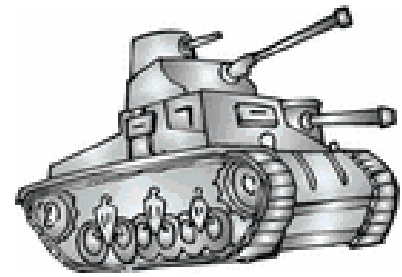


The Kommandeur



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From the President Kenneth Oates

A few weeks ago I went shopping to get card sleeves. Here, it is a real hunt. Not many stores sell them, and I wanted several packages. After unsuccessful trips to the two malls in the towns on either side (20 miles either way), I found a comic store only a few blocks from my condo. I knew they played, lot of magic there, so I decided to take a look and had immediate success. They were curious about what I was playing, so I told them about one of my new favorites (although I roll atrocious dice) **Warriors of God**. They expressed their interest immediately. I read, reread, checked my notes and errata notes (of which there are thankfully few), and on a summer Saturday afternoon loaded up my car with game, dice tower, and plexi-glass and headed to the downtown of a sleepy border town.

For the next four hours I introduced the game to a variety of interested folks. Just about everyone who came into the shop expressed interest, one going so far as to request that *boardgames* become a stock item in the store! These are people two generations younger than I. Laptop toters. Be forewarned, they catch on fast!

So, for those of you looking for some good face-to-face competition, it is to be found, and you may find new members for our hobby. You do have to put a little, and I mean very little, effort into that search. Sometimes the time you put into just shopping.

A thanks and congratulations to our intrepid Match Coordinator, Duncan Rice, for running the **PanzerBlitz** tournament for the past nearly two years. Also thanks to those who competed. It has concluded, and those of us who participated are awaiting the final results. Who is next to undertake running a tournament (of a game I own)?



From the Editor

My copy of **Iwo** arrived promptly, but I have only glanced at the game. The game on the Boer War, **Hill of Doves**, arrived just before Sue and I left on our trip. It still sits unopened on my desk because I've been busy getting this newsletter finished. Nothing in the current list of new games caught my attention, although there were a couple that were solitaire.

Although it was published a couple of months ago, I still have not received my copy of *Battles* magazine. I have written them; I wrote them when the previous issue was printed, too. Either I am in a limbo area of their subscription mechanism or the whole system is mishandled.

The quarterly *Line of Departure* #73 arrived. It was late, but the editor/author James Werbaneth gave his apologies and an excuse.

Werbaneth writes most of the articles in the one-color magazine, but I have seen one or two articles by others. He writes well, and his "Bully Pulpit" is interesting reading. The rest of the 24 pages were of less interest to me. He reviewed four games.

Saipan 1944 from Avalanche Press, using the **Panzer Grenadier** system.

Defeat into Victory, The Final Campaign in Burma, a game from *Against the Odds*.

Double Star from GDW, a science fiction game.

Trireme, Tactical Game of Ancient Naval Warfare 494 BC to 370 AD from Avalon Hill.

A one-year subscription (four issues) is \$22.
www.jimwerbaneth.com/lod

When Ireland separated from Great Britain in the 1920s, they put in their constitution that they would always be neutral, because of their small size. Of course, Irish men have fought in the wars with the British. For that reason, there were no war museums to visit on our trip. We experienced much rain and wind and an occasional blast of sunshine. The food was good, although there was too much of it.

We learned two new games that are played almost exclusively in Ireland: hurling and Irish football. Hurling is played on a field 160 yards by 100 yards. Each player carries a hurley, a curved stick with a broad blade that is four inches at its widest. The ball is about the size of a baseball, 10 inches in circumference. The object is to get the ball into the net (3 points) or between the uprights (1 point). There are limitations, but the ball can be carried by hand, dribbled on the hurley, or hit to another player or toward the goal. It is a very fast game (and no TV commercials!) and the players have amazing skill.

Gaelic football is similar to soccer, but the players may "fist" the ball, pass the ball from hand to hand, and kick the ball. Scoring is the same as hurling.

The next issue is the last of 2013. Submissions are always welcome. Game reviews, book reviews, miscellaneous comments.

A stylized blue signature or logo, possibly reading 'Jim' or similar.

Secretary's Notes Bob Best



Today is September 28, 2013. Summer is behind us now and we are going into fall. The last couple of months have been busy for me, and there has been little time for gaming. My wife and I have been playing outdoor sports and our Bocce league is just winding up our season. The Martinez Bocce Federation is the largest Bocce group in the nation with over 1,500 members. Our team has done well with a second place finish in the C Division, and we are headed for the playoffs this coming week. Our first round games will be next Monday evening. Then Sue and I are planning a trip to Albuquerque, New Mexico, to see the hot air balloon festival and then on to Las Vegas for a helicopter tour of the Grand Canyon. That should just about wind up our summer and early fall travels for this year. I hope to settle back into some more hot and heavy gaming sessions as the winter rains curtail our outdoor activities.

This summer I did enjoy a *great* series of games with our Match Coordinator Duncan Rice. Duncan and I played two of the smaller scenarios of **Bastogne, Screamin' Eagles Under Siege**. This game is one of the Standard Combat Series designed by Dean Essig of The Gamers and I do recommend it.

Duncan and I played the introductory scenario **Battle for Noville** and then the second short scenario **Battle for Longvilly, Mageret, and Neffe**. The two scenarios are respectively two turns and three turns long, and both scenarios do an excellent job of introducing a new player to the game system, and they play reasonably quickly. Duncan and I used Vassal to play the games. I am new to Vassal, and this was a learning experience for me on how to use Vassal as well as learning how to play the Standard Combat Series games. Duncan and I played five games over the summer. I think we both learned a lot about the game system and about Vassal. It was a lot of fun for me and I hope Duncan enjoyed it too.

Possible Bastogne Game Tournament on the Forum

Duncan and I have had some preliminary discussions about a possible **Bastogne** tournament later this year after my wife and I return from our New Mexico travels. I am thinking that probably the second scenario, **Battle for Longvilly, Mageret and Neffe** would make for a quick playing tourney game for our players. The game allows each player three moves, with the U.S. player's first move being the initial setup on the map. The German player has an abbreviated first turn also. The game system allows plenty of action with a limited number of counters and a smaller playing area and each game can be completed in a reasonable time frame. I'm thinking that maybe there will be a game given as a prize for the tourney winner, but this has not been discussed with the Executive Committee yet. It would of course depend on the number of members interested. If there is enough member interest, I will then take it to the Executive Committee to iron out the details. So if you have an interest in playing in a **Bastogne** tourney with a reasonably quick turnaround time, drop me an email at b52bob@prodigy.net and let me know if you are interested. I am thinking of running the tourney on the AHIKS forum, so, if you want to play, I highly recommend you consider joining the forum if you are not already a member.

For those of you who have joined our AHIKS page at Facebook, I have posted commentary on a couple of the **Bastogne** games Duncan and I have played, with some narrative and photos of the action for the members' enjoyment.

On the Gaming Front

Paul Pearson's forum game of Avalon Hill's **Flight Leader** has picked up again after the summer break. It looks like a three on two is developing between John's and my own MiG-17 and Cory's F-8 Navy Crusader and two yet to be identified U.S. bogeys. Cory is using afterburner to stay away from our nimble little MiGs, while his two other wingmen approach the battle area. Stop by and take a look. Comments are always welcome.

Our AHIKS forum's featured game is **Alexander the Great** from Avalon Hill. Charles Marshall and Bert Schneider are the two adversaries. Play continues as their two armies battle it out. **Alexander the Great** can be found listed on the forum's main menu under the "featured games" heading.

In the last issue of *The K*, Pete Menconi wrote an excellent article on how to save Vassal logfiles. If you all remember, I had asked a question about that in previous issues of *The K*. Pete's article is really helpful for anyone just starting out in Vassal and to some of the older hands who might not be familiar with all the tricks of the system. Pete's article also refers members to a series of video lessons available on the web on how to use Vassal that are quite helpful. Thank you, Pete, for a *great* article!

Now I have one more question for Pete or for anyone else who uses Vassal. I am mainly a Windows-based computer user, but we have just acquired a new Apple iPad for use in our travels. We have iPhones and are somewhat familiar with the Apple system. The iPad is one of the new ones that run the IOS-7 operating system. I have yet to find a Vassal App for the iPad, so the question is, "Is there an Apple iPad App for Vassal"?

If anyone has the answer and knows how to use Vassal on an iPad please let me know. I would like to be able to take Vassal games with me when we travel.

The AHIKS Facebook page

As of today, the AHIKS Facebook page has 48 members. If you are a Facebook user and you wish to join us 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.

Meet the Member

I would like to welcome new member Mike Rinehart, #1744, to AHIKS. Mike sent in his meet the member profile for publication. Mike writes:

BORN: 30/11/67

AGE: 45

PROFESSION: Owner of Big Think Productions full service Music/Sound Design and All things Web

BACKGROUND: I have a degree in Electronic Music Composition and I've been doing professional web design and development since 1995.

YEAR STARTED GAMING: 1981

GAMES OWNED: 100+

FAVORITE SERIES: Most anything WWII Naval or Modern Naval. I'm also a big fan of Modern Land Combat and the occasional miniatures game like the new **X-Wing** from FFG

REASON: As far as the naval games go, I like the cat and mouse chase of the operational aspects of the games. For the modern land games, I'm just fascinated with "what- if" scenarios from the 80s cold war era.

OTHER HOBBIES: Models, reading, college football (go Vols!), and the occasional game of golf

A MEMORABLE GAMING EXPERIENCE: I thought my wife and I were going to end up in Divorce Court after a game of **Risk**. Two "first borns" should *never* play a game of world domination.

