**

1942 **Ranger Commandos** 1950 **Air Attack**

1952 **S Battle Stations**

This attempt does not fulfill our quest. Wargame is not defined in the thread so all games with war themes are included. Also, there are so many games and game companies in the 1900s the number of games published before **Tactics** is overwhelming. Third, most Americans are literate in the 1900s, so reading rules is not a problem.

Section 2: Start With the First American Board Game

The better approach is to start from the first American board game and work forward. American printing was then in its infancy. The electric light bulb had not been invented so leisure-time to play games was unavailable. More Americans were illiterate back then; less people could read rules. There were twenty times fewer Americans in the 1800s than now. More important, printing a game was costly so a handsome price was required to buy one. Lithography was at its height and box covers and game boards were works of art that became family heirlooms, passed from one generation to the next.

When and where was the first American board game published? Luckily, when the American Board Game Association was first formed in 1985, I was a charter member, and this topic came up at our first convention. Lee Dennis was there. She owned an American game museum called “The Game Preserve.” It was located in Peterborough, New Hampshire. Furthermore, Peterborough housed the summer residence of George S. Parker, the founder of Parker Brothers. In his 1894 game, **The Mansion of Happiness**, Parker claimed that **The Mansion of Happiness** was the first board game published in America. A few years before 1894, Parker purchased the rights to all games published by W. & S.B. Ives, including their **Mansion of Happiness**.



Parker Brothers' **Mansion of Happiness**
From the collection of Joseph Angiolillo, Jr.

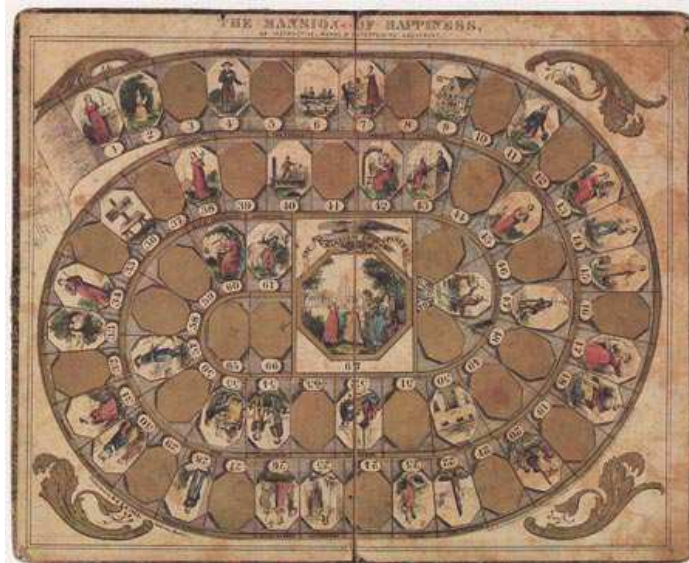
W. & S.B. Ives published their first board game, **The Mansion of Happiness**, on November 24, 1843, according to the *Salem Observer* newspaper of that date.

It looks like we have a starting point for our quest. Lithography had just emerged as a widely used printing process and in 1843 the color illustrations for **The Mansion of Happiness** were hand water-colored by the sailors' wives while their husbands took weeks and months off, fishing for whales and other sea creatures.

At the yearly American Game Collectors Association convention in 1987, Herb Siegel, an American game collector of equal stature to Lee Dennis, unveiled a copy of **The Mansion of Happiness** produced in England by Laurie and Whittle in 1801. Its author (*designer, ed.*) was listed as George Fox. Although the game was printed on linen, a common practice in Europe in the 1700s and 1800s, the Ives' **Mansion of Happiness** looked like a color photocopy of the Laurie and Whittle **Mansion of Happiness**. **The Mansion of Happiness** was originally an English game.

Section 3: Research Assets

From then on, unlike most of the other association collectors, I chose to collect Parker Brothers and Ives' games rather



First Print Run of Ives' **Mansion of Happiness**
From the collection of Joseph Angiolillo, Jr.

than McLoughlin Brothers' games. I had a limited budget and knew three things about the Ives and Parker Brothers companies that made sense in collecting their games.

First, Parker Brothers incorporated in 1900, so any Parker Brothers game without “Inc.” included on the cover, could be and always was an antique.

Second, Ives and Parker Brothers were from Salem. Salem and the famous Brimfield Flea market were very close to my home in Manchester, Connecticut, so I could easily research and buy Parker Brothers and Ives games.

Third and most important, I had access to most of the Ives and Parker Brothers research. I had a friend at Salem's Essex Institute, Robert Weiss, associate curator of exhibits. The Essex Institute was a museum and library and the primary holder of Ives games. Robert Weiss not only let me look at and catalogue the Essex Institute games but he allowed me to spend days at a time in the Essex Institute Library to review the two weekly Salem newspapers, *The Salem Observer* and *The Salem Gazette*.

Earlier that year, I was chosen to be the American Game Collector Association's archivist. The archives had just received an incredible donation. Phil Orbanes, vice-president of Research and Development at Parker Brothers obtained and copied the entire collection of Parker Brothers catalogues from 1885 through 1960. He donated the copies to the archives. I made copies for me and for members at cost plus postage.

Some grognards may have heard of Phil. He was the founder of *Gamescience*, a company eventually taken over by Lou Zocchi. Through *Gamescience* Lou published his game, **The Battle of Britain**. But Phil published *Gamescience's* first game, **Conflict**, in the early 1960s and I bought one. So Phil and I knew each other by correspondence.

At a later American Game Collectors Association convention Phil recounted his first day as vice-president at Parker Brothers. He was newly hired and just arrived at the company. When he walked into the building, he saw employees packing boxes and throwing out all the company catalogues. In shock, he asked if he could have them? Given the OK, he fished them out of the dumpster. Fortunately the dumpster contained only paper-trash, no garbage.

(Continued on page 6)

(Continued from page 5)

There were three prolific game manufacturers in the 1800s: Ives-Parker, McLoughlin Brothers, and Milton Bradley.

All of the members of the American Game Collectors Association had open invitations to look at their games. At the time I videotaped whenever I could, including all of the association's conventions, and members' collections. This gave me a wealth of information. But the game collectors did not have everything. It was time to search for other archives.

McLoughlin Brothers was purchased by Milton Bradley in the 1920s. Knowing Michael Gray, Milton Bradley, designer of **Shogun** and **Fortress America**, helped my research. I planned a yearly American Game Collectors Convention to tour Milton Bradley in 1988. Before the convention, I was welcomed by Milton Bradley to view their archives. To my shock, their archives included only games from the 1920s forward.

As I quickly realized, there were three main reasons why game history disappeared. None of them had to do with donating paper for World War II.

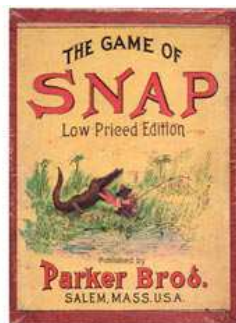
As seen in the case of Phil Orbanes, the first reason why catalogues were gone was to make space available. I learned about the second reason when I worked at Coleco. Marketing and Advertising controlled company catalogues. Before computers were used for setting up advertisements, cut and paste was the easiest and quickest way to produce camera-ready artwork. The employees in the Marketing and Advertising sections of the company cut up catalogues to prepare new camera-ready artwork. Printers disposed of the camera-ready artwork after the printing was done.

The third and most important reason is bizarre. The realization came when I found a photocopy of an advertisement for a game called **Feed The Little N_____ Babies To The Alligators!** A game with that title today produced by a company in an abolitionist state would cause more than embarrassment! Obviously, the answer was to get rid of the evidence. To be sure, why not throw out everything!



1891

Snap is the snapping of a whip.



1893

Snap is the snapping of an alligator's jaws on a child fishing.

Parker Brothers' **Snap** 1891 / 1893

From the collection of Joseph Angiolillo, Jr.

Even though Parker Brothers was not the company associated with the despicable game listed above, it, like many others, profited from sales of games to racists.

In terms of McLoughlin Brothers' catalogues, I only have copies of 7 of the 51 years they were in business during the 1800s. For Milton Bradley I have 18 of the 39 years they were in business in the 1800s.

Section 4: Frederick and Roe Lockwood

In early 1991 when I was president of the American Game Collectors Association, I was sent an advertisement to put in the archives. It was an advertisement for games published in New-York (*New York City, ed.*) in 1822 by F. & R. Lockwood. That same month I was at the Brimfield flea market and asked another member of the association about F. & R. Lockwood. He stated that if any institute had knowledge of the company, it would be the American Antiquarian Society in Worcester, Massachusetts. Before I left to visit Worcester, I did some research at the Watkinson Rare Books section of the Trinity College Library in Hartford, Connecticut. To my surprise, I found references to the Lockwood family. Lambert Lockwood had sons, two of which were Frederick and Roe. Lambert owned a sloop before 1822 and brought back games from overseas to his home and store in Bridgeport, Connecticut. Furthermore, the Lockwood museum was in Bridgeport, Connecticut, only about an hour from where I lived.

Next I went to the American Antiquarian Society, and, to my surprise, there were two F. & R. Lockwood games in storage, **The Travellers' Tour Through the United States** and **The Travellers' Tour Through Europe**. When the curator brought out the games for me to view, I was flabbergasted. Both games were board games and both games had copyright dates of 1822. The United States Tour was July 12, 1822, and the Europe Tour was September 7, 1822! A third Travellers' Tour game was also mentioned in the advertisement, **The Travellers' Tour Round the World**. That game has yet to be found, but since all of the games were listed on the advertisement in chronological order, the World game must be later than the first two. I am pretty sure it was published because Roe Lockwood's grandson, Roe Lockwood III, advertised it for sale at his bookstore in the 1870s. Next it was off to the Lockwood Museum in Bridgeport, Connecticut, to finish my research.

So, unintentionally, I fulfilled my first quest, **The Quest To Find The First American Board Game**. I published my findings in a special edition of the Association's magazine, *Game Times*, in August 1991.



Travellers' Tour Through The United States

Courtesy of the American Antiquarian Society

I have since wondered why it took almost 100 years to disprove George Parker's claim of owning the first American board game. The answer is obvious.

First, games need to be donated to research facilities. Matthew Needle donated his two Travellers' Tour games to the American Antiquarian Society on June 5, 1978, 84 years after George Parker's claim. Second, games need to be printed. Lithography was not used in 1822. With lithography, printing tens of thousands of copies is possible. But in 1822 there was only copper plate printing for game boards. The illustrations must be reversed etched on copper plates and can only print between 1,000 and 2,000 copies before they deteriorate. So ten

times fewer copies could be printed in 1822 than 1840. The chance that any of these 1822 games survived is a miracle.

Section 5: Board Games by Decade by Type

In the following list, I am not including antique American board games from commonly published books unless they are contenders for the first American board wargame.

1822: **P_L**: Travellers' Tour Through the United States, Traveller's Tour Through Europe, Travellers' Tour Round the World

P Edward Parker: Complete Tour Through Europe

^C1835: **P** Thomas Ash: Travellers' Tour Through The United States

1839: **P** Roe Lockwood: Travellers' Tour Through The United States

1843: **P_I**: Mansion of Happiness – 25 Nov 1843

W Crosby [Boston]: *Game of Races– 30 Dec 1843

1844: **P_I**: National Game of the American Eagle–14 Sept 1844

W Cohen [Philadelphia]: *National Game of the Star Spangled Banner

I: The Game of Pope and Pagan or Siege of the Stronghold of Satan – 28 Dec 1844.

game board without pieces



game board with pieces



RULES TO GUIDE THOSE WHO PLAY.