PET PEEVE: Not enough Operational Naval games out there.

Mike Rinehart

Mike, thank you for taking the time to introduce yourself to the AHIKS membership. I do hope you have fun with AHIKS! Welcome aboard!

Mike's profile is the last one I have, so if the membership would like to see this feature continue, I would encourage anyone who has not sent in a profile to please 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*.

James R. Waddill # 1743 from Natchez, MS
Mike Rinehart # 1744 from Woodstock, GA
Nacho Fernandez # 1745 from Barcelona, Spain

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

Change of Address

And lastly, 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!



Unit Counter Pool News

from Brian Laskey

Now that fall is arriving I hope everyone had an enjoyable summer and managed to get in some R&R. As for myself, our family trip to San Diego was a great time, and we saw everything possible during our time there. I especially enjoyed getting together with fellow AHIKS member Chris Hancock for more than a few brews and some good "shop talk." Chris not only provided some valuable visiting tips, but treated all of us to a wonderful personally guided tour of the harbor area on his sailboat, giving me the opportunity to show off my sailing expertise. I'm obviously kidding on the last part there. In any event, it was a real pleasure meeting Chris and many thanks for his hospitality.

On the UCP business front, I would like to thank Randy Heller for his very generous donation to the UCP. Since part of his donation consisted of several complete Gamers 1998 variant counter sheets with cover paper, I am going to put three of these up for grabs for anyone who can legitimately use one. Please note these will be available on a first-come first-served basis and only *one* per person. And once again, a reminder the UCP is always accepting donations for game counters and parts. Several members have been successfully helped by the UCP recently so what you think may not be needed, just might be by someone else. Be of Good Cheer!



Brian's license plate.

From the Bench by Lee Massey

Greetings! Here comes the judge!
Not much to report this time.

I would like to give a plug for two new games and one old one. The new games are **A Distant Plain** and **Andean Abyss**. Both are part of the COIN series by GMT! If you like something different, these will fit the bill. I'm playing the Warlord faction in **A Distant Plain**. I'm also starting a scenario in **Battle Above the Clouds**(GCACW). Scenario 6 is a basic game scenario with a medium number of units for each side. Looks interesting! If you know of any other good games, shoot me an e-mail about a game you like. Don't forget to send me any questions you have about rules in your games. As always, happy gaming. The holiday season will be with us soon.



The Miller Mob Hits the WBC by Jeff Miller

Well, the first AHKS team at WBC put in an appearance, but the Snake-Eyed Bandits didn't walk away with any wood. More importantly all had a great time.

Chuck Leonard played **Squad Leader** and did well.

David Zimmerman played **Gettysburg 88**, but we lost him in mid week due to health reasons.

Art Dohrman played **PanzerBlitz** and had the best performance—especially since this was his first tournament! He made it into the semi finals, losing by only one point to a very good player.

Jeff Miller played **History of the World** and went down in flames.

Just a quick recap of the events of the 9-day event from my viewpoint!

Friday August 26

Ended up driving down later than planned due to work getting in the way. Sadly that meant I had to cancel meeting David Zimmerman for dinner that night.

Saturday

The Grogard event has a lot of the older Avalon Hill classics in play. While I had planned on trying for a game of **WS & IM**, there were no takers; so after getting settled in, I ended up playing a game of **Waterloo** as the PAA.

My skills were more than a bit rusty, and they have tweaked the rules a bit for the tournament. They used a CRT with a 10-sided die, and there is an extra turn added to each day. I hear that, as a result of the changes, the game is more balanced with close to a 50-50 win ratio between the French and the PAA. You also bid for sides, by giving up starting units for the PAA. I went with a bid of two, simply because I overheard a couple of other bids that went higher than that. But that backfired as my opponent accepted it. I was figuring I would have a better chance as the attacker. My opponent was a lot more skilled than I and managed to clear the path for the French to exit a couple of turns before the Prussians could arrive to balance the scales. First loss of the week, but a great time.

I also got to meet Dave. It was great to put a face with the emails. I liked his Bent Bayonets T-shirt!

Sunday

I filled in some time in the morning playing the first round of **Victory in the Pacific**. Since I wasn't planning on playing through the tournament, I agreed to play with some variant rules that I had never heard of before—not even on the PBEM **VITP** site—so I was flying blind. They apparently make the starting turn a bit less standard, and I had some trouble adjusting to the strategy. Might be worth playing around with them a bit, but between the new rules and getting used to using a chess clock, my IJN went down in 3 rounds. My opponent apparently makes it to the finals pretty much every year, so I felt a bit better about my poor showing.

I moved on to **Hannibal**, which is something I have wanted to play at WBC for quite a few years and never managed to fit it in. That is the usual challenge with WBC—so many games and so little time!! :-)

I managed to pull out a win in my first game, barely. My opponent had me on the ropes for most of the game, but in the last turn I managed to draw just the right cards and then drew the right battle cards to pull it out. First win of the week Yeah! My second game was tough. My opponent was skilled and played a very conservative game with Carthage. I had built up large Roman armies as a result; however I never drew even a minor campaign card during the entire game. I managed to launch one Hail Mary pass at taking Carthage on the last turn, but the battle cards came up short. Had a great time playing however. Part of the appeal of playing at WBC is that you run into a lot of different playing styles. Makes one reconsider some of his tactics and strategy at times; great for improving your game.

The Host does show its age at times. I was walking through the lobby when water started coming through the ceiling. Quick repair by the staff; however, I didn't have the heart to mention it to the guy who set up a huge **Eagles Dare** [?] game in that part of the lobby the next day!

I wrapped up the day with the family tradition of grabbing a couple of beers and taking a walk around checking on the games in play before calling it a night. Sadly my daughter couldn't be there this year due to an 11 month old, and my wife had gone down to spend Saturday and Sunday with her.

Monday

Started off the day with a game of **Warriors of God**. Great game, although it can be a bit frustrating at times, as this game reveals. :-) I lost in six turns, never having the initiative in any of them, and then in the 2nd or 3rd turn when I rolled for my leaders, it was like the Black Death; pretty much everyone died except for a couple of level-one leaders. My opponent was actually apologizing for my die rolls toward the end. Of course it most likely didn't help that I was using a die where the one is represented by a skull and crossbones. :-)

I also met Glenn Petroski, who runs the AREA site. It's great to put a face to all the emails. Glenn is a great guy who helps provide a great service to the hobby. My wife even got to hear the whole story about the break-in at Avalon Hill and their scrapping of the AREA program. For those of you who don't know the story, AH had a break-in at their offices. Among the things that were stolen were the computer and a back-up disk that had all the AREA information they had collected. At that point they made the decision to just scrap the program, as it certainly did not increase their revenue flow—or at least I assume that most likely figured into their thinking. So Glenn stepped in and took the small amount of information they had left and saved the program. Now it is certainly a labor of love for those who keep it up and running to the benefit of us all.

I learned two new games, **Thurn and Taxis** and **Lost Cities**. WBC is a great place to try out a new game to see if you want to make the purchase, or simply to try out something that looks interesting. In this case my wife fell in love with both the games. Somehow I don't believe I'll ever get her into **Advanced Squad Leader**. :-)

I wrapped up the day with a game of **Stone Age** and discovered a couple of items we were playing wrong with our local group. Another loss but a good learning experience with both the rules and a couple of different strategies I saw.

Tuesday

Tuesday is the auction day, with the tournaments starting up only after the auction is over. However this year they made an exception for the final of **Through the Ages** and some of the juniors' events. Opening gaming is usually packed during the auction, so it is a great chance to try out new games from the free library.

The one part of the "auction" is straight selling; several long tables have games on them with prices attached. You can wander through and make purchases. I ended up buying **Maneuver**, **Reds**, and **Memoir 44**, and my wife picked up **San Juan**. I discovered a part of the auction that I disagree with; apparently if an item is marked "As is," you are not allowed to open the box up and see if all the parts are there. I ended up passing on three purchases because of that. So in theory you could put an empty box in the auction and sell it "As is." That puts a whole new meaning on the Buyer Beware statement!

The second part of the auction is actually bidding. I missed it this year as my daughter and grandson came up for a visit. I ended up buying **Lost Cities** at the featured vendor and then the card version once my wife discovered that was the version played at the tournament.

The other highlight of the day was meeting Chuck and Art. Chuck and I used to play years [a few years :-)] ago via mail; we have come a long way with Vassal! Art was even wearing a pirate shirt to match mine, so he obviously has good taste!

That night was the first round of the **History of the World** tournament. The game was basically all over but the shouting on turn three. In turn 2 one player had Persia and racked up a bunch of points, next turn he was given the Celts, going first, and scored the same points plus the ones from the Celts. I spent the rest of the game trying to take him down, but he had way too much of a lead. One thing you have to keep in mind when playing multiplayer games is that on occasion someone will make a bad error; that gets chalked up to the learning column.

Wednesday

I finally managed to get some **WS & IM** in. The GM, Tim Hitchings, tweaked the rules a bit in what has to be a labor of love. Mostly adding a bit of chrome, like musket fire from the tops, and a good bit of tweaking for the melee rules. However the heart of the rules are still the same, and, while I am not entirely sold yet on the melee changes, they are indeed more in line with history.

Despite not having played in many years, I managed to pull out two wins. There is a great way of setting up the scenario, for the first rounds; you choose either a 1, 2, or 3 ship with matching sides. The choices were

Single ship: British Ship of the Line or French Frigates

Two ship: British Frigates, British SOL, or Russian vs. Turks SOL and frigate.

Three ship: French SOL, British SOL, Spanish SOL, or American frigates.

Sadly, we lost Dave this afternoon, but he dropped off the T-shirt transfers for the team shirts before he had to leave.

I took a break with my wife for dinner at the restaurant in the Host, and, despite all the negative comments about the food at the con, the restaurant service is quite good. Had an excellent prime rib on Saturday night there as well. You have to realize that if you're just grabbing hot dogs to wolf down between rounds, it's not going to be a fine dining experience.

I took my second, and, as it turned out, my last shot at my team event of **History of the World**. It was a closer game than the night before; however, it was a bit odd. A lot of the main empires did not appear; Mongols, Rome, Spain, and Britain failed to appear on the world stage. To top it off, the winner ended up having a 50-50 draw between Incas/Aztecs (which everyone was trying to pass him, as he was in the lead) and Portugal. Guess which one he drew? :-)) So much for my aiding the team effort!

Of course, in the meantime, my wife won her heats in **Lemmings** and **Ivanhoe**. However, since she brought me down a couple of beers around 11:30, I can't complain about her having a better performance. :-))

Thursday

I made it to another event I had not managed to fit into my schedule before, the **B-17** tournament.

They break the players out into squadrons of 6 players, with you rolling for your B-17 and your opponents for German fighters.

There was lots of fun and conversation. However, my squadron ended up in last place. The results of my 3 missions are listed below.

Mission 1 8th AF mission 127 vs. Munster, Germany, on 11 Nov 43. Marshaling Yard, plane crash. My bomb bay doors jammed, and I went to the target and back with my bombs! It must have made my ground crew really happy having to unload the bombs after landing! :-))

Mission 2 8th AF mission 130 vs. Bremen, Germany, on 13 Nov 43. Port Area. I spun in over water from an un-feathered prop resulting in a runaway engine.

Mission 3 8th AF mission 131 vs. Rjukan, Norway, on 16 Nov 43. Telemark Heavy Water Plant at night vs. JU-88s. A tail gunner shot down 3! Then a 190 took out the Norden bombsight and the oxygen, but I managed to land in Sweden, where the crew spent the rest of the war skiing and drinking with the locals. :-))

On Mission 3 only one of our 6 planes made it back.

One player was shot down on all three missions and his entire crew captured, resulting in 30 POWs at the end. Which was a first for the event.

I managed to get in two more games of **WS & IM** that evening and managed to win both, which put me into the semi finals.

I bumped into Glenn again along with Bob Hamel [who helps with AREA], Glenn introduced me with a "that's him." Seems my expanding group of players is known as the Miller Mob from the number of AREA results we send in. :-)) Great bunch of guys and, like I said above, a great service to the hobby.

Also met an **ASL** player that's local to my area, so that should be a good thing for some FTF gaming in the future.

Wrapped up the evening with a win in **Ivanhoe**. I had to match my wife's win at least! :-))

Friday

I started off the morning with a win in **Stone Age**, which got me into the semi finals.

Then I lost a game of **Ticket to Ride** in a match which shows the high level of play to be expected at WBC. One of my opponents could tell what routes you had by where you were building your railroads and how much they were worth. Talk about a good memory! :-))

I dropped by the Grogard area where Art and Chuck were playing a game of **Squad Leader**; I should have taken a picture but spaced that.

I did meet Bill Thomson who runs Wargame Academy and had a good discussion with him about **Squad Leader**. One day I should play some more of it; however, it would be hard to go back from **ASL** to **SL**.

I made some more purchases: **Space Empires** and its expansion **Close Encounters**, **D-Day Dice**, which was kind of a random purchase, **Crown of Roses** which looks similar to **Kingmaker**, and **War of the Suns** which should be interesting.

I also made it to the **B-17** after-action meeting, which was a great deal of fun! Free beer is always good as well! :-)

This was also the day I hit the wall and ended up taking a couple of hours to just stretch out and relax with a beer back in the room. Trying to balance sleep and the many chances to play games can be tough at times.

Saturday

Played in the semis of **Stone Age** and lost to the guy who won it last year. His play style certainly showed why; I did pick up some tactics that will pay off in the future with a little luck.

I made it to the **Stalingrad** seminar as well; most of the information I knew already, but there were some bits that I hadn't been aware of.

Next I played in the **WS&IM** semi-finals. We each made a secret selection from our sealed envelope as to which force we wanted to use.

The choices were 2 U.S. frigate elites, 3 British frigates (1 elite, 2 crack), or 4 French frigates average.

I took the 2 U.S. and my opponent took the 3 British.

It turned into a great game, lots of maneuvering, but I finally managed to take out enough of his rigging to gain a slim advantage for the win.

The Final gave a choice of 4 British crack SOL, 5 Russian average SOL, 4 French average SOL, 4 average Spanish SOL (one with 130 guns and one with 112 guns).

I was tempted to go with the Spanish for those guns but ended up going with the British, which my opponent did as well.

It was a good game, but I spent most of it unsuccessfully trying to catch up point-wise. I managed to get into position to cross the T across the stern of his line of battle. Then the wind shifted, which would result only from rolling a 9, and locked my fleet in chains, i.e., the wind changed to hit me head on. I almost made up for that but just couldn't gain enough ground fast enough.

I had a great time with this tournament, though, and the GM gives out two painted miniatures to those who make it to the finals. So no wood, but two new ships to play with. :-)

Sunday

In the morning, I played in the last round of the **Enemy in Sight** tournament. I almost had it but went into the lead too early and got blasted by the other 5 players.

And so ended another fun year at WBC. Actually I did make one more game purchase from Lock 'n Load on the way out: **World at War American Conquered**.

Once again I have more games to play and too little time to do so!

A couple of other high points of the convention were the week-long games of **Advanced Third Reich**. I would have loved to play but spending that entire week playing just one game would be tough.

The **Circus Maximus** tournament is still on my list to play—custom-made tracks with painted miniatures.

There was also a **WS & IM** multi-player fleet action on Saturday that I missed, but I saw the end of the game, and it looked like a fun event.

And last but not least, there is now a WBC boardgame I saw being played. Have to check that out; after all, how many conventions have a boardgame made based on them? :-)

I highly recommend this convention; it is in a good location and has very professional GMs who are volunteers. The crowd is great as well; while you might bump into a cranky person once in a great while, it is a very rare occurrence.

Hopefully we will gain a couple of members from having the AHIKS name out there in the team tournament.



Are You Ready for This Special Offer?

Former AHIKS' officer Sid Jolly recently sent your editor a box of play-by-mail material, for which we thank him. All of it was printed and provided by Avalon Hill for the play of its games.

Of course we realize that we play differently now, and mostly by email. However there are other uses for this material. As you may remember, the OOB sheets had a print of the counters with a space underneath for the hex coordinate. If you have lost a counter in the wars, you have only to cut out that counter from the OOB sheet, paste it to a blank counter, and color it appropriately with a highlighter. It will not be perfect but better than done-by-hand. The OOB sheets Sid sent are for:

Afrika Korps

Battle of Bulge

Blitzkrieg

D-Day

Gettysburg (original game)

Guadalcanal

Tactics II

The OOB sheets for three games are maps. What can you do with maps? Possibly plan your move, keep track of your moves, or ponder what to do with the map. The games are:

Anzio (original edition)

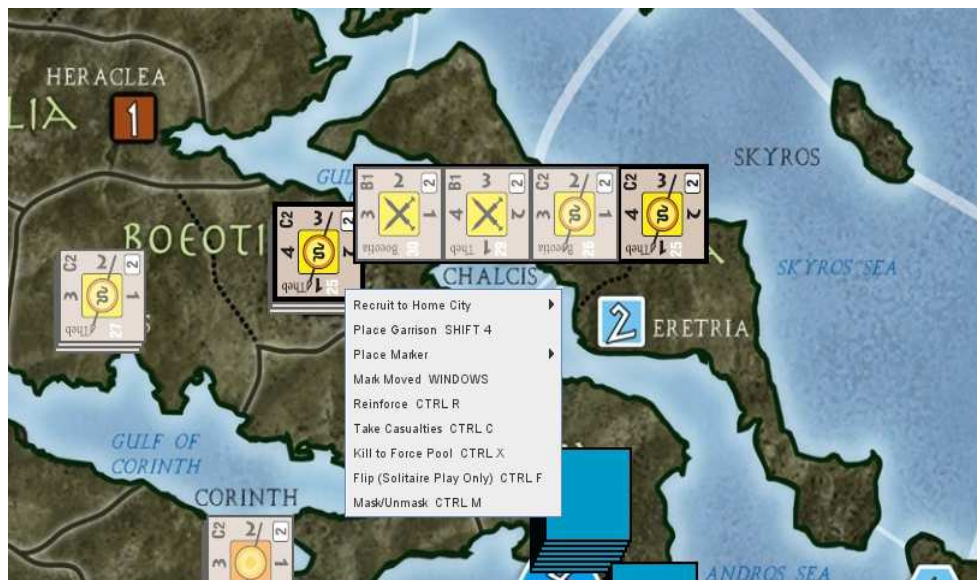
Kriegspiel (a perennial favorite)

PanzerBlitz

Your editor will keep these for a while. If you would like any of these, let me know. They are all on pads, and you probably don't want a whole pad, so let me know how many sheets you want. Postage is free.