1. Set all the Besiegers (the white figures) *outside* the fort. Set POPE and PAGAN on their respective bastions (as named on the board.)
2. The object of the Besiegers is to gain possession of the fort.
3. The Besiegers have the first move. They attack the fort from point to point, moving on the green lines only.
4. The two Defenders (Pope and Pagan) move in all directions, both back as well as forward, and *must* take the Assailants when unprotected, as in drafts; but the Assailants never take the Defenders.
5. If the Besiegers fill up the nine bastions of the fort, or so blockade Pope and Pagan as to leave them without a move; they are the successful party.
6. If the Assailants (or missionaries) be reduced to less than nine or have no longer a move, Defenders (or Pope and Pagan) win.
7. If the Besiegers are successful, the party who plays the black men is expected to be very liberal in his or her contributions to the missionary cause, for having dared to defend a bad cause.

Pope and Pagan game board and rules. Courtesy of the American Antiquarian Society

As a board game with a war theme, we need to verify dynamic balance.

1) Turn based – YES. Player controlling the missionaries (white pieces) moves first.

2) Different pieces have different capabilities – YES. The two black pieces can move or jump vertically, horizontally, or diagonally; the twenty-four white pieces can only move or jump vertically or horizontally.

3) Different terrain for each player's side of the game board – YES. Player controlling the black pieces has only nine spaces arranged in a three by three box; player controlling the white pieces has twenty-four spaces arranged in a different configuration.

4) Different starting positions for each player's pieces – YES. See starting positions shown on the game board.

5) Each player may move a number of units each turn – NO. Fails the multi-piece movement condition.

Pope and Pagan is as close to being a wargame as possible but lacks the important feature of being able to move more than one piece per turn. This feature makes the game somewhat like checkers or even a puzzle. The purist will also object that the siege is an abstract feature as no historical event is represented. That objection has no merit as **Tactics** is also an abstract game.

Even though **Pope and Pagan** is not a wargame, it is possibly the best packaged board game ever made. The rules are on the game board. The players can use any implements as pieces as their movement is defined in the rules and initial position marked on the game board. You can lose everything except the game board and still play the game.

1845: **W_I**: Amusing Alphabet Game – 20 Sept 1845

1846: **I**: Mohomet and Saladin or The Battle for Palestine – 26 Dec 1846 – war theme about a specific battle, retaking of

Jerusalem after the first Crusade [same game as **Pope and Pagan** so it fails the multi-piece movement condition].

1850: **P_I**: Reward of Virtue – 13 Dec 1850

1853: **W_I**: Merelles or Nine Men's Morris– 17 Dec 1853

1856: **P** John M. Ives [Salem] {brother of W. & S.B. Ives} : Game of Travelers

^C1858: **P_M**: *Boa Constrictor; **W_M**: *The Rising Star, *Uncle Sam's Game Of Six Corners

1860: **W_B**: The Checkered Game of Life

^C1860: **P_M**: New National Snake Game

^C1865: **P** Running The Blocade

1865: **W_B**: *Patriot Heroes, The Union Games, My Grandfather's Games, Games for the Fireside, Golden Stars, Parchessi

1869: **B**: *Battle-Fields of Great American Rebellion, *Siege of Fort Sumpter, *Freedom's Contest

1870: **W_B**: Bamboozle, or the enchanted Isle, Games of 1776, Queen's Guards, Robbers and Giants, Miser and his Money Bags

1873: **W_B**: Rescue of Robinson Crusoe Improved

1876: **W_L**: Balky Horse, Bewildered Travellers, Captive Princess, Domino Rex, Jerome Park Steeple Chase, John Gilpin's Ride, Life's

Mishaps, Pilgrim's Progress

1879: **W_L**: The Monopolist, Ambuscade, Cats and Mice, Tousel, Go Bang; **B**: Round The World, Kekeba

1882: **W_L**: (Japanese) Mon

1884: **W_G**: Baker's Dozen

1886: **W_L**: Fox and Geese, Bounce, Lost Diamond, Path Finders, Tournament, Quoits, Fishing, Croquet, Falconry, Bear Hunt, Leap Frog,

Tight Rope Dancing, The Pearl Divers, Spider and Fly, Rainbow Backgammon, Tower of Babel, Ten Up, Going to Sunday School,

Mariner's Compass, Bobbing Around the Circle, Tri Bang, Robbing the Miller, Bulls and Bears, Cash and Akambo

L: *Naval Engagement

1887: **W_L**: Base-ball, District Messenger Boy, Home Base-ball, The National Game of Base-ball; **B**: The Tourist, Polo, Halma, Diamond

Checkers, Bicycle Race, Fascinator, Scramble, Steeple Chase, Go Bang

(Continued on page 8)

A_B: Bombardment

1888: W_G: The Railroad Game, Innocence Abroad; B: Marble Roulette Table

G: Chivalry [George Parker's design to compete with chess – static balance]

1889: W_P: Rex, The Office Boy, Hong Kong, Go Bang;

B: Ecka, Happy Days in Old New England, The Florentine Game,

The Yacht Game, Perhaps

P_P: The Soldier Boy – Parker Brothers

p: **The Garrison Game** – Parker Brothers – war theme [somewhat similar game to **Pope and Pagan** but using three defenders and thirteen spaces in the fort. The attacking force has fifty pieces that may only move forward and in some cases to the side but they cannot jump. To win, the attacking force must occupy or pin the defenders in the fort]



The Garrison Game

From the collection of Joseph Angiolillo, Jr.

1890: W_P: Spanish Main, Kilkenny Cats, Royal Arabia, Professional Base Ball; B: Kerion, Chuba, Mind Reading, The Stubborn Pigs, Twelve Men Morris

p: ***The Game of War** – Parker Brothers

As a board game with a war theme, we need to verify dynamic balance.

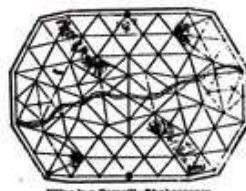
1) Turn based – UNKNOWN.

2) Different pieces have different capabilities – UNKNOWN.

3) Different terrain for each player's side of the game board – NO [based on catalogue illustration]

The Game of War.

A NEW BOARD GAME OF SKILL.



"War is a Game!" - Shakespeare.

No. 27.

The Game of War differs from all existing games in its singular setting, the board representing an imaginary battlefield, and the pieces moving in a manner imitating that of troops in an actual engagement, as clearly as can be done through a few simple moves. It thereby performs to a remarkable degree the imagination no less than the intellect for the players. Being equally conspicuous, and yet admitting of no less amount of skill, this strikingly novel game has not failed to attract a collection of lovers of chess and other scientific games, and to being a steady favorite with them.

So played on a board, handsomely lithographed in many colors, to play at a battlefield, the four corners and margin being occupied by pictures of artistic merit.

Popular Edition, Folding board, with box containing pieces, directions etc. . . . 75 cents.
Boxed Edition, Complete in one large box. . . . \$1.00.

The Game of War

The Game of War differs from all existing games in its *singular setting*, the board representing an imaginary battlefield, and the pieces moving in a manner imitating that of troops in an actual engagement, as closely as can be done through a few simple moves. It thereby captures in a remarkable degree the imagination no less than the intellect for the players. Being EASILY COMPREHENDED, and yet admitting of no less amount of skill, this strikingly *novel* game had not failed to attract a collection of lovers of chess and other scientific games, and to being a steady favorite with them.

So played on a board, handsomely lithographed in *many colors*, to play at a battlefield, the four corners and margin being occupied by pictures of artistic merit.

Catalogue Illustration of **The Game of War**

From the collection of Joseph Angiolillo, Jr.

4) Different starting positions for each player's pieces – UNKNOWN

5) Each player may move a number of units each turn – UNKNOWN

The Game of War is listed and analyzed, as it looks to have many of the components of the first American board wargame!

1891: W_P: Across the Continent, Telka, Steeple Chase, Football, Luck, Pops

1892: W_P: World's Fair Game, Penny Post, Crazy Traveler, Election, Princess in the Tower, Nip and Tuck, Dinner, Knuckle Billiards, Pegity; B: Mayforth's Parlor Base Ball

1893: W_P: Crossing the Ocean, The Alphabet Game, Robin Hood, Challenge, Zig-zag Kangaroo, The Christmas Tree Game, Trip Trap, Mother Goose Game

1894: W_P: The Mansion of Happiness, The Game of Travel, The Limited Mail and Express Game, Story of the Bible, Hopity, The Yale-Harvard Game, The Bicycle Game, Tox

1895: W_B: Bicycle Game, Yacht Race, The Game of Melodious Mother Goose, National Standards, Game of Transportation, Funny Fortunes, Forty Five, The Races; p: Menagerie, Kringle, Yankee Doodle, Kriss Cross, Business, Rivals, Hare and Hound

P_P: Napoleon – Parker Brothers

p: **Hold the Fort** – Parker Brothers – war theme [same game as **The Garrison Game**].

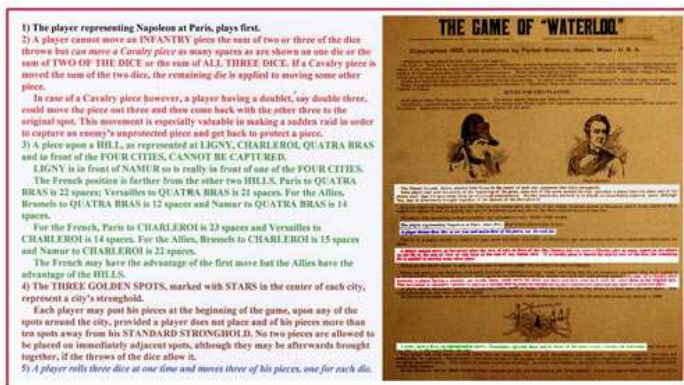
p: **Waterloo** – Parker Brothers

As a board game with a war theme, we need to verify dynamic balance.

1) Turn based – YES. French move first.

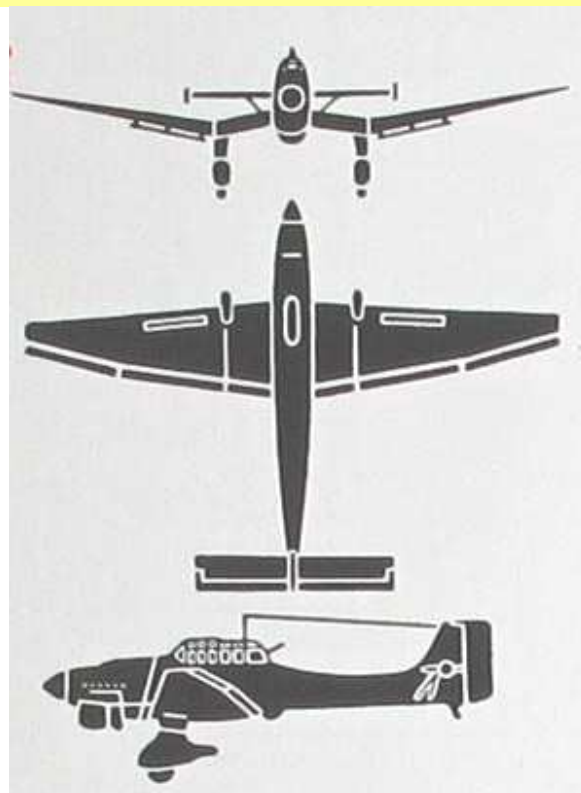
2) Different pieces have different capabilities – YES. Cavalry can move up to three dice, infantry can move one; cavalry can perform a raid with a roll of doubles.