Stroking Vassal by Pete Menconi

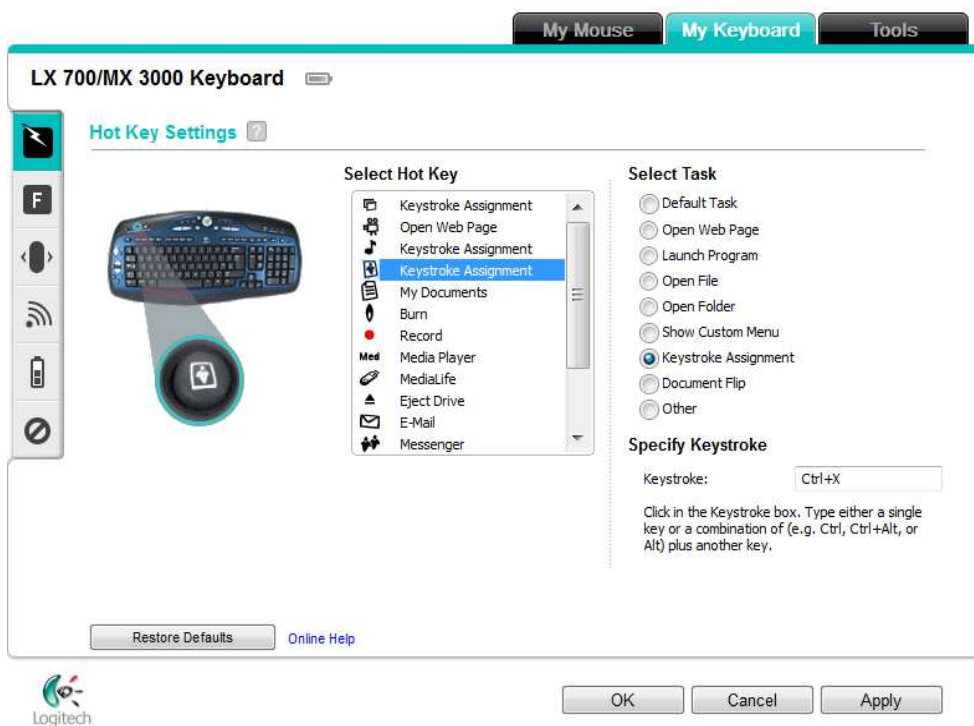
As in “keystrokes.” Playing via Vassal (or any computer media) generally involves a combination of mouse and keyboard use. Movement usually works better with the mouse on a click and drag operation, but for a number of unit functions, a right click brings up an action list:



In the graphic to the left, there are three things to note. First, when the cursor hovers over a stack of units, Vassal will provide a display of the units in the stack. This is a lot better than spacing them around so they all show (although in many games you can do that, limited by the number of units in a stack).

Second thing: if you examine the images, of the four units in this stack, the one on the far right (and on top) is not hidden from the opponent's view; it's “up”. The others are a bit dimmer, showing they're hidden to opponent view: to an opponent, they look blank, like the blue units. There are a number of conventions used by the Module designers to display hidden units; this is one of them.

Lastly, note the drop-down window (white background) of available actions for this unit. These are the things you can do with this unit (in addition to the click and drag movement action). The actions are all programmed by the Module designer and vary with the game. Most games have functions to add/subtract unit value, delete, hide (mask), etc., and it's these functions that can be “automated” so they are easier to perform, with a single keystroke. Let's take a quick look at the tech of the keyboard.



This view shows the things you can do with most Logitech keyboards. Mine has 29 keys (outside the usual ones) that do a lot of media things. I've learned to use about 3 of them, which means a lot of the others might be available. Not all keys are programmable; yours may vary. You will also have some trouble remembering all the combinations, and different game Modules use different strokes (“Ctrl+X” is pretty common, though). Thus, you pick carefully.

So, in the Keyboard view, you can see the selected key (left side) highlighted, and then in the lower right corner there is a Keystroke box where you type what you want that specific key to do. It will take some experimentation with your combination of hardware/software to find out which keys to use, and how to program them. What I can add by way of encouragement: if I can do it, anyone can. I am a computer klutz. (But I do have patience.)

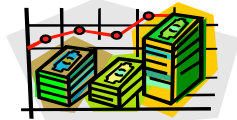
Now, last thing: pick your “fights” on this. If you play a number of different games, there may not be many common keystrokes among them. In the case of Ctrl+X, while common to almost all Modules, it means different things in different games (in **Hellenes**, shown in the first graphic, it kills the unit; in **Eurofront** it takes a step off a unit, and this happens a lot in that game—at least to me!—so it was worth the time to program it).

Lots of piece functions are “one off” that “automation” doesn't help with. In other words, if you do it once and then move on, programming a key probably doesn't help. If it's something that you do often, then you put a finger on the button, and the other hand selects units for action, and the process goes very quickly.



Treasury Notes

Brian Stretcher



Greetings from District 12!*

My wife and I have completed our move to North Carolina and have settled in nicely. While there were some issues with the move, none terribly out of the ordinary, only a few broken items. Unfortunately, one of them was the computer on which I kept stored all of my AHKS materials and emails, including those I needed for the rest of the *El Diablo Rojo Wooden Ships & Iron Men* replay I have been working on. Fortunately, our esteemed Secretary, Bob Best, kept everything that I sent to him, including the rather elaborate aftermath I wrote for all of the players and the epilogs that both he and I prepared. That means that I can still provide those for you, although those require a fair amount of sorting out and editing, as they did not email back to me 100% cleanly.

I lost everything I kept for myself during the play of the game, including all of my turn-by-turn commentary. Most sadly, I lost the story of Colonel Santiago, the Spanish commander of the fort on Punta Esperanza, essentially my player-character during the game. I will have to recreate a lot of that from memory as I review the forum notes on game play, but I fear it will never be as complete as originally written. Nor will my running neutral commentary, as my recollection will no doubt have faded with time.

What this means is that there is no continuation of the EDR replay with this issue, as it is going to take me some additional time to put it back together (although I am saved the time required to sift through all of the saved emails, anyway!). Hopefully I will have that for you just in time for Christmas. My wife returns to work the first week in October. We have been very busy since our move, what with getting our new drivers' licenses, plates, address changes, new bank accounts, and all the hiking, exploring, kayaking, fishing, and such, on top of resuming my wargame play with my long-suffering but patient opponents and working on my 36-page North Carolina bar application. That's almost done, and once it's submitted I get a 6-month vacation before the Board of Bar Examiners will act on it, so I will have some time to put Humpty back together again.

*Pardon "The Hunger Games" reference, but, you see, the arena scenes from the movie were shot in DuPont State Forest, here in Transylvania County, just a few miles from where I am sitting as I write this. The specific location of District 12 is never described in the movie or book, only as being in what used to be known as Appalachia, and this part of North Carolina is definitely Appalachia. There is no coal mined anywhere near here, however, as Transylvania County and its near neighbors sit on top of a granite escarpment. District 12 would more likely be somewhere in Eastern Tennessee, Eastern Kentucky, West Virginia, or Pennsylvania. There's some new and fictional future history for you!

History Is Everywhere

Most of us AHKS members are probably well aware of the general history of the USA, Western Europe, and military history as well. A few of you probably know the exact time of day that Longstreet ordered Pickett to advance against the Federal positions on Cemetery Ridge. Many of us probably had to learn a crude history of the State in which we live back in grade

school. But how many of us actually know the history of the towns and counties in which we live and work, unless 1) you happen to live in a place like Boston or Charleston and there is no way to get away from it, or 2) you are a member of the local historical society?

One of the benefits of my move to Transylvania County has been the opportunity to learn its history. With a couple of library books and some maps, I have learned more about where I live now, Brevard (pop. 6000+) and Transylvania County (pop. 30,000) over the past two months than I ever knew about Milford, the town just east of Cincinnati I lived in for the past 14 years. A couple of interesting tidbits: Transylvania County became a separate county about a month after North Carolina seceded from the Union in 1861; this area was divided in loyalty during the Civil War, as there were no large landowners here and few slaves; there was a border war between militias here when Georgia tried to annex the area from North Carolina in the early 1800s (the Walton war); and the original name of the mountain featured in Charles Frazier's Civil War novel "Cold Mountain," located in next-door Haywood County, was Cold Ass Mountain (I kid you not), so named when some locals fell and slid down some ice there on their posteriors. The name was cleaned up later, as were the names of more than one waterfall here in "The Land of Waterfalls." Finally, the first permanent structure built in Brevard in 1851 still stands and has served as a store, a post office, a school (the precursor to Brevard College), and is now a charming bed and breakfast known as the Red House Inn; my wife and I stayed there many times over the years prior to the move, before we knew anything about it. The exterior of the building is essentially unchanged from the original from the pictures I've seen.

Point being, no doubt that where you live, even if in a rural area somewhere, or a place that seems totally boring, there were probably several colorful and interesting events and characters in your area's history that most people, even those who have lived there their entire lives, are not aware of. It is common that locals do not take advantage of much of what their communities have to offer, be it farmers' markets, a local symphony orchestra or theater, minor-league or small college sports teams, and so forth. It is even less common for locals to know their own history, because for many people history is boring ("Great, Dad, another cannon in a field."). True, there aren't too many places in the United States where armies tramped through the backyard, so you might not be able to make a game out of it, but, if one bothers to look, there are probably interesting stories very close. Brothels, pirates, outlaws, corruption, murder and other heinous crimes, Indian raids, railroads, the rise and fall of resort hotels and other big businesses, all become history unique to unique areas, perhaps your town. All you have to do is look, frequently starting as close as your local library.