3) Different terrain for each player's side of the game board – YES. The Anglo-Allied forces have hills closer to them than the French. Pieces on hills cannot be eliminated.



Waterloo game board, pieces, and rules
From the collection of Joseph Angiolillo, Jr.

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.

1719	John McDougall	Glasgow, Scotland
1720	David Hughes	Neutral Bay, Australia
1721	Brad Wagon	Aurora, CO
1722	Cavan Cunningham	North Vancouver, Canada
1723	John Rehn	Mosman, Australia
1724	Anders Hench	Novato, CA
1725	Fred Cook	Rosedale, MD
1726	Shane Woyak	Joint Base Elmendorf-Richardson, AK
1727	Thom Boerman	Maynard, MA
1728	J. L. Robert	Sherman Oaks, CA
1729	Michael Parchen	Annandale, VA
1730	Kenneth Ellis	East Bend, NC

4) Different starting positions for each player's pieces – YES. Players determine their own opening set-up within restrictions.

5) Each player may move a number of units each turn – YES. Each player rolls three dice and can move up to three pieces; with specific rolls, the player may roll again to move three more pieces.

Because units of the same force that are adjacent to each other cannot be eliminated and pieces on a hill cannot be eliminated, the game even illustrates the 3-1 requirement for victory that was introduced by Charles S. Roberts. Three attacking pieces against two supporting defending pieces reduces to a 1-1. Three attacking pieces against one piece on a hill (doubled according to Roberts), results in 3-2, which reduces to 1-1.

Section 6: The First American board wargame appears to be Parker Brothers 1895 version of Waterloo

Now that we have determined the first American board wargame, let's build a copy and analyze how it plays in the third and final part of **The Quest To Find the First American Board Wargame.**



Upcoming Events

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

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

Apr. 5-7, San Antonio, TX
CHIMAERA CON
<http://www.chimaeracon.com/>

Apr. 6-7, Peterborough, Ontario
PHANTASM: A GAMERS EQUINOX
<http://phantasm.pfga.ca/>

Apr. 12-14, Clarks Summit, PA
MEPA CON XXIV
<http://www.mepacon.com/>

Apr. 12-14, Carbondale, Illinois
EGYPT WARS 4
<http://www.warhorn.org/egypt-wars-4/schedule/day.php>

Apr. 13-14, New Caney, TX
MAG CON
<http://www.magcon.org/>

Apr. 19-21, Janesville, WI
THE GAMING HOOPLA
<http://www.gaminghoopla.com/>

Apr. 19-21, Glen Ellyn, IL
CODCON XVIII
<http://www.codcon.com/>

April 26-28, St. Charles, IL
LITTLE WARS
<http://www.hmgsmidwest.com/>

Apr. 26-28, Chicago, IL
CHICAGO COMIC AND ENTERTAINMENT EXPO (C2E2)
<http://www.c2e2.com/>

May 2-5, Hudson, OH
ANCON (ANOTHER GAME CONVENTION)
<http://www.anothergamecon.com/>

May 9-12, St. Louis, MO
GEEKWAY TO THE WEST
<http://geekway2west.com/>

May 17-19, Fort Worth, TX
TEXICON
<http://www.texicon.net/>

May 24-27, Los Angeles, CA
STRATEGICON: GAMEX
<http://www.strategicon.net/>

May 24-26, Houston, TX
COMICPALOOZA
<http://www.comicpalooza.com/>

May 24-26, Birmingham, United Kingdom
UK GAMES EXPO
<http://www.ukgamesexpo.co.uk/>

May 27- June 2, Tempe, AZ
CONSIMWORLD EXPO
<http://expo.consimworld.com/>

June 8-9, Tampa, FL
SALTY BAY CON 2013
<http://saltybaycon.com/>

June 12-16, Columbus, OH
ORIGINS
<http://www.originsgames.com/>

July 5-7, Vancouver, Canada
HARNCON
<http://www.lythia.com/forum/viewtopic.php?f=48&t=13803>

July 12-14, Houston, TX
DELTA H CON
<http://www.deltahcon.com/>

July 18-21, Lancaster, PA
HISTORICON
<http://www.historicon.org/>

July 19-21, Quincy, IL
QUINCON 28
<http://grgg.org/>

July 26-28, Louisville, KY
FANDOMFEST
<http://fandomfest.com/en/>

July 29-August 4, Lancaster, PA
WORLD BOARDGAME CHAMPIONSHIPS
<http://www.boardgamers.org/>

Aug. 15-18, Indianapolis, IN
GENCON INDY 2013
<http://www.gencon.com/>

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



Open Match Requests from Duncan Rice

1776 AH	William Scanlan (0275) EFSLV	Red Storm Over Reich CG	Lawrence Hung (1679) FLV
1914 AH	Mike Kettman (1067)	Richtofen's War '72 AH	Richard Saunders (1664) EF
Adv Squad Leader MMP	Dennis Sheppard (804) E	Russia Besieged L2	Michael Paul (1578) P
Afrika Korps AH	Brian Britton (1603) ZV	Russia Besieged L2	Victory Huguet (1707) C
Afrika Korps AH	Paul Martin (1085) P	The Russian Campaign AH	Greg Dilbeck (1363) P
Afrika Korps AH	Anders Hench (1724) C	The Russian Campaign L2	Harold McPherson (1000) EP
Anzio AH	Melvin Yarwood (36) P	The Russian Campaign AH	Steve Kozlovski (1712) E
Anzio AH	Greg Dilbeck (1363) P	Russian Front AH	Melvin Yarwood (36) P
Arnhem SPI	Thomas Ten Eyck (826) EP	Russian Front AH	Mike Kettman (1607)
Arab Israeli Wars AH	Dennis Sheppard (804) E	Second Fleet	Thomas Ten Eyck (0826) EP
Arab Israeli Wars AH	Scott McAninch (1718) P	Shiloh DG	Mike Kettman (1067) EP
Battle for Midway GDW	Bill Scanlan (275) E	Squad Leader AH	Melvin Yarwood (36) P
Battles for the Ardennes SPI	Thomas Ten Eyck (0826) EP	Stalingrad AH	Joseph Angiolillo (412) EV
Bitter Woods AH	Melvin Yarwood (36) P	Stones River Decision Games	Mel Yarwood (36) P
Blue and Grey I, II	Melvin Yarwood (36) P	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Borodino SPI	Melvin Yarwood (36) P	Tamburlaine the Great SPI	Albert Bowie (299)
Bulge '65 AH	Michael Paul (1578)	Tet Offensive GDW	Martin Svensson (1466) V
Central America VG	Dan Carey (1716) VE	Third World War	
Chickamauga WEG	Joseph Angiolillo (412) E	Battle for Germany GDW	Tony Arena (1652) V
The Civil War VG	Shannon McNamara (1639)	Turning Point Stalingrad AH	J.L. Robert EP (1728)
Combat Commander GMT	Justo Perez (1656)	Twilight Struggle GMT	Ron Gregory (1366) E
DDay 61, 65, or 77 AH	Brian Britton (1603) ZLV	Victoria Cross II Worthington Games	Justo Perez (1656)
DDay 65 AH	Anders Hench (1724) C	A Victory Lost MMP	Ed O'Connor (1243) V
DDay 77 AH	Tom Walsh (1427) P	Victory in the Pacific AH	Lee Blake Massey (1382) EV
Decision in Pacific 1942 GDW	Melvin Yarwood (36) P	War Between the States DG	Harold McPherson EP
Drive on Paris Gamers	Bill Scanlan (275) EV	Warriors of God MMP	Jeff Miller (1303)
Eurofront 2 Columbia	Pete Menconi (146) V	Waterloo AH	Joe Angiolillo (412)
Eurofront Columbia	Tom Oleson (111) FtF (WA.)	Waterloo AH	Brian Britton (1603) ZV
Fading Glory GMT	Mike Kettman (1067) EP	Waterloo AH	Anders Hench (1724) C
Fighting Formations GMT	Justo Perez (1656)		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Flight Leader AH	Pat Williams (1669) EV		
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 '88 AH	J.L. Robert (1728) EP		
Golden Horde: Kulikovo ATO	Albert Bowie (299) E		
Guns of August AH	Tony Arena (1652) V		
Hammer of the Scots Columbia	Jeff Miller (1303)		
Hell's Highway	Thomas Ten Eyck (0826) EP		
A House Divided GDW	J.L. Robert (1728) 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		
Midway AH	Steve Kozlovski (1712) E		
Napoleon at War SPI	Melvin Yarwood (36) P		
Napoleon's Triumph Simmons Games	Justo Perez (1656)		
NATO: Next War in Europe VG	Art Dohrman (1551) EVLFX		
No Peace Without Spain CG	Garry Barr (1700) V		
The Next War SPI	Tony Arena (1652) V		
Panzer GMT	Martin Hogan (1704) V		
Panzer Blitz AH	Scott McAninch (1718) P		
Panzer Blitz AH	Thom Boerman (1727) E		
Panzer Leader AH	Dennis Sheppard (804) E		
Panzer Leader AH	Scott McAninch (1718) P		
Pearl Harbor 2nd Ed GDW	Tony Arena V		
Prestags SPI	Michael Parchen (1729) S		

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 Editor

Your editor turned 80 in March. Nothing has changed. Well, there are times when I walk purposely into The Office, stop, and wonder, "What am I doing here?" However, important things I never forget: where I put the wine bottle. Sure, arthritis gives me difficulty opening new bottles of jam, and I rarely vault up out of a chair anymore, but that is nothing, really.

Because of our work on the USS Missouri last December, we have been sent several tickets for admission to the ship. Although the cost of the tickets would not offset travel expenses, if any of you will be going to Oahu this year, I would be glad to send you free tickets. Let me know.

Since we will visit Russia in June, Sue and I are filling out Visa application forms. It is quite a process. Russia is obviously getting back at the U.S. for some perceived slight in the past. They want to know crucial information, such as the day, month, and year that I joined the Air Force (and left the Air Force) in the early 1950s. They need to know my last two employers along with the dates beginning and ending my employment (I can remember?). A list of all the countries we have ever visited (!) is asked for. We are also required to "list all educational institutions you ever attended, except high schools." Then include the course of study, address and phone number of the school, dates of admission and graduation. If there is any error in the nine pages of the application (such as a blank box), it is rejected, and I have to start over.

As I feared, zero members contacted me about the Game News article. Apparently everyone is too busy or disinterested to write this. Is there really any interest in the article?

Those of you who download *The K* from the web should know when to expect new issues. However, I will reprint the list here:

February 5

April 5

June 5

August 15 (so we can print WBC news)

October 5

December 5

This has been the schedule I've kept to since I took over as editor for the June 2002 issue. If I will be away on the above dates, you will be notified in the previous issue. The exact date is hard to determine. It depends on when the contributors send me their articles and how long the articles are.

Kenneth Oates, our president, had computer problems and could not send in his article. We look forward to seeing it in the next issue.



CENTRAL OFFICES

PRESIDENT

Kenneth Oates
316 Hidden Valley Drive #27
Weslaco, TX 78596-7720
(956) 968-7984
koates@rgv.rr.com

EDITOR/PUBLISHER

Omar DeWitt
1580 Bridger Road NE
Rio Rancho, NM 87144-1579
(505) 891-8846
AHIKSomar@cableone.net

VICE PRESIDENT

Open

SECRETARY

Bob Best
PO Box 5174
Concord, CA 94524
b52bob@prodigy.net

TREASURER

Brian Stretcher
5282 Deer Path
Milford, OH 45150-9418
(513) 576-6466com
Doctorlaw@juno.com

JUDGE

Lee Massey
120 Kyle Herring Dr
Teachey, NC 28464
leemassey@embarqmail.com

MATCH COORDINATOR

MSO-RATINGS
Duncan Rice
408 - 1148 Heffley Cres
Coquitlam, BC V3B 8A6
Canada
604-468-0082
duncanr@telus.net

RATING OFFICER

Dave Bergmann
429 Countryside Circle
Santa Rosa, CA 95401
opusone1945@sonic.net

WEB SITE ADDRESS
www.AHIKS.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

MULTIPLAYER COORDINATOR

Mike Kettman
mokbuck@hotmail.com

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net

WEB SITE MANAGER

Charles Marshall
wm@ahiks.com

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: May 31, 2013.

GENERAL INFORMATION

The Kommandeur (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

Book Review

Alexander the Great at War, His Army, His Battles, His Enemies
 Ed: Ruth Sheppard
 Metro Books, NY
 (c) 2008 256 pages, color photos and illustrations, maps
 Reviewed by Omar DeWitt

This 7 ½ by 9 ½ paperback is lavishly illustrated. It begins with Philip II in Macedon and ends at the appropriate spot. It seems to cover everything in that time, but not in great detail. I had always taken this campaign as a Greek effort, but it was not. Alexander III had to subdue the dissatisfied Greek city-states before he and his Macedonian army crossed the Hellespont to face the Persians and their Greek mercenaries.

Several battles are well described, the first being Granicus, where Alexander came close to being killed by the three satraps he was battling. He was always dressed prominently and was easy to find. A colored map describes the battle. Although there were no stirrups, the cavalry dominated all of Alexander's battles.

Darius showed up for the second large battle at Issus but didn't stay long. He had more men than Alexander, but the battle took place between the Mediterranean Sea and the Amanus Mountains, leaving about three miles of battleground. Alexander, as always, led the cavalry on the right flank, and soon Darius was in his chariot leaving the battlefield.

The siege of Tyre was very interesting to me. The "new" Tyre was on an island about 900 yards from "old" Tyre. Alexander had a mole constructed and then a second mole when the first was attacked. The moles were made of dirt and debris and had two towers at the ends for attack and defense. It took seven months to capture the city.

At Gaugamela Darius appeared again, with him were his infantry and cavalry as well as chariots and elephants. Elephants were not popular with the Macedonians, and they had a bad influence on cavalry. Alexander led the right-wing cavalry, a gap opened between the Persian left-wing cavalry and the infantry, Macedonians went into the gap, Darius left the battlefield, the fight went on. The Macedonian left-wing cavalry had a difficult time of it, but Alexander took his cavalry back to help. The battle was soon over. The Persian chariots were not very effective. The Macedonians opened their ranks to let them through; also missile weapons hampered them. Darius escaped capture but was later murdered by people in his entourage.

The other major battle described is that of Hydaspes in India, where Alexander faced Porus across that river. Alexander got across but then faced Indian cavalry and infantry plus 200 elephants. Alexander never lost a battle.

After Hydaspes, Alexander wanted to continue into India, but his men refused. They had gone far enough. The army returned to Babylon, where Alexander became ill and died in June 323 BC. He was 32.

Alexander was a masterful leader in battle. It is not clear how well he would have governed the vast area he had conquered. He never declared who would succeed him, and after his death things just sort of fell apart.

I enjoyed reading the book. Maybe you would, too.



Meet Our New Judge, Lee Massey

Greetings, fellow gamers! For those of you who don't know me, I've been a member of AHIKS for about 21 years, and I've been gaming for about 34 years. I have been elected as the new Judge, succeeding Dave Bergmann. Let me thank him for his dedicated service!

I hope to bring a new perspective to the position of Judge. Any member is welcome to ask for decisions about rules' questions in their games. I will do my best to resolve these questions to the best of my ability.

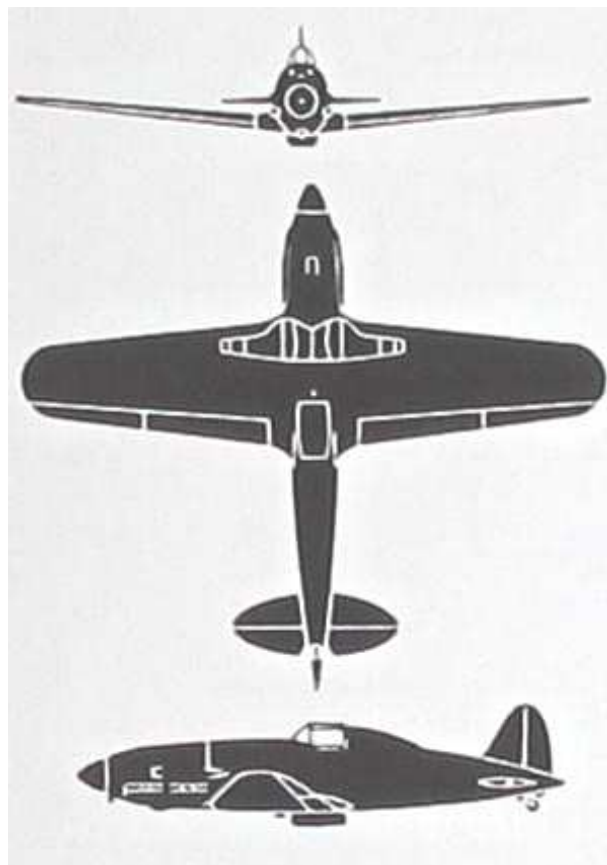
On a personal note, I'm 54, soon to be 55. I'm married with two grown children and one grandson whom I adore. I live in a small town in NC where we have been for the past 23 years. Wargaming is in my blood. Some of my favorite games are **D-Day 77, TRC, Flat Top, BKN, MG:MG**, and others. Most of my games are AH, SPI, GMT, or MMP. I have approximately 70 games in my collection. Many of them are strategic games. If you would like to play any of these games, just e-mail Duncan Rice.

I look forward to serving all AHIKS members as Judge, and I ask for the support of any gamers that are experts in one game. Please e-mail me if you can help as an expert rules gamer. My e-mail is leemassey@embarqmail.com. I hope to meet some of you on the field of battle!

Good gaming and best wishes.



#2



WOODEN SHIPS & IRON MEN: EL DIABLO ROJO from Brian Stretcher

What follows, gentlemen, is the back-story and events leading up to the beginning of the action in the **Wooden Ships & Iron Men** game recently featured on the AHKS Forum. It is my intent to present the game in three parts: background, the game itself, and the aftermath. The first and last sections are written in story format, while the portion describing the actual game remains written more like the Series Replays of old, with neutral commentary and comments from some of the game characters under my control. Our beloved Secretary is trying to convince me to put the game portion in story format as well, but I don't know that I'm quite up to that amount of work, as it would require sifting through several hundred emails to reconstruct all of the commentary sent and received. Any maps provided are courtesy of Charles Marshall, and originally appeared on the Forum as well. Please forgive me any shaky history and corny dialog. For now, just enjoy.

It is March, 1808. Spain technically remains an ally of France, but there are rumors that French troops have 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, a small seaport on the northwest Spanish coast. 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. A small flotilla of gunboats is 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.

Don Diego Rodrigo Garcia del Mar is captain of one of the few Spanish capital ships still afloat on the high seas. For the past several years, Don Diego, as he is known, was stationed in the Caribbean, operating out of various Spanish ports, in command of a run-down, 18-gun brig. Nevertheless, he made good work out of preying on English and English-Allied merchantmen and the occasional French or Dutch flagged ship as well. This earned him a living and a bit of a reputation, although most of the proceeds went to Spain. One of his crowning achievements was the capture of the *Severus*, a 44-gun privateer built by a wealthy Dutch plantation owner on St. Croix. Luckily, the magnificent ship was captained by a fool, and Don Diego and his crew stole the ship out from under him one night while he and most of his crew were ashore, drunk. Don Diego made off with the ship in the dark of night, leaving the partially submerged brig in its place, completing the joke.

With such a powerful ship, most shipping became easy prey, and most Men-of-War also steered clear. It became rumored that no one survived an encounter with *El Diablo Rojo*, one of the names given to the ship by the Caribbean locals. Some sailors also gave her the name *El Muerte Rojo*, or the Red Death. These of course were just that: rumors. While Don Diego most certainly preyed on enemy shipping and was ruth-

less when the situation demanded, he treated his prisoners well. But such rumors often worked to his advantage. Rarely would a lesser ship put up a fight once it was obvious they could not escape. So, Don Diego fed the rumors when in port and with his ship as well. He had a second fore topsail he could run up in place of the usual white one, completely red, emblazoned with a black, horned skull. And, he carried with what actually amounted to a Jolly Roger, a black flag with the same visage. This allowed him to operate against French shipping as well, while actually in the service of Spain. Of course, with the numerous prizes, it was easy to pick up additional crew at the various Caribbean ports. And how the men would sail and fight when *El Diablo Rojo* would hoist her colors!

Fame, however, comes at a cost. In addition to a price put on his head by the English, Dutch, French, and American governments, Don Diego's actions also merited the attention of the Spanish government. So, it was one evening at his usual discreet port of call that he was summoned to the Governor's mansion. There, he was given a set of orders telling him to set sail in 48 hours for Morocco, to pick up special cargo to deliver to Spain. This mission was of such vital importance to the throne that it required the service of Spain's most able captain and ship.

Severus arrives near the Moroccan port of El Sid in late February, dropping anchor some distance from the harbor, as is her custom. Don Diego and several of his officers go ashore by longboat and travel the short distance to the Spanish consulate by land. There, he is given further updated orders. *Severus* is to take on passengers and cargo and be ready to depart El Sid as soon as possible. She is to travel home to the Spanish port of Puerto Abierto and deliver her cargo. From there, Don Diego is to report to the Admiralty's office for his next assignment. His crew and ship are to stand down.

Don Diego learns that the situation in Spain has deteriorated significantly. King Charles needs a boost in order to hold the throne, and Don Diego is assured that the cargo being delivered by *Severus* will do just that. If it does not give Charles the prestige he needs, Napoleon might invade Spain. The local Caliph insists that the cargo be taken by a Spanish, and not a French ship, because of his personal ties to Moorish families in Spain. Don Diego will be accompanied by a local merchantman taking additional goods to Spain, the 525 ton *Magini*. That bodes ill, Don Diego thinks, because while the Moroccans may be fierce fighters, they are terrible sailors. He also learns that he and the Moroccans will be escorted by two French ships of the line, the 74-gun *Bellatrix* and *Narcissa*. *Bellatrix* is commanded by Captain Henri LaStrange, who will serve as the nominal commander of the squadron. Captain Lucius Malfoudre commands *Narcissa*. They have a prize ship with them as well, the 375-ton English merchantman *Crabbe*, now manned by a prize crew and some local volunteers.