Treasurer's Report

Since I have no surviving template, I'm going to reformat the Treasurer's Report with this issue, hopefully making it easier to follow. Importantly, I am not going to distinguish between the Perpetual Fund and the Operating Fund with this report, because as you all know all of the money is and has been for a long time in one account, the division being a mathematical fiction. Interest earning remains trivial with current rates, check writing has become rare, and donations to the Perpetual Fund

Upcoming Events

even rarer. Of course, I still have all of the original numbers from past issues, so if and when it becomes desirable to split the accounts it will be a simple matter to do so. To save the fees for maintaining a separate checking account, I have been writing checks from my attorney business account and reimbursing myself from the AHIKS account since I closed the AHIKS checking account several months ago, and that system has worked relatively well. All of those accounts will be closed over Thanksgiving weekend, however, and relocated to North Carolina. There is no Key Bank presence in North Carolina, and I cannot conveniently reimburse myself long distance with these accounts. I will simply float AHIKS any expenses until the accounts are moved. You may recall that the AHIKS accounts could not be converted to online banking without closing and re-opening and getting new checks, and my business accounts have to be moved anyway. Interest rates and costs in effect in November will largely dictate which bank I use and how the AHIKS accounts are set up, but it will be the same bank that ultimately holds my business accounts.

Total balance, 7-30-13: \$ 9,604.21
Interest income, 7-31-13, 8-30-13: 0.81
Total balance, 9-29-13 \$ 9,605.02

We did have an expense of \$22.60 paid to Richard Cottrell for postage costs related to an invited donation to AHIKS, but that will not show up on the books until I reimburse myself for that expense in November.

Until next time, y'all.



Nov. 9-10, Belleville, Ontario
 Quinte Mini Con
<http://quinteminicon.weebly.com/>

Nov. 8-10, Killington, VT
 CARNAGE ON THE MOUNTAIN
<http://www.carnagecon.com/>

Nov. 15-17, Lancaster, PA
 FALL IN!
<http://www.fall-in.org/>

Nov. 15-17, Sierra Vista, AZ
 Play Festival
<http://orbitalgames.net/playfestival/Play.php>

Nov. 23, Salt Lake City, UT
 CONduit Game Day
<http://conduit-sf.com/>

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



Oct. 11-13, Great Falls, MT
 Great Falls Gaming Rendezvous
<http://www.gfgr.org/>

Oct. 11-13, Schenectady, NY
 Council of Five Nations XXXVI
<http://www.swa-gaming.org/Council>

Oct. 12-13, Rockville, MD
 CONGRESS OF GAMERS
<http://www.congressofgamers.org/>

Oct. 17-20, Hudson, OH
 CON ON THE COB
<http://cononthecob.com/>

Oct. 18-20, Charleston, WV
 CHARCON
<http://www.charcon.org/>

Oct. 19-20, Seattle, WA
 Geek Girl Con
<http://www.geekgirlcon.com/>

Oct. 25-27, Cromwell, CT
 FURFRIGHT
<http://www.furfright.org/>

November (Dates T.B.A) Pittsburgh, PA
 GASP CON
<http://www.gaspgamer.com>

Nov. 1-3, Hamilton, Ontario
 HammerCon
<http://www.hammercon.ca/>

Nov. 1-3, Oklahoma City, OK
 Izumicon
<http://izumicon.com>

Nov. 1-3, Madison, WI
 GAMEHOLE CON
<http://www.gameholecon.com/>

Nov. 1-3, Ottawa, Ontario
 N2U ANIME & GAMING CONVENTION
<http://www.n2u.ca/>

Nov. 1-3, Augusta, Maine
 Maine Game Con
<http://www.mainecon.com/>

Nov. 2, Warner Robins, GA
 KING CON
<http://www.twokingsgames.com/kingcon>

Nov. 8-9, Surrey, British Columbia
 BOTTOSCON
 Contact Rob Bottos: scouterrob@telus.net

From the Match Coordinator

Duncan Rice

First, thanks to the members who keep in contact with the match coordinator's office, the society, and their opponents. I try to clean up the match request list on a continual basis. I email people on the list and ask for updates to their requests. If a member does not reply he becomes my last choice for matching to an opponent if there is more than one person available. If the member fails to respond twice I remove that request from the list. I do this in order to keep the request list functional. There is no point in including requests of members who do not demonstrate good communication. If you find yourself excluded from the match request list, it's an easy thing to drop me an email and have your requests put back on.

Abandonment of a game is a more serious matter. Imagine if you had a face-to-face game arranged. You take the time to arrange your schedule, read rules, set up the game, make coffee, and your opponent doesn't show up on the appointed day. Worse, your opponent shows up and plays a turn or three, then simply gets up and walks away. You at least deserve a phone call or some kind of explanation so that your time is not wasted waiting while you could be doing other things. AHIKS expects the same kind of courtesy that you would show to a live opponent. Do not abandon your games. If you cannot continue, or change your mind about beginning a match, make your apology and resign the game. Abandonment can be grounds for dismissal from AHIKS. I have never seen this happen and I have only two people on my watch list. This is great but it bears a reminder.

One final reminder. Don't forget to add qualifiers to your match requests. Let me know if you are looking for a postal, email, or Vassal game. You can use the standard qualifiers or

email me directly if you have requirements that need more explanation. You can contact the MC office through the AHIKS web site, by postal mail, by email, or phone. If you are no longer available for a game, let me know so that the match request list remains clean and functional.

The **PanzerBlitz** tournament is winding down. One more match needs to be reported and then the tournament will either announce a victor or ask for a tiebreaker. The tournament began with eight people and is down to four now. It was played in a round-robin format. This was my first attempt at an AHIKS tournament and I learned a lot. I'll put some thought into if and how I run another. My goal is to create tournaments that justify some kind of recognition in the form of an inexpensive certificate of victory. For this I will need to demonstrate strong and consistent participation to the executive. The **PanzerBlitz** tournament hasn't had this but with better tournament coordinator skills perhaps I can make it happen in the future.

In my own command bunker, Martin Hogan and I are in our fifth game of **Tac Air**, a deliberate attack of the Soviet 51st Tank Division against the U.S. Third Mechanized Division near Bamberg. It's terrible February weather, and it seems that either nothing flies or everything flies. We had our first dogfight recently. Although, I don't think you can call two flights of F-15s flying up behind a single flight of SU-17 returning from a suppression of enemy air defense mission much of a dogfight. It's now dusk on the first day of battle and even those units not locked in the front line are slowing down in the dark. It's a nasty, dark and muddy fight.

★★

Late Breaking News!



The AHIKS **PanzerBlitz** tournament has come to an end. We began with eight and finished with four. The tournament ran four mirrored matches in a round-robin format. The results below are for the six players who proceeded past round one. The victor, who went through the tournament undefeated, is Stephen Andriakos! Well done, Stephen.

Stephen Andriakos 4-0

Ken Oates 3-1

Randy Mac Innis 1-3

Dennis Sheppard and Joe Barrette 1-2

Paul Pearson 0-3

Open Match Requests from Duncan Rice

1914 AH Mike Kettman (1067)
 Adv Squad Leader MMP Dennis Sheppard (804)
 Afrika Korps AH Brian Britton (1603) ZV
 Afrika Korps AH Mike Kettman (1067)
 Afrika Korps AH Paul Martin (1085) P
 Afrika Korps AH Anders Hench (1724) C
 Amateurs to Arms CoAG Rod Coffey (1493)
 Anzio AH Melvin Yarwood (36) P
 Anzio AH Greg Dilbeck (1363) P
 Anzio AH Ken Rukowski (1398)
 The Arab-Israeli Wars AH Dennis Sheppard (804) E
 Battles for the Ardennes SPI Thomas Ten Eyck (0826) EP
 Bitter Woods AH Melvin Yarwood (36) P
 Blue and Grey I, II Melvin Yarwood (36) P
 Borodino SPI Melvin Yarwood (36) P
 Breakout Normandy AH Chris Hancock (565) EV
 Bulge '65 AH Michael Paul (1578) P
 Bull Run AH Grailing Jones (1732) EV
 Chalons DG Albert Bowie (299)
 Central America VG Dan Carey (1716) VE
 Chickamauga WEG Joseph Angiolillo (412) E
 The Civil War VG Shannon McNamara (1639)
 Combat Commander GMT Justo Perez (1656)
 D-Day 61, 65, or 77 AH Brian Britton (1603) ZLV
 D-Day 65 AH Anders Hench (1724) C
 Decision in the Pacific 1942 GDW Melvin Yarwood (36) P
 Eurofront 2 Columbia Pete Menconi (146) V
 Eurofront Columbia Tom Oleson (111) FtF (WA.)
 Fading Glory GMT Mike Kettman (1067) EP
 Fighting Formations GMT Justo Perez (1656)
 Flight Leader '86 AH Paul Pearson (1638) EPV
 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)
 Golden Horde: Kulikovo ATO Albert Bowie (299) E
 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)
 Korean War VG Thomas Thorsen (0470) EV
 Leipzig Decision Games Mel Yarwood (36) P
 Luftwaffe AH Steve Kozlovski (1712) E
 Ici c'est la France Legion Wargames Martin Svensson (1466) Z
 Napoleon at War SPI Melvin Yarwood (36) P
 Napoleon's Triumph Simmons Games Justo Perez (1656)
 No Retreat GMT Thomas Thorsen (0470) EV
 Panzer GMT Martin Hogan (1704) V
 Panzer Leader AH Dennis Sheppard (804) E
 Red Winter GMT Chuck Leonard (0711) V
 Richtofen's War '72 AH Richard Saunders (1664) EF
 Russia Besieged L2 Michael Paul (1578) P
 Russia Besieged L2 Victory Huguet (1707) C
 Russian Campaign AH Greg Dilbeck (1363) P
 Russian Campaign AH Paul Raphael (1196) E
 Russian Campaign L2 Harold McPherson (1000) EP
 Russian Front AH Melvin Yarwood (36) P
 Russian Front AH Mike Kettman (1607)
 Shiloh DG Mike Kettman (1067) EP
 Squad Leader AH Melvin Yarwood (36) P