While treating the consulate with respect, Don Diego has mixed feelings about his orders. *Severus* is not a passenger ship, despite her unique features; space is limited. And, the ship and crew to stand down? *Severus* belongs at sea, her crew on board, and him with them both. *Severus* was designed to operate alone. Don Diego has no desire to be slowed down by plod-

(Continued on page 15)

(Continued from page 14)

ding SOLs. And merchantmen to boot! He wonders whether the French are actually escorts or perhaps armed guards. But, there will be time to further consider his situation. For now, the consulate informs him that he and his officers are to attend a feast that evening, hosted by the Caliph.

The Caliph lavishes attention upon Don Diego and his officers, to some expense of the French officers who are also in attendance. At one point in the evening, however, Don Diego is asked to join the Caliph privately. He is told not to speak unless requested by the Caliph. There, the Caliph speaks to Don Diego through an interpreter:

"We have heard tales of your exploits from your government, and we like what we hear. Our people are warriors, Captain, just as you are. We are entrusting you with precious cargo. When this cargo is delivered safely to Spain, our prestige will grow, and we shall have the support of both the Spanish and the French. We will be able to better defend our lands from intruders and crush our enemies. Go now, and do not disappoint us."

Shortly after departing the meeting, Don Diego has a brief run-in with LaStrange. Coarse and obviously indignant, he gives Don Diego just 72 hours to refit his ship, despite the long voyage, and make ready for sail. He appears to be somewhat drunk as well and is clearly disrespectful, so Don Diego returns the favor. "Tell his Highness the Imperial Midget that *Severus* shall be ready to depart in 48 hours and will do so whether her 'escort' is ready or not!" LaStrange raises his arm as if to strike Don Diego, as was hoped he would. But, LaStrange collects himself after a moment, and simply smiles cruelly. "Until then, *Capitaine*," he says with not just a hint of disgust. He turns and abruptly departs.

True to his word, Don Diego's ship is ready and sails into harbor less than two days later, in tip-top shape, although not showing her infamous colors. In harbor, the ship takes on a small amount of cargo and a few Moroccan soldiers to serve as guards. One of them, a fairly small man, keeps his head down and does not make eye contact with anyone. Don Diego thinks that a bit odd, especially as he makes a point to know everyone on board his ship. Don Diego lets it pass for the moment, however, as the French are eager to get under way. By noon, the small fleet of four ships has made its way out of the harbor and strikes north forming a line ahead, with *Bellatrix* in the lead, *Severus* following, then *Crabbe*, *Magini*, and *Narcissa* in the rear.

The squadron has been at sea for a few days when lookouts spot sail on the horizon. Don Diego notes the curious soldier on deck, as he had not seen him since departing, but has no time to inquire. He finds himself distracted by the hunt: an East Indiaman obviously not expecting any company. The Moroccans are on deck, excited as the chase begins, and then disappointed when it is over all too quickly. For a moment, Don Diego's eyes catch those of the soldier. Dark eyes, flashing a brief moment of defiance, which then quickly drop. Don Diego puts a prize crew on board the newly captured *Sirius*, a 12-gun East Indiaman, as evening falls. The Moroccans retire for the evening. Don Diego hears whispers among the crew about the mysterious soldier, and he is not sure what to think himself. He decides to summon the man's officer to his cabin and make an inquiry after dinner.

Severus returns to the squadron with her prize. As night falls, Don Diego returns to his quarters to take his meal alone

tonight, as he has a great deal to consider. But something is amiss. As he enters, Don Diego discovers someone has already decided to join him for dinner, as there is food on his table, and someone is sitting there in the shadows. It's the soldier!

Don Diego reaches for his pistol, but a large hand reaches out from the shadows behind him and clamps down hard on the wrist of his pistol hand. There is the distinct press of cold steel against his throat. "Sharif! That is quite enough! Release the Captain at once!"

The orders come from the soldier, but it is not the voice of a soldier. It is a woman! She lifts her head and tugs at the tightly wound turban on top of her head. In his astonishment, Don Diego does not resist or speak. Silhouetted against the candlelight, she shakes out her mane of raven hair. Stepping out of the shadows, her dark eyes, even darker in the candlelight and more defiant than ever, lock with the Captain's. *Madre de dios*, he thinks to himself. *There is a woman on my ship, and she is absolutely the most remarkable creature I have ever seen!* "Much better," she says. "Those things are unpleasantly tight. Leave us, Sharif! The Captain and I have business to attend!"

Sharif looks at her, then looks at Don Diego and grunts menacingly but does as he is told. Before the Captain can utter a word, she raises a hand. "I beg your pardon, Captain. The deception was necessary. I am Sharryah, daughter of the Caliph. And I, Captain, to the misfortune of us both, am your cargo..."

* * *

Bellatrix and her sister-ship *Narcissa* were part of a squadron stationed in the French possessions in the Western Indian Ocean, when orders were received to make way to Morocco on rendezvous with a Spanish frigate. From there, they were to escort her and her valuable cargo back to Spain. Having been stationed in the Indian Ocean for several months, the French Captains are only vaguely aware of the military and political situation in Europe, from what news comes by ship, and the letters they receive from home. But these are months old by the time they arrive. They know that a somewhat shaky ally, Spain, remains loyal to the Emperor and is still important to France's interests. Captain Henri LaStrange commands the *Bellatrix*. As the junior commander of the two ships, the captain of the *Narcissa*, Lucius Malfoudre, answers to LaStrange.

En route to Morocco, *Bellatrix* captures a prize, the 375 ton English merchant ship *Crabbe*. Closer to their destination than the nearest French port, *Crabbe* stays with the French all the way to Morocco. For the most part, the voyage is without incident.

Upon arrival at the sleepy port of El Sid, LaStrange and Malfoudre are summoned almost immediately by the French consulate and receive their orders from the naval attaché there. They are to escort the Spanish frigate *Severus*, arriving soon from station in the Caribbean, to the port of Puerto Abierto in Spain. Intelligence reports that there are two English blockade ships located outside the port, one an old, run-down 74-gun Ship of the Line, the other a 38-gun frigate. *Bellatrix* and *Narcissa* are to destroy or seize the English ships, secure the port, and make sure that *Severus* and her cargo make port there. LaStrange learns that the situation in Spain has deteriorated significantly. King Charles is in danger of being removed by his own people, and LaStrange is assured that the cargo being delivered by *Severus* will help prevent that. If it does not, the Emperor will be forced to intervene in Spain militarily, and

(Continued on page 16)

(Continued from page 15)

securing Puerto Abierto in advance of La Grande Armee will be important to that effort. The Caliph of El Sid insisted that the cargo be taken by a Spanish and not a French ship. While there is concern about trusting an important mission to a Spaniard, the French have little choice in this matter. To refuse the request would be a personal insult to the Caliph, and all French diplomatic efforts would be for naught.

LaStrange trusts without question Captain Malfoudre and *Narcissa*. Malfoudre is a fine sailor, barely junior to LaStrange. Both men are loyal to the Emperor. Compared to other French ships, their crews are well trained, having been at sea for quite some time instead of trapped in port. Malfoudre's biggest problem is his tendency to vacillate when confronted with a problem. LaStrange's biggest problem is that *Bellatrix* is short of crew. Having been at sea for a long time, and now having manned the prize, *Bellatrix* is running several hands short.

The French enjoy shore leave for the next several days waiting for *Severus*, avoiding incidents with the locals and their customs. On the sixth day, LaStrange and his officers are invited to a celebration by the Caliph that evening. There he meets Don Diego Rodrigo Garcia del Mar, Captain of the *Severus*, for the first time. He takes an instant dislike; he is handsome and quick with the ladies, brash, insolent, and nearly worshiped by the locals, including the Caliph. That, despite his haggard appearance and crude manners. LaStrange feels he and his officers are practically ignored while the locals entertain the Spaniards. For that reason, LaStrange is somewhat surprised when Malfoudre tells him how impressed he is with del Mar and his officers. "Such free and unconstrained spirits," he admires.

LaStrange meets briefly with the Spanish Captain after the festivities, giving him 72 hours to refit his ship and make ready for sail. Don Diego, as he is apparently known, is insulting and rude. LaStrange barely avoids striking the insolent twit, but begs his leave, fuming. He'll save his wrath for another day.

Nevertheless, Don Diego is true to his word. Early in the morning not two days later, *Severus* makes her way into port. The ship is unlike anything LaStrange has ever seen. Splendid mahogany construction, her hull seemingly glows red in the sunlight. A magnificent copper bottom, a full complement of 44 guns, plus a bow chaser. Very similar to the American *President* class frigates, heavy and well armed, but likely fast. The French wait in port while her cargo is loaded, and she takes on board a small complement of Moroccan soldiers to serve as guards. By noon, the small fleet of four ships has made its way out of the harbor.

LaStrange looks at the sealed envelope that arrived not 15 minutes before he left port. The courier instructed LaStrange to wait until the squadron was at sea before opening it. It is marked for LaStrange's eyes only. It reads:

"Capitaine: These are your further orders, to share with the Capitaine of *Narcissa* at your discretion. In addition to your previous orders, at the time of entering Puerto Abierto, you are to take Capitaine del Mar and his senior officers into custody. The situation in Spain is worse than publically can be stated; it verges on rebellion against the Emperor. Spain will be looking for leaders, and Capitaine del Mar's reputation precedes him, as does the reputation of his crew. We have reason to believe that Capitaine del Mar and his crew have committed acts of piracy against the Emperor while in the Carib-

bean. Therefore, he must be made to stand public trial upon delivering his cargo. The importance of that delivery cannot be overstated. Nevertheless, you are authorized to fire on his vessel, but only in the event the situation so warrants. The Emperor trusts your discretion in this regard."

LaStrange smiles and puts down the envelope.

March 15, 1808, 6:30 AM

Captain George Umbridge was on deck of the 74-gun HMS *Minerva*. The ship lay just off Punta Esperanza, the rocky promontory that protects the Spanish port of Puerto Abierto, accompanied by the *Luna*, a 38-gun frigate commanded by Artemus Lovegood. Umbridge is starting his morning routine when he is alerted by lookouts of the sudden appearance of numerous sails. He grabs his spyglass and looks into the gloom, the storm to the west and the overcast skies keeping the western horizon dark well past sunrise. He can just make out seven individual ships to the northwest, heading due south, sails fully set. Scanning the horizon, he sees a second group to the southwest, a total of three..four...five ships, heading in almost straight toward his position! He can tell that the ships are of different relative sizes, but, in the western darkness, it is difficult to discern which are capital ships and which are not.

"Mr. Middleton! Do we have any information from where our relief is to come?"

"No, sir. I would assume Gibraltar, sir, but with last night's storm, relief could be coming in from any direction."

"Damn! There's too many of them! And I can't make out their colors or their numbers! What's the signal for the week? Well, speak up!"

"I believe three guns in succession, Captain. And we reply with two."

"You believe... I haven't heard any yet. Have you?"

"No, sir," the first officer replies. Just then, a series of three "booms" is heard from the southwest. "That's the signal, sir! They must be ours!" A few moments later, there is a set of two "booms" from the northwest.

"Hmph!" Umbridge utters out loud, then thinks to himself: was that a reply to the first signal or the wrong signal intended for us? He looks through the glass again, but it isn't particularly helpful. He can still see no colors and can see no detail of the ships. They are too far and too close together. "At their current speed, Mr. Middleton, how long until that southwest group will be in range?" Umbridge hands him the glass.

Middleton takes a look and studies for a moment. "I'd say about 30 minutes, sir. They appear to be making good speed."

"And the others?"

Another brief pause. "They will have to turn with the wind to approach, sir, so it will take them a bit longer. I'd say 40, maybe 45 minutes before they are in range of our guns. Shall we signal in reply?"

Umbridge hesitates a moment. The chances of any of these being hostile ships are slim, given the Royal Navy's command of the sea. Then the answer becomes clear. "By the book, Mr. Middleton, by the book. We cannot be sure they are friendly. No signal. We don't know who our friends are, but I am sure they know who we are. Hoist the Colours, Mr. Middleton, and beat to quarters! Signal *Luna* to do the same!"

(Continued on page 17)

(Continued from page 16)

Captain Reginald Granger left Southampton with the 74-gun *Hermione* several weeks ago and is just about to reach his new station at Puerto Abierto. Granger commands the force relieving the blockading *Minerva* and *Luna* there. *Hermione* is accompanied by a frigate, the 38-gun *Fleur*, commanded by the rather young and inexperienced Captain Stephen Delacoeur. *Hermione* and *Fleur* are escorting five merchant vessels as well. Delacoeur seems a decent fellow, if a little green for a frigate commander, and he has managed to bring some order to his quickly pressed crew, thanks to his junior officers. He follows orders well, at least so much as he understands them.

While a capable captain, Granger carries with him a heavy and vengeful heart. A few years ago, while on duty in the Caribbean, he lost his beloved wife in what was reported to be a raid by pirates. She was supposed to be safe there. Their home was burned to the ground, and her body was never found. The local peasants reported seeing a red-colored ship off the coast near their home, with the face of the devil. "Piratas! Piratas!" they exclaimed. "El Diablo Rojo!" Granger and his crew spent the next year looking for that ship. He caught a glimpse of her once, on the horizon, and gave chase, but she slipped away. Anytime Granger is on deck, he searches the horizon for that ship. If he finds her again, Granger intends to personally run his sword through her captain, in front of God and everyone else.

Granger is out early on deck this morning, as he nears his destination. Heading due south, there was a minor storm front to the west that moved through overnight but presented little danger to his fleet. However, the swell is a little more than usual, and, with the approach of morning, it is much darker to the west than it otherwise would be because of the cloud cover. The air is fresh and not particularly brisk. All the better to enjoy his morning cup of coffee.

As the squadron reaches the point for the final course change into port, a lookout reports the sighting of several sails dead ahead, moving across their current path towards the northeast. Putting his spyglass to his eye, Granger counts a total of five ships, but in the dim light and heavy swell he cannot make out much in the way of type, and there are no observable identifiers. Most likely, he thinks, it is Captain Umbridge herding a group of merchantmen into port. Indeed, a few moments later he hears a series of three "booms" come from that direction, and so Granger orders his crew to fire the two shots in response to that signal, the friendly craft signal for the week.

Shortly thereafter, however, lookouts report two additional ships to the southeast, lying off Punta Esperanza. "Any identification? Vessel class? Any frigates, perhaps?" Granger asks. "None, sir," comes the reply from the first officer. "The ships do not appear to have sail set and are motionless. No colors. I cannot quite make out ship class, Captain, but they look to be Men-of-War."

Granger ponders the situation for a moment. Could be *Minerva* and *Luna*. But if that's the case, then why didn't they signal? Surely the Spaniards would not take advantage of Umbridge's absence and then just sit there, waiting for Umbridge to return. Or, perhaps this group heading in is another group altogether, from Gibraltar, perhaps? Granger turns his glass to the south. They certainly don't seem interested in us, he thinks to himself.

Granger commands his first officer, "Maintain present course, but keep an eye out for anything from both of those groups, and let me know if you see anything, at once!"

"Shall we beat to quarters, sir?" the first officer asks.

"No, not yet. Let's keep an eye on things for a bit. We don't want to go and panic our merchantmen unnecessarily. You may, however, proceed to clear the deck for action. Quietly—we don't want our companions to lose their breakfast, do we?"

"Aye, Captain! Understood!" Granger admires his first officer's ability to be tactful in these sorts of circumstances and goes back to sipping his coffee.

* * *

Don Diego is resting in his quarters as most ship captains do while at sea, half-asleep, the other half tuned automatically to the running of his ship. A knock comes at the door. "Captain!" a familiar voice announces, muffled through the door. "We are arriving off Punta Esperanza!"

"Very well," the Captain replies. "I'll be on deck in a few minutes." Don Diego bounces out of bed and takes the three steps to the familiar view out the stern of the ship. The sky is just starting to lighten to the east, but, to the west, the sky remains dark. *Narcissa* had ran into some problems the evening before. The squadron, now consisting of five ships, ran into a storm front off the Spanish coast. It wasn't particularly severe, but the swell was heavy and a wind gust managed to tear off *Narcissa's* mainstay sail and break a spar. *Narcissa* turned with the wind involuntarily and pitched severely. With LaStrange's permission, *Narcissa* laboriously turned east to get out of the storm and into the relative quiet towards shore. She was ordered to rendezvous with the rest of the squadron off Punta Esperanza as soon as possible. The storm front had passed west by 3 AM, and a brisk northwest breeze now pushed them towards shore.

Don Diego thinks of his too-short voyage from El Sid. LaStrange had been treating him a little less like a criminal since he hosted LaStrange and his officers for dinner on the *Severus*. LaStrange was also given a tour of the ship. He seemed impressed with both *Severus* and her crew, although he was not shown the real "cargo." She and her personal entourage were safe in a secret compartment in the hold. She didn't exactly like being down there and told him so, but she recognized it was the right thing to do.

Don Diego also learned from a rather loose-tongued officer from *Bellatrix* that LaStrange had orders to take *Severus's* officers into custody upon reaching Puerto Abierto. Don Diego had more or less assumed that anyway, but it was helpful to have that suspicion confirmed. The Captain was working on a solution to that problem. But custody or a desk job, it mattered little. One prison in exchange for another. Doing one's duty was not without its challenges. Then, there was the other problem...

Sharryah padded up from behind, wrapped her arms around Don Diego's bare torso, and lay her head on his shoulder. "We are almost there, then." It was a statement, not a question.

Sharryah was an unexpected complication. She had been sharing Don Diego's bed since the night she tried to kill him following their first private dinner. Following a rather heated conversation about how she would not be married to some fat Spanish pig, she had pulled one of the ornamental swords off of the wall and taken Don Diego to task. The Captain was

(Continued on page 18)

(Continued from page 17)

forced to defend himself with a candlestick. She was an able fighter, petticoats or not, obviously with some training. Fortunately, both the crew and her personal guard burst through the cabin door at the same moment, just enough of a distraction to disarm her. Don Diego offered some explanation about how his sword had fallen from the wall and crashed to the floor, and that they were both quite unhurt. She looked at Don Diego, looked at them, then backed the Captain's story. They both dismissed their "protectors." Things settled down for a couple of minutes, anyway, until passions once again flared. This time, however, it was passion of a different kind...

That, of course, was also the night the crew discovered a woman on board. As seamen were generally a superstitious lot, a woman on board was generally considered bad luck. However, she managed to win a good number of them over with her charms and other obvious virtues. She would sometimes go on deck at night, when the ever-watchful eyes of Captain LaStrange could not see. Their secret was safe for now, and as far as Don Diego knew, LaStrange did not suspect the nature of his cargo at all, even after the tour of his ship. Don Diego showed him what he was supposed to: a golden idol provided from the Caliph as a gift to King Charles IV, to cement the bond between the two states.

Don Diego learned a great deal about Sharryah. She was born to Spanish parents. Her widowed mother, then with a two-year-old daughter, worked as a missionary in Morocco. She soon attracted the attention of the Caliph. They eventually wed, and the Caliph raised Sharryah as his own. Surprisingly, the Caliph was progressive in his views, and despite imposing a few rules according to custom, Sharryah was raised in her mother's faith, educated, and trained in the ways of the warrior. Her mother passed when Sharryah was 15. Now 22, she was to become a political pawn, and she wasn't happy about it. At all. Don Diego spoke to her of duty to country and to family. "What good is duty, when fulfilling that duty means prison for us both, in one way or another?" she demanded. "You have the ability to set me free. And yourself as well." Her arguments were persuasive.

"Time to go," Don Diego said as he returned to the present and took her hands in his. "I am needed on deck." He turned to face her.

"Don Diego..." she started.

"I know," said the Captain. "I am working on it. For now, be safe."

"My place is at your side," she said, matter-of-factly, looking him square in the eye. Always defiance in those eyes. The woman must have been born that way!

"Soon," Don Diego said in a low voice. "Perhaps sooner than you think."

They fully dressed without further word, and she left quietly. The Captain was out on deck moments later.

"Report, Mr. Bettis."

"Approachin' Punta Esperanza, Cap'n. About 30 minutes out at current speed. Lookouts report a group of seven unidentified ships off the port bow, with sails set and making speed, straight for us. Another two dead ahead, lying off Punta Esperanza. Them's unidentified as well, Cap'n, tho' they's likely British Men-o-War."

"Hand me that glass, Bettis." As he hands the spyglass to the Captain, they hear three shots fired from *Bellatrix*. Moments later, they hear two shots from the group to the north, seemingly in reply. There is nothing from the ships off the point. LaStrange had told Don Diego he had knowledge of British fleet signals. It was his intent to use those to get close enough to slip past the blockade and into port, hopefully without much of a fight. Outnumbered by 74 guns, the plan went, the British would have no choice but to retire. But unfortunately, *Narcissa* was nowhere to be seen for the moment, and chances were that the group to the north were not friendly. They might be merchantmen, which would be a stroke of luck, but for right now they had to assume most if not all were Men-of-War as well. Don Diego studied both groups of ships for several moments. Nothing could be distinguished in the pre-dawn light.

"Captain!" a lookout reports. "*Bellatrix* signals! The squadron is ordered to clear for action, and beat to quarters! Make all speed for Punta Esperanza!"

Very well, LaStrange. So comes the beginning of the end? We shall see, we shall see...

* * *

March 15, 1808: 7:00 AM

Colonel Joachim Santiago commanded the garrison of the fort on top of Punta Esperanza. The fort had no particular name, so it was affectionately named Castillo Santiago by his men. That is, what few men he had at his disposal. Although the fort had ample guns, his 100 or so men were not nearly adequate to man them all. Indeed, only about 10 of them could be operated at once. And, his gunners were not particularly well trained either, since there were rarely any targets upon which to fire, and he could not practice against the British ships below. He had a longstanding deal with Captain Umbridge: in exchange for not regularly trading fire with the British, Umbridge paid him to overlook the presence of the blockading force. This suited Colonel Santiago well, as there were no French or Spanish trading vessels, and the local merchants in Puerto Abierto were more than happy to trade with the Englishmen that made regular calls. Besides, Santiago used the money to keep his men equipped and supplied. There was little coming from the crown to support his men. This way, everyone was happy, and there was no unnecessary loss of life.

Santiago awoke early on the morning of March 15. He did not sleep well, having discussed with his officers the state of things in Spain the night before. It was clear that Charles IV would not remain on the throne for long, and French troops were already reported to be moving within Spain's borders. Santiago and some of his fellow officers felt they could not support the king for much longer. But, they were not pleased at all with the prospect of serving under Napoleon, either. Perhaps, he thought as he tossed and turned, it might be best to turn to the British for help in resisting the sweep of La Grande Armee.