Stalingrad AH Joseph Angiolillo (412) EV
 Stones River Decision Games Mel Yarwood (36) P
 Stonewall's Last Battle AH Paul Warnick (1430) VE
 Tamburlaine The Great SPI Albert Bowie (299)
 Tet Offensive GDW Martin Svensson (1466) V
 Turning Point Stalingrad AH J.L. Robert EP (1728)
 Twilight Struggle GMT Ron Gregory (1366) E
 Victoria Cross II Worthington Games Justo Perez (1656)
 Victory in the Pacific AH Lee Blake Massey (1382) EV
 War Between the States DG Harold McPherson EP
 War in the Ice SPI Grailing Jones (1732) E
 Warriors of God MMP Jeff Miller (1303)
 Washington's War GMT Shannon McNamara (1639)
 Waterloo AH Joe Angiolillo (412)
 Waterloo AH Brian Britton (1603) ZV
 Waterloo AH Anders Hench (1724)
 Wilderness War GMT Shannon McNamara (1639)

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

Book Review

Outnumbered, Incredible Stories of History's Most Surprising Battlefield Upsets

by Cormac O'Brien

© 2010, \$20 paper, Fair Winds Press

263 pages, maps, photographs

Reviewed by Omar DeWitt

Although there is only a short explanation of the battles themselves, I found this an interesting book. O'Brien puts the battle in its historical place and explains the situation. There are maps, but some are hard to read. The battles he covers are: Slamis, 480 BC, Greek vs. Persian ships
 Issus, 333 BC, Alexander vs. Persia
 Cannae, 216 BC, Hannibal vs. Romans
 Carrhae, 53 BC, Romans vs. Parthians
 Alesia, 52 BC, Caesar vs. Vercingetorix
 Tricamarum, 533, Byzantium vs. Vandals
 Agincourt, 1415, British vs. French
 Narva, 1700, Swedes vs. Russians
 Leuthen, 1757, Frederick the Great vs. Austrians
 Auerstadt, 1806, Marshall Davout vs. Prussians
 Chancellorsville, 1863, Hooker vs. Lee
 Rorke's Drift, 1879, British vs. Zulus
 Tannenberg, 1914, Germans vs. Russians
 Singapore, 1942, Japanese vs. British
 I enjoyed the book.

www.fairwindspress.com

Game Review

Battle for Moscow, Second edition
Victory Point Games; \$18
Designed by Frank Chadwick
Reviewed by Omar DeWitt

Yes, I finally finished this solitaire game. I lost.

The map is 10 x 16 inches with big hexes and looks good. The counters are 5/8 inch on a side and are printed on both sides. It doesn't detract from anything, but the printing on opposite sides doesn't match exactly on my counters; when they were cut small slivers of paper were left here and there.

The object for the Germans, of course, is to capture Moscow. Good luck. The Russians have to retain Moscow plus one other city to win. If the Russians hold only Moscow, the game is a draw.

The sequence of play is different in **Battle for Moscow**.

For the German there are four steps:

One, deal with replacements. The German gets no new units, but he may bring back an eliminated unit with its reduced strength side up or he may turn over a reduced strength unit on the board. He gets one replacement point per turn.

Two, the German may move all of his panzer units.

Three, the combat phase.

Four, all German units may move.

The Russian also has four steps in his turn.

The Russians receive four or five replacement points per turn, and they take them first.

Any Russian unit on a rail hex may move along the rail line.

Then the combat phase, followed by movement of all units. Rivers, woods, and fortifications affect combat by moving the odds column one space to the left. Advance after combat is allowed.

Stacking is not allowed. Units can leave a zone of control, but must stop when entering, so units can always move into an adjacent vacant hex. Adjacent units need not have combat. Isolation has no effect.

Can the Germans win? I suppose it is possible, but the two mud turns in the seven-turn game don't help. During mud, movement is reduced to one hex.

The game comes with a die that is 3/16 of an inch on a side. I'm surprised I found it!

Not a bad game for solitaire, and one can always tweak the rules and roll again on that attack. I won't *know* you did it, but I'll be suspicious. If you play the game, root for the Russians.



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PUBLICATION DEADLINES

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

Deadline for next issue: November 30, 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.

Another Game Review!

Zulus on the Ramparts! The Battle of Rorke's Drift 1879
 Victory Point Games
 Designed by Joseph Miranda © 2009
 Reviewed by Omar DeWitt

There are no hexes in this game. The game board shows Mission Station; there are four paths, each with five positions, leading to the Station. Four Zulu units of different strengths start on box 5; they will move toward the Station. The Zulus win if one of their units moves onto the last box.

Each turn starts by drawing one chit. The chits allow movement of one or all of the Zulu units (two units are the "horns," one is the "loins," and the third is the "chest"), put a building on fire, overheat the rifles, or have Zulu snipers fire.

In his turn, the British player can perform **one** of the following: Construct a barricade (which makes it harder for the Zulu to win), Fight a fire, Distribute ammunition, **or** Fire a volley. After a volley has fired, a low-ammunition counter is placed on the board; when that counter is on the board, the British must subtract one from a volley die roll. That table is not British friendly; the only hit is a six; if a five is rolled, the Zulu unit retreats one box. It takes the turn's action to remove the low-ammunition counter.

After the action phase, the British player may draw a card. The cards contain the Heroes of the action, volley cards (three of the five boxes is the maximum British range), a card indicating that night has arrived (during night time, one is subtracted from and volley die roll unless a building is afire), and a Relief Column card, which means automatic victory for the British.

In the game I played, I lost early on. The Zulus just marched on into the Station. The British have much to do but only one item can be performed in a turn. It *is* a solitaire game, so one can adjust the rules, but as the rules stand, I'd say they favor the Zulus. Then again, maybe more plays would show something different.

The different arrangement of the cards and the changing sequence of the chits make replay possible and interesting. Playing with the rules makes replay intriguing.

General comments on the game.

When the Zulus arrived, each man had 70 cartridges. The low-ammunition counter should not be on the board. The British started the battle with 20,000 rounds of ammunition. At the end of the battle, there were about 1,000 rounds left. If each of the 150 defenders had fired equally, they would have used up 127 rounds each. It doesn't seem as if low ammunition was a problem.

By the time the Zulus arrived, the barricades were all up, mealy bags 3 to 4 feet high. A British problem in the game did not exist in the battle.

The Natal native horsemen and the Natal native riflemen deserted, with their white officers, before the Zulus were on the scene. Why are they in the game? They could be in the optional rules.

A relief column was on its way to Rorke's Drift but turned back after stragglers reported the annihilation of all the defenders. However, if it had continued its march, it would have been massacred by the Zulus. The relief column consisting of the rest of Chelmsford's men would not have traveled at night and they were busy during the day clearing up at Islandwana.

There doesn't seem to be a real game here, but if you like to tinker around, there is a lot to tinker with.



Game News

Games

Acies Games

Obbedisco! The campaign of Bezzeca was a daring mountain warfare campaign, waged by Italian general Giuseppe Garibaldi against Austrian General Kuhn's forces in Trentino. Garibaldi and his troops won the only significant battle for Italy of the war. This operational level game uses a chit drawing activation method to create uncertainty in initiative and a combat system that stresses fatigue over real casualties. **Obbedisco!** includes variable movement of units, leader initiatives, morale, force march, fortifications, and supply. Designed by Roberto Chiavini. Solitaire suitability 4 out of 5.

Caricat! is a two-player game depicting battles in Italy during the Risorgimento. The two separate battles in this game are recorded especially for the decisive contribution of the Piedmontese cavalry. **Pastrengo** is a simulation of the battle fought between the Piedmontese and the Austrian Army on 30 April 1848, during the first phases of the First Italian War for Independence. The battle is famous in Italian history for the glorious and dauntless charge of the three squadrons of Carabinieri. The **Battle of Montebello** was fought on May 20, 1859. It was the first battle of the Second Italian War of Independence. Montebello was a minor engagement fought by Italian cavalry and French infantry against Austrian troops, and it was the baptism of fire for the Italian Cavalleggeri (light cavalry). Designed by Roberto Chiavini. Solitaire suitability 4 out of 5. <http://www.aciesedizioni.it/homegiochi-eng.htm>



Avalanche Press

Western Desert Force is an easy-to-play simulation of the campaign in North Africa, 1940-42. The map covers the key terrain from El Agheila to Alexandria, play aids are full color, and the playing pieces are ultra thick — so thick, they easily stand up on their edges and might cause injury if dropped on pets or small children. Mentioned in an earlier issue, the game has been published.

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

1967: Sword of Israel is a military history board game based on the battles of the 1967 Six-Day War, in which Israel held off and then defeated the combined armies of Egypt, Syria, Jordan, and the Palestine Liberation Organization. There are fifty sce-



narios, portraying each of the important battles that took place in this war that set the course of modern history.

The game system is based on the very popular Panzer Grenadier system and will be instantly familiar to anyone who's played any of the games in that series. Units represent platoons of tanks and infantry, batteries of artillery and anti-tank or anti-aircraft guns, and flights of three to five helicopters or aircraft. Designer is John Stafford. There are eight new maps and 909 playing pieces.