The storm that had passed through overnight left the dawn sky dark to the west, although it looked to be a clear and relatively calm morning overall. About 7 AM, Santiago was just starting his morning tour of the walls when the captain of the guard announced the sighting of several sails approaching Punta Esperanza, from both the west and the northwest. It wasn't long before he could make out the national flags. All by now flying the Union Jack, it looked like a small armada of ships approaching the point! The southern group fired the ex-

pected signal shots, and the northern group responded. Santiago looked to Umbridge and his ships sitting quietly off the point. There was activity on the decks there as well, and, yes, there went the Union Jack up *Minerva's* mast as well!

"Alert the men!" Santiago ordered, "And get our flag up!" He looked out at the approaching ships again. He cursed his lack of familiarity with ship identification. He couldn't tell a British ship from a French one, having spent most of his military career training soldiers near Madrid. He was relieved, however, that so far neither *Minerva* or *Luna* had commenced fire. He at least knew of the sailor's penchant for deception upon approach. So, perhaps not all these ships were British. "Let's fire some warning shots, Major. Fire three shots as far out as you can at both of the approaching groups. Make sure you fire *over* the heads of Captain Umbridge and his companion. No need to unnecessarily stir them up!"



Turn 3

Knowing that would take a few minutes, he continued his observations, as the sun came up behind him. He saw, momentarily, an eerie red glow coming from one of the ships in the southern group. He believed it was an artifact of his spyglass, but, when he lowered the glass, the ship still appeared to glow red for about 15 seconds. Then the red glow disappeared, and the ship looked to be a more normal reddish-brown. Curious, thought Santiago. Then, his guns fired as directed. He saw the plumes of water erupt in front of both groups of approaching ships. But most of them continued their approach. Santiago did observe some response to his fire from the ships to the north, but the western group continued their approach.

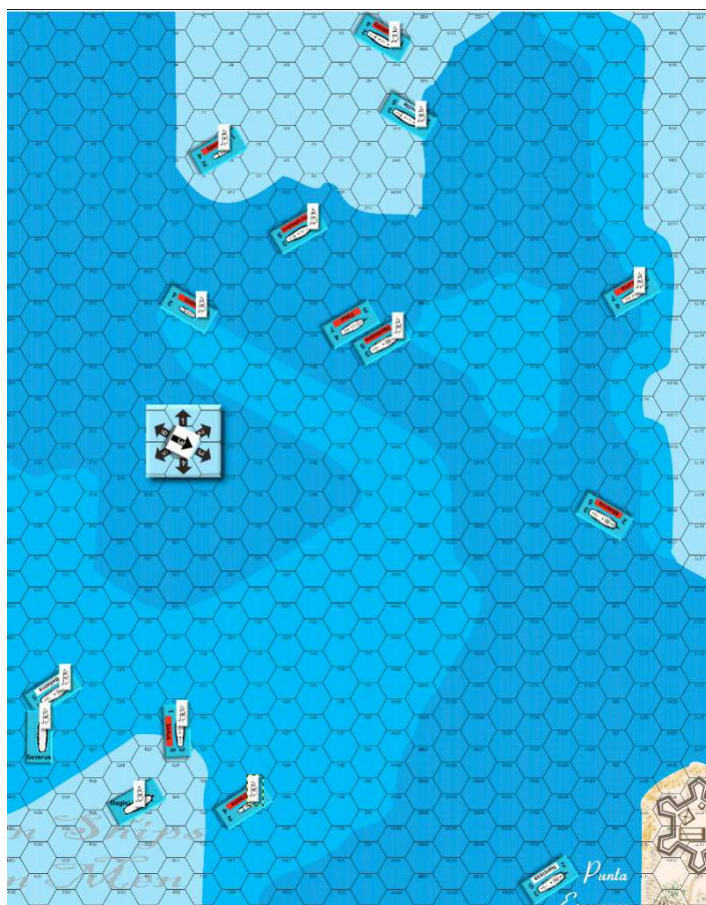
"Damn!" Santiago said out loud. He also saw *Luna* starting to get underway. He noted her Spanish ensign, but of course he knew better. "Major, there are too many of them, and I don't like where they are going... Sound the invasion alert! Send two riders out to request reinforcements from General Costa's garrison at Fort Ascension immediately! And get any of our boys who might still be asleep in town up here, now!"

As the men on horseback left, another alarm went up. "Another ship approaches from the south! This one flying French colors!" Santiago nearly ran to the south wall. Approaching, there was a 74-gun ship of the line, even he could tell at this distance. Had the French arrived by sea to seize the port? Then another report: "Colonel! One of the approaching ships from the south has changed its flag. French! But look! Two more changing! España!" Santiago looked for himself. Sure enough, two of the ships approaching from the west were now flying Spanish colors! He also could hear, faintly, cries of "Viva España!" coming over the water. "Major! Dip the flag in response! And let's have a proper response, shall we? VIVA ESPAÑA!" he roared. And his men replied in unison, "VIVA ESPAÑA! VIVA ESPAÑA! VIVA ESPAÑA!"

A few moments later, Santiago made a decision. "Major, get as many guns loaded as you can. But under no circumstances fire on any ship unless fired upon, except under my express command. Understood?"

"Si!" replied the Major, and he turned to set about his task. Santiago looked out again over the approaching ships. Just what did the Ides of March hold in store for us today, he wondered?

To Be Continued...



Turn 6

Letter to the Editor

You see in this letter a small amount of science fiction come to life. 40 years ago, Star Trek had a visitor from another planet on today's planet Earth, and one of the gadgets he brought with him was a typewriter that took dictation. This terrified the period Secretary. Thanks to speech to text conversion, I am in fact talking into my computer, and the computer is converting my words into the electronic form you see. The conversion is not quite error-free, but it is pretty good, much better than it was even five years ago and infinitely better than my typing.

I was delighted to read Joe Angiolillo's account of the origination of board wargames. The notion that a wargame has dynamic balance, but is asymmetric, is very sound. The notion that a simulation is not a game is even more sound. I have regularly said that historical realism is an antithesis of game quality; I have seen nothing to change my mind.

As you covered in part, I have brought out yet another book on board gaming. The first two books, which came out some years ago, are now out in their second editions. The new titles are "Designing Modern Strategy Games" and "Modern Perspectives On Game Design." These titles are available on Amazon Kindle. They are also available in a wide number of different formats at Smashwords.com. These two books, which I wrote with my co-author Tom Vasel, are about the design of Eurogames. I wrote them because I now teach a course at WPI in the design of tabletop strategy games. It is primarily taught to our students in the program in Interactive Media and Game Development. Almost all of the students are in the course to learn about designing computer games or becoming computer game artists. I teach the one course that is focused on the content of designing. I am regularly asked about teaching a course in board wargame design. This may or may not someday come to pass. Developing a completely new course is a great deal of work. I would probably need to write a new textbook.

On the wargame design topic, I just brought out "Stalingrad For Beginners." This book is an introduction to the greatest of all board wargames. On smashwords it is out in two parts, "How To Play" and "Basic Tactics." The two parts each cost \$2.99. My objective in writing this book is to recruit new players into playing the game. If we do not recruit new players, play of **Stalingrad** will eventually die out. For world civilization, such a fate is more terrible than can possibly be imagined. As most readers here know, there are several different computer modules that let you play the game by mail, giving you an image for the full board. A few of you may not be aware that you can buy the board and pieces, using the John Cooper artwork rather than the Avalon Hill artwork, from Camelot Games. I plan to write several more books on Stalingrad. The current working titles are "Stalingrad for the Intermediate

Player," "Advanced Stalingrad Play," and a series under the title "Stalingrad Replayed" showing game moves with my commentary. Readers of the Avalon Hill *General* will recall that I can be a bit incisive on discussing play. I believe I have mellowed with increasing age.

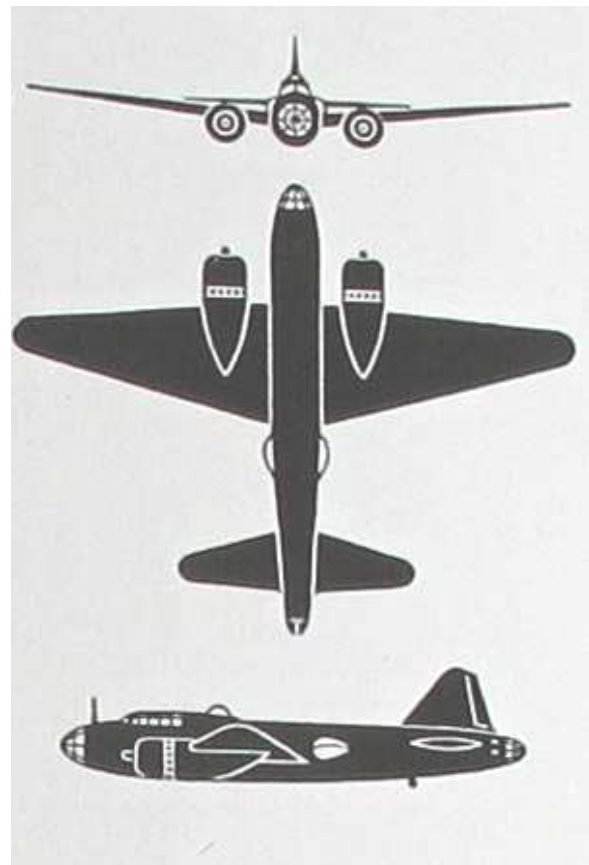
I was, of course, delighted to see the game-playing desk with storage facilities shown on a recent cover. You will note that the game visible is **Stalingrad**, proving that the desk designer is a man of taste and erudition.

I confess for all of this writing effort that I am spending more and more time on my wargame collection, which is currently closing in on 5,000 titles. I also find some new different and exotic items. For example there is now a Chinese language board wargaming magazine from, so far as I can tell, Communist China. They are in considerable part focused on World War 2, namely the War of Resistance, Japan versus China. Thanks to the wonders of PayPal, it is actually possible to send money overseas in an effective and safe manner, without enriching the banks more than you are enriching the game companies.

May the dice ever be with you. May your games all be victorious, your strategies brilliant, your tactics incisive, and the joys of companionship in gaming remain with you forever.

Cordially, [George Phillies](#)

#3



Game News

Again, your editor has attempted to put something in this article, since there were no (zero) members willing to take on the duty. As mentioned elsewhere, has the interest in this article dropped to insignificance? All of this information came from <http://www.consimworld.com/tagged/featured>.

New Games

Avalanche Press

GWAS: Remember the Maine covers the Spanish-American Naval War of 1898 as America enters the Imperial Age in an all-new Great War at Sea boxed game with 45 scenarios and 180 laser-cut pieces plus a full-sized map of the Caribbean.

<http://www.avalanchepress.com/gameRememberMaine.php>

Firefight Games

Reds Are Better Dead: America in North Russia, 1919 American troops were 200 miles from their base when the Bolshevik offensive began at Ust Padenga with over 1,000 men. The Americans, numbering not more than 200, fought a desperate battle in January 1919.

<http://firefight-games.blogspot.com/2013/02/firefight-games-releases-great-new-game.html>

Guild of Blades Publishing Group

Ramesses' War is back in print—a two-player board game covering the ancient war between Egypt and the Hittite Empire. The map provided expands the conflict to also encompass the various regional powers. Troy, an ally of the Hittites, plus Lukka, the Mittani and Ahhiyawa (most probably the Hittite name for the Mycenaean Greeks), as well as providing units for an Arzawan rebellion and troops for each Palestinian city state.