<http://www.avalanchepress.com/game1967.php>

Boardgamegeek



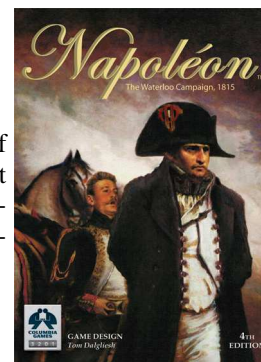
Drive on Stalingrad, designed by Brad Hessel. Although published in 1977, this second edition is an entirely new game.

<http://boardgamegeek.com/thread/1030110/turn-1-june-28-to-july-4>

Columbia Games

Napoleon 4th edition. This, of course, is *the* battle. Columbia puts out good games, but your editor's complaint is that they revise them too often.

<http://www.columbiagames.com/index.html>



Compass Games

Operation Skorpion designed by AHIKS member Randy Heller. Battleground, North Africa, 26 May, 1941. Rommel launched three panzer battalions plus supporting units to sweep the British from the strategically important Halfaya Pass, the gateway to Egypt. The offensive was code named, "Unternehmen Skorpion," ultimately known to the Allies as Operation Skorpion. The battle was brief and violent.

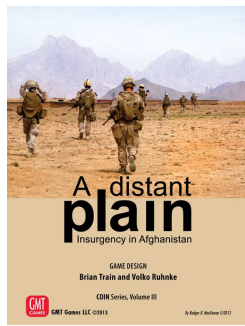
Operation Skorpion is a relatively short, fast moving game that introduces a new fog of war game system. Opposing strength is unknown until units enter combat. Once revealed, those combat values can continue to fluctuate during the course of the game based on judicious use of mobile supply units, which can distribute and absorb Allocation Points. Game rules such as: Combined Arms, HQ Coordinated Combat, Road Overrun, Engineers, and Reconnaissance Probe, all contribute to an appropriate sense of realism. Turn back the clock to the heady days of spring 1941 and command the Afrika Korps, or take on the British and ultimately break the sword of the Desert Fox, himself.

http://compassgames.com/images/OS_IPP.png

GMT

A Distant Plain designed by Volko Ruhnke & Brian Train (\$78)

The latest volume in Volko Ruhnke's COIN Series takes 1 to 4 players into the Afghan conflict of today's headlines. **A Distant Plain** features the same accessible game system as GMT's recent **Andean Abyss** but with new factions, capabilities, events, and objectives. For the first time in the Series, two counterinsurgent (COIN) factions must reconcile competing visions for Afghanistan in order to coordinate a campaign against a dangerous twin insurgency.



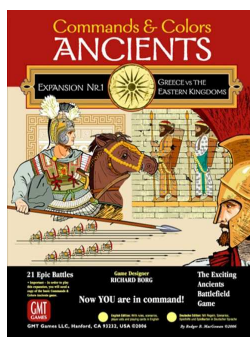
A World at War second edition. Designed by Bruce Harper (\$195) First published by GMT in 2003, **A World at War** is a grand strategy game based on the award-winning Advanced Third Reich/Empire of the Rising Sun gaming system. **A World at War** simulates the military, economic, political, diplomatic, research, and production aspects of the Second World War and lets the players find out for themselves what might have happened if:

- Germany had tried to execute Sea Lion, the invasion of Britain.
- Admiral Raeder's Mediterranean strategy had been adopted and the British position in the Middle East had crumbled.
- Russia had been prepared for the German attack.
- "General Winter" had not come to the aid of the hard-pressed Russian armies in late 1941.
- The European Axis and Japan had cooperated in implementing a strategy aimed at destroying the Western Allied lines of communication in the Indian Ocean.
- The Battle of the Atlantic had been won by Germany.
- War had broken out between Russia and Japan in 1941 or 1942.
- Japan had avoided disaster at Midway in 1942 and instead invaded Australia or India.
- Japan had knocked China out of the war.
- the U.S had mobilized more armor units and fewer air units, or more infantry and less armor, or...
- the Western Allies had tried Churchill's Balkan strategy
- the Western Allies had tried to invade France in 1943 or earlier, leaving Italy for later.
- The Western Allies had failed to develop the atomic bomb - but Germany had.
- the Western Allies had developed jets or rockets.
- YOU had been in command.

For players who already own **A World at War**, a sheet of 280 new and revised counters will be available separately. (This item will be added to the P500 list as the print date gets nearer .) These counters are included in the complete second edition game.

C & C: Ancients Exp. #1 - Greece & the Eastern Kingdoms - Reprint Designed by Richard Borg.

In this first expansion, we showcase over 20 scenarios (the package includes over 300 new unit blocks and stickers you need to fight out these battles). Now, that is a lot of history, but we can do this because **Commands & Colors: Ancients** is, by design, a unique histori-



cal game system that will allow players to effectively portray stylized ancient battles that play to a conclusion in less than an hour.

Cuba Libre designed by Volko Ruhnke & Jeff Grossman (\$69) COIN Series, Volume II

Cuba Libre will be easy to learn for **Andean Abyss** players—both volumes share the same innovative COIN system. Like Volume I, **Cuba Libre** is equally playable solitaire or by multiple players up to 4—and with a shorter time to completion than **Andean Abyss**. But **Cuba Libre**'s situation and strategic challenges will be new. A deck of 48 fresh events brings 1950s Cuba to life and includes ...

The Twelve: The first wave's escape to the Sierra Maestra—inspirational legend or harbinger of defeat?

El Che and Raúl: Brilliant in the field, or bungling hostage-takers?

Operation Fisherman: Can the Marxists pull off a second invasion?

General Strike: Urban disruption or rebel embarrassment?

Radio Rebelde: Are the masses tuning in, or just the Army direction finders?

Pact of Caracas: Can the rebels unite?

Armored Cars: Mobile striking power, but in whose hands?

Rolando Masferrer: Brutal pro-government tactics—will they help or hurt?

Fat Butcher: Can the Mob's enforcer protect its casinos?

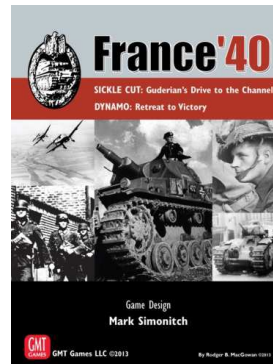
Sinatra: Frankie's Havana show a boom or bust, and who collects?

France '40, designed by Mark Simonitch, (\$55) covers the crucial 10 days in May, 1940 when the German army broke the French line on the Meuse and raced to the sea at Abbeville.

The game starts on May 13th, the third day of Case Yellow. Six panzer divisions are already through the Ardennes and at the Meuse River. The French and British have already raced through Belgium to reach the Dyle Line and cover the Gembloux

Gap. The stage is set. Most reinforcements are determined randomly so the German player never knows what to expect on his flanks.

Rules highlight armor, air support and morale. Special rules include Allied Heavy Armor units, DeGaulle's and Rommel's initiative, Hitler's Halt Order and French Command Paralysis.



Navajo Wars designed by Joel Toppen \$69



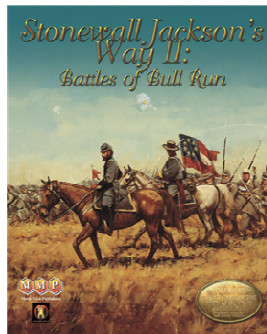
Sekigahara (2nd Printing) \$69 designed by Matthew Calkins is a 3-hour block game based on the Japanese campaign waged in 1600. The 7-week war, fought along Japan's two major highways and in scattered sieges and backcountry skirmishes, elevated Tokugawa Ieyasu to Shogun and unified Japan for 265 years.

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



Multi-Man Publishing

Stonewall Jackson's Way II: Battles of Bull Run (\$83) is the 9th game in the award-winning Great Campaigns of the American Civil War (GCACW) series. This game is actually two complete modules in one: it includes a complete revision and augmentation of **Stonewall Jackson's Way** (SJW; the first game in the series), and an entire new module covering the First Bull Run Campaign, called **All Green Alike** (AGA).



The two maps included are new and include new historical and terrain details (to bring them up to the standards of the latest games in the GCACW series). The counters have also been updated.

Stonewall Jackson's Way II: Battles of Bull Run uses the same GCACW Standard Basic Game Rules that were first published in MMP's *Skirmisher* magazine and **Grant Takes Command**. The Advanced Game rule sets are also standardized so players will be able to move quickly from one campaign to the other.

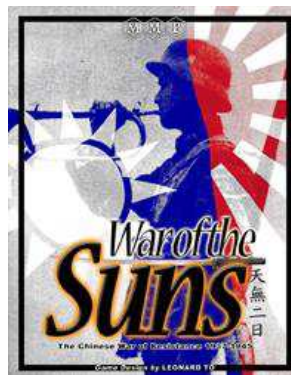
All Green Alike includes four Basic Game and two Advanced Game scenarios. The Basic Game scenarios feature two Shenandoah Valley scenarios and two scenarios at Bull Run. The two Advanced Game campaigns cover the advance and aftermath of the campaign:

Storm Over Dien Bien Phu (\$44) In the spring of 1954, General Giap shocked the world by doing what had previously been considered impossible—defeating a Western occupying force. **Storm Over Dien Bien Phu** simulates the climactic moment when the isolated French forces (composed of French legionnaires and elite paratrooper units) crumbled under the unrelenting pressure of the Chinese-backed Viet Minh forces.

Using the Area Move system redefined in **Storm Over Stalingrad**, the game features the use of cards to augment game

play, adding to the tension experienced by both sides. The rules are similar in length to those seen in **Storm Over Stalingrad** and are of the same level of complexity, with additions made for the situations encountered in this battle.