<http://guildofblades.rpgnow.com/>

High Flying Dice Games

Death Before Dishonor is one of the free games awarded to all Gold-Level contributors. This is an introductory-level wargame simulation on the naval actions that occurred near Santiago harbor during the Spanish-American War. The game design is meant to be simple and highly playable, yet one that portrays the historical challenges facing the combatants. If you donate to CSW at the Gold-Level (\$25 or above), you will receive this game for free. Alternatively, you can purchase this game direct from High Flying Dice Games for \$5.95.

Mediterranean Fury: The Battle of Cape Matapan is a wargame simulation on the naval action that occurred near Crete during World War II. <http://www.hfdgames.com/>

Legion Wargames

B-29 Superfortress is a solitaire game back in print featuring the technologically most advanced bomber of the Second World War, the B-29, flying as part of the Twentieth Air Force from the Marianas Islands against targets in and around Japan in late 1944 and 1945.

http://www.legionwargames.com/legion_b29.html

Lou Coatney, game designer

France 1914 is a *free* Print-n-Play game covering the opening battles of the Western Front during WWI. Also, visit Lou's site for other games including **The Gazala Gallop**, **Patton's Lorraine Campaign**, and more.

<http://www.coatneyhistory.com/France1914.htm>

Minden Games

The NavTac Series is composed of three separate titles covering WWI naval warfare using 1/3000 scale ship counters. Titles include:

NavTac: Mediterranean

NavTac: Pacific

NavTac: Standard Rules

Rules cover movement, ranging fire, regular fire, regular and critical hit damage, weather, crew quality, torpedoes, national navy characteristics, and contain ship data necessary for play, and other advanced options.

http://minden_games.homestead.com/NavTac.html

Victory Point Games

The Last King of Scotland marks the first in the African Wars series by designer Dennis Bishop, simulating the Uganda-Tanzania War of 1978-1979 that ousted Uganda's President for Life, Idi Amin Dada.

White Dog Games (published by Victory Point Press)

Duel of Eagles depicts the entirety of the remarkable battle of Mars-La-Tour in 1870.

<http://victorypointgames.com/>

Magazines

Strategy & Tactics #279 features the game, **Reconquista**. **Reconquista** is a strategic-level game simulating the Christian reconquest of Iberia during the years 850 to 1250.

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST279>

Modern War #4, features the game **Six Day War: 1967**, designed by Joseph Miranda. It is a wargame of Arab-Israeli War of June 1967. <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW004>

Paper Wars #77 features the game, **Anzio: Operation Shingle**. This game from designer David Murray covers the 1944 battle for Anzio, from the initial landings on 22nd January to the failed German offensives to eliminate the Allied beachhead by 1st of March. <http://compassgames.com/show/magazine>

World at War #29 features the game **Norway 1940**, an operational level wargame based on the German campaign to conquer Norway. The operation was a combined naval-air-land campaign in which all elements of military power were utilized.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW29>



Book Reviews from Tom Oleson

Tom Oleson sent in several reviews of books that you might be interested in. Most of them were purchased from Edward Hamilton, Box 15, Falls Village, CT 06031-0015

There seems no end to interest in the Battle of the Bulge both in terms of games and just its history.

"Battle Of the Bulge—Hitler's Alternate Scenarios," edited in 2004 by Peter Tsouras, should have special interest for the gamer because among its 10 alternate histories of the Bulge are those written by familiar names such as David Isby, John Prados, and Charles Vasey, the latter described as a "man of frighteningly few achievements"—so they must be friends!

Tsouras specializes in alternate histories, having also written six others, on other aspects of WWII, Gettysburg, and the American Civil War.

A book for the Bulge fanatic.

I don't know if anybody ever added up the number of games devoted to each topic, but for sure The Bulge would be at or near the top. At one time I had them all. I don't recall a single one with the victory condition being what the Germans set out to do: capture Antwerp and keep the American and British armies separate until, well, just what could they have done even then? The impossible doesn't make for much of a game. Hitler's "victory condition" was to reach the Urals, but I haven't seen that in any Russian front games either.

"The Battle Of the Bulge—the photographic history of an American triumph" by John Bruning is a huge book worth the few dollars I paid for it, but it would only be of interest to those really keen on the subject. It is mostly pictures, with informative captions, and some maps, all of which, although detailed, are of small parts of the battle field, making it hard to put into context.

The primary impression I got was of the terrible waste of war. GIs and Wehrmacht soldiers lying dead in the snow, destroyed tanks and trucks; what a waste!

"Hitler's Empire: How the Nazis Ruled Europe" by Mark Mazower is very interesting. It concentrates on the civilian aspect of the ETO, how the Nazis ruled the areas under their control, and their often confused ideas about the future of Europe if they had won. I often read *military* histories of the ETO. Although interesting to someone like me who just can't get enough on that subject, often I don't learn anything new. I surely did here.

In 1942-43 Hitler made some comments about how Germany would rule Europe after winning. If today you said that Merkel had said those same words, it would be just what the Greeks, for example, accuse Germany of. Shortly before the end of the war, Goebbels and one or two other Nazis predicted the role of Germany in Europe (once again to be predominant), and Europe in the world (no longer to be predominant) in the year 2000, which were surprisingly accurate.

I would call this a "must-read" if like me you are a student of the ETO. Can't imagine would interest anyone else.

The Swiss & The Nazis by Stephen Halbrook, 2006

I continue to explore the nooks and crannies of the ETO, but this book should interest anyone with a general interest in history. Switzerland is 70% German, 10% Italian, and about 15% French, but in the run-up to WWII all of the Swiss hated Germany, the Nazis, and Hitler. The book gives many examples of cartoons and cabaret acts ridiculing Hitler and the Nazis even when Germany was riding high. While Vichy existed, the Swiss covertly shipped precision equipment to Britain, and, later, when experimental German aircraft crashed in Switzerland, the Swiss passed all the secrets on to the Allies.

Nazi intelligence was surprisingly blunt and accurate in its evaluation of the Swiss.

From a November 1939 report:

Frankreich Wird geliebt—France is loved

England bewundert—England is admired

Deutschland ghasst—Germany is hated

Hitler was very disappointed not only in the uber-Aryan Swiss, but in other Aryan countries like Sweden (neutral); Norway, Denmark, Holland, hostile.

The book details the many German plans to invade Switzerland. At one point Switzerland had 850,000 men mobilized.

In March 1945, the German commanders in northern Italy tried to surrender separately through Swiss intermediaries, but were rebuffed.

I recommend it.

"Let China sleep, for when the dragon awakes, she will shake the world"—Napoleon, 1804.

I thought of this while reading a 208 page book—**"Soldiers of the White Sun—the Chinese Army at War 1931-49,"** author Philip Jowett, published in 2011 by Schiffer Publishing. After a brief introductory text, and the usual unsatisfactory map, it consists of 2 or 3 really fascinating pictures per page, each with a very informative caption, hence a total of around 500 pictures. The Nationalist Army had a vast variety of weapons from many sources, including Germany, Italy, Czechoslovakia, and the USSR, and some units—incredibly—only had huge broadswords or even sharpened poles!

Much of the book is taken up with the war with Japan from 1931-45, although there are only a few pictures from the Japanese side. Interesting that Japan still mounted offensives in China even after Germany had been defeated. Given the vastness of China, and the huge population, one wonders what the Japanese hoped to accomplish. It is sobering to think that today the Japanese and Chinese military are swapping provocative gestures over islands NE of Taiwan. My late father-in-law Manuel Wong had a lot to say about this war. After losing, the Japanese withdrew two million people from China, over a million soldiers, the rest, settlers, and administrators.

The book also deals with the losing struggle with the Communists, although there again, entirely from the Nationalist side. There are also quite a few photographs of Chinese participation in the Burmese campaign. Unusual to see American bubble gum inserts dealing with the war in China. Many propaganda posters are also shown.

Napoleon's prediction having come true, this is a book worth reading for the background it provides.

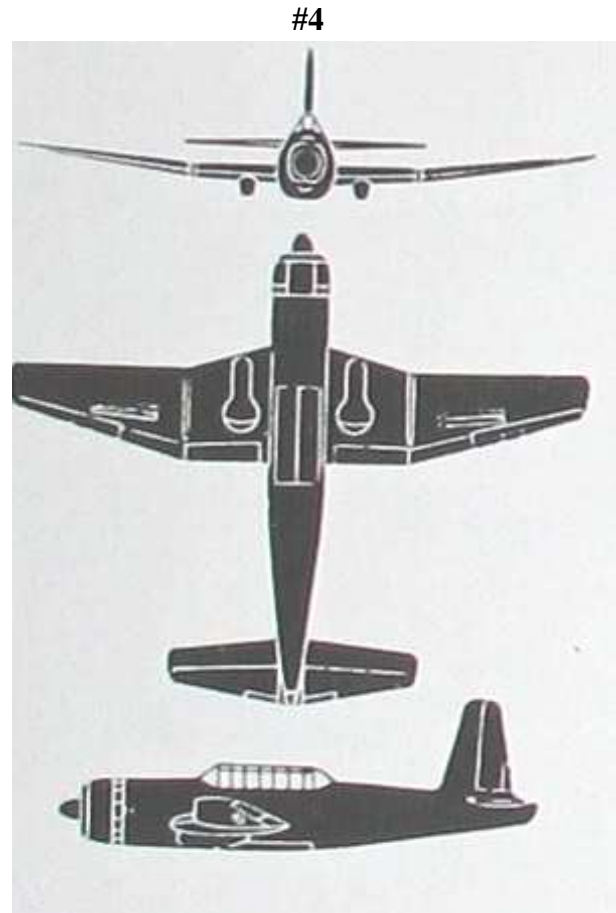
There are several catalogues which offer books at very cheap prices. A curious feature is listing the identical book twice at different prices, for the unwary I suppose.

I rarely pay more than \$5 for books published at many times that price, but made an exception paying \$24 for "**With Napoleon In Russia**"—the illustrated memoirs of Major Faber du Faur, 1812, published at \$80.

The Major was one of the 10,000 or so survivors of the 500,000 men who invaded Russia. Advertising elsewhere a book on statistics, there is a graph depicting this campaign, a fat line entering Russia, dwindling as it moves to Moscow, reinforced now and then in retreat by withdrawing garrisons, and, below, a chart of the plummeting temperatures.

These illustrations with accompanying text are simply magnificent, especially the two including the emperor himself. I just can't recommend it highly enough.

There isn't a whole lot to say about this book but the few words appropriate sum it all up. As mentioned, the artist/soldier was one of the few survivors of the campaign. The book has perhaps 50 color paintings he made from sketches taken as he went along, the sketches sometimes also shown. He was an accomplished artist, but it is the content not the art which is so impressive. There is an accompanying text just to put the pictures in context, but that would not rival any written history of the campaign. What is so gripping is what the pictures show. It is almost like seeing a film of the campaign. The two portraits of Napoleon on the campaign, one when it was going well, the other when he was huddled in the cold, fleeing back to Paris, both among the troops, are also very powerful.



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

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

Airplane ID answers

- #1 page 9: German Dive Bomber "Stuka" Junkers Ju-87B
- #2 page 13: Italian Fighter Macchi C202
- #3 page 20: Japanese Medium Bomber Mitsubishi Type I "Betty"
- #4 page 23: British Dive Bomber "Vengeance"