Additional rules added to the game include sapping, assaulting, and the French supply situation. In addition to these new rules, new cards have been created in order to represent events encountered during the battle. These include "Detonate Mine Shaft," "Rats of the Nam Yum," "Giap Demands Success," "Propoganda," "Débouchez à Zéro!," and "B-26 Bombers." The game is eight turns long and can easily be played in less than 3 hours by experienced players.



War of the Suns (\$160) The war in China-India-Burma theatre is always looked at as through a veil, perceived as a backwater front of the far larger conflict that was World War Two. Nevertheless, this war was vital to the final Allied victory in the Pacific, and even more so to the impact this war would have on the post-war world.

War of the Suns (WotS) was first designed by Leonard To, a Hong Kong native, more than 20 years ago. It won the championship of the First Wargame Design Competition in Hong Kong in 1984. The game has since been updated in the early 90s and extensively again during the last 3 years. Exclusive research based on recently opened Chinese archives, as well as many Japanese and English sources, has made **War of the Suns** one of the most painstakingly researched and accurate games of its type ever made.

The game covers the period from July 1937 to August 1945. The roughly 1:3,000,000 map covers most of China proper, Burma, Assam area of India, and parts of Thailand and Indochina.

There is a campaign game as well as 5 separate scenarios, and the game can be played as a 1-4 players' game—with players taking the roles of Japanese, KMT, CCP, and British Commonwealth. In the game, politics will play as vital a role in how the game progresses as the units presented on the map.

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

High Flying Dice Games

Trampling Out the Vintage, The Atlanta Campaign, summer, 1864. **Trampling Out the Vintage** is a wargame simulation on the Union Army's campaign under General William Tecumseh Sherman on his advance to seize the key Confederate city of Atlanta. Sherman's Armies would be tested by the Confederate army under General Joe Johnston as he maneuvers his forces in an effort to block and then stop the advance. Designed by Paul Rohrbaugh
<http://www.hfdgames.com/totv.html>

A Brilliant Combat, The Battle of Manila Bay, May, 1898, is an introductory-level wargame simulation on the naval action that occurred at the outbreak of 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. Designed by Paul Rohrbaugh

<http://www.hfdgames.com/abc.html>

Three Crowns Game Productions

A Throne Vacant is the sequel to **Pax Baltica**. This block game covers the War of the Spanish Succession, 1701-1714 (includes actions leading up to the conflict which began in 1702).

A Throne Vacant (# 107-1), is easy to learn and is played in a fast manner. The units are blocks in regimental and army size. The map is divided into territories which have to be conquered in order to be controlled. Navies will also play an important part. The map covers a large area from the Atlantic coast in the west to Prague in the east, from northern England in the north to Oran in the south. Designed by Stefan Ekstrom and Goran Bjorkman.

http://www.3cg.se/A_Throne_Vacant.html

Army Group Narwa (# 106-1), is a boardgame covering the Soviet attack on Estonia in 1944. It covers the first three months of the Narva Bridgehead campaign where each turn represents one week. The game is built around the same system of rules that shaped **Königsberg'45**. The game is played on a coffee table sized map. It utilizes a chit-pull system telling which armies to move. Designed by Stefan Ekstrom.

<http://www.3cg.se/Narwa.html>

Lost Battalion Games

German Light Infantry Skirmishers and **U.S. Paratrooper Scouts** represent advanced, more highly trained soldiers. The games come with extra cards, equipment, and abilities.

The German Light Infantry Skirmisher Specialist troops are a new addition to the SMG soldier line. These soldiers come with their basic playing cards but also 8 new Specialist cards that may include Story, Command, React and all new Equipment cards.

Requires Day of Days or Red Devils Starter Set

<http://www.lostbattaliongames.com/c-341-Equipment-and-Tactics.aspx>

Magazines

Vae Victis #112 has the game **Caesar in Britannia**, an operational wargame designated to simulate campaigns lead by Julius Caesar on the island of Britannia. English rules available online for this popular French game publication.

<http://vaevictis.histoireetcollections.com/en/publication/3135/vaevictis-112-september-2013.html>

S&T #283 contains the game **Fail Safe**, a wargame of a hypothetical strategic nuclear air war sometime in the late 1950s, before the age of the ballistic missile. There are two players, the East Bloc and the Free World. Each player has units representing formations of aircraft, weapons systems, and air de-

fense forces. Players move their units, conduct air-to-air battles, and bomb ground targets. The objective of the game is to drop sufficient nuclear weapons upon the other side in order to prevent them from dominating the world.

The game map encompasses much of the northern hemisphere, centered on the North Pole. Each game turn represents an hour or more of flight time, and each unit represents a wing of specific aircraft, by type.

World at War #32 contains the game **Pacific Battles**, a wargame series of several campaigns in the Pacific Theater of operations in World War II. The system emphasizes the operational level of these campaigns and deals with land and air operations. **Nomonhan** is the second game in the series (Japanese vs. Soviet), following the first game in the series, **Guadalcanal** (*World at War* #23). It covers the entire land-air campaign for the strategic Mongolian city of Nomonhan, May to September, 1939. The game includes 228 die-cut counters, and also includes air units, supply markers, campaign chits, suppression chits, and deception markers.

Modern War #8 contains **Holy Land: The Next Arab-Israeli War**. The premise of **Holy Land** is that there is a revitalization of the militant Arab world. They then challenge the Israelis, using not only conventional military forces but also the full spectrum of conflict, including insurgency and terrorism. The game includes several possible scenario options for different types of conflict. **Holy Land** game shows some of the major factors involved. The **Holy Land** game system is based upon **Decision: Iraq**; there are two players in **Holy Land**, various Arab powers and foreign fighters, the latter possibly including Al Qaeda and Iranian support. The Israelis have possible coalition support.

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST283>

Paper Wars #77 contains the game **Anzio: Operation Shingle**, designed by David Murray. **Anzio: Operation Shingle** covers the initial Allied landings on 22 January to the failure of the second German offensive, Operation Seitensprung, to eliminate the beachhead on March first. The whole campaign can be replayed, as well as several scenarios covering key parts of the battle. The game also allows alternative plans to be explored such as the original plan for the U.S. 504th Parachute Regiment to be airdropped just outside Carroceto on the Via Anziante.

Special Ops #4 Summer 2013 (\$24) The game is **What Price Glory?** - France 1914-1918 from the International Game Series. It's most succinctly described as a card-driven area/impulse game. It includes a 34" by 22" map, 176 counters and 48 cards. Also included are 2 **ASL** scenarios and 2 **ASLSK** scenarios. <http://www.multimanpublishing.com/>

One Small Step is going to be bringing *Ares* back, with more pages, higher quality content, and better production values. Expect an all-new *Ares* magazine, published bi-monthly, with 80 pages of fiction, 20 pages of OSS nonsense, and a complete game in every issue. <http://ossgames.com/>



What? More Free Stuff?

Your editor has been cleaning out his office. He found the following computer games sitting around and is willing to give them away. They should work on your machine. Bob Best wrote, "There is a freeware program you can download called DOS-BOX that will allow you to play these old games. I have it installed on my computer and I run some of my favorites from the old Win 95, Win 98 and XP platforms."

If you would like any of these, let me know. In the unlikely situation where two people want the same game, the problem will be resolved using a secret and mysterious method I learned in Nepal that deals with coins rotating in the air.

The cost is reasonable: \$1 per game to help pay for postage. Please email me before sending money.

Title	©	Publisher	Windows	
Age of Empires II: Age of Kings	1999	Microsoft	95, 98, NT	
Age of Empires II: Conquerors (exp)	2000	Microsoft	95, 98, ME, NT	
Civilization III	2001	Infogames	95, 98, Me, 2000,XP	
Civilization III: Conquests (exp)	2003	Atari		
Civilization III: Play the World (exp)	2002	Infogames		
Civilization IV	2005	Firaxis	2000, XP	
Conquered Kingdoms	1992	QQP	IBM XT	3.5 HD
East Front	1997	Talon Soft	95	
Empire Earth	2001	Sierra	98, ME,2000	
Empire Earth Art of Conquest (exp)	2002	Sierra	Windows	
Empire Earth II	2005	Sierra	Windows	
Empires	2003	Activision	98, Me, 2000, XP	
Europa Universalis II	2001	Strategy First	95, 98, ME, 2000	
Great Battles of Hannibal	1997	Interactive Magic	95	
Korsun Pocket	2003	Matrix Games	98, Me, 2000, XP	
Operational Art of War Vol. I	1999	Talon Soft	95, 98	
Panzer General II	1997	SSI	95	
Pharaoh	1999	Sierra	95, 98	
Prelude to Waterloo: battleground 8	1997	Talon Soft	3.1, 95, 98	
Shiloh: battleground 4	1996	Talon Soft	3.1, 95	
Shogun Total War	2000	Electronic Arts	98 + 95	
Sid Meier's Gettysburg	1997	Electronic Arts	95	
Warlords III: Reign of heroes	1997	SSG	95	

Computer Games vs. Board Games

by Omar DeWitt

Having played both computer games and board games, I have made some observations.

1. Board games do not load as fast as computer games. On the other hand, they *do* load. I have a copy of *Civilization III* that I still have not been able to load.
2. During play, board games do not crash, although I am sure there are natural disasters from time to time (a fast-moving pet or child, the tipped soda can, a pacifist mother-in-law). Computer games crash on a whim, usually when you haven't saved play in 20 minutes.
3. When playing board games, one can see the entire map-board. Scrolling is not necessary. However, computer games are good for fog-of-battle. If one's line-of-sight is limited, one cannot see what the enemy is doing beyond the hill.
4. One can usually win a computer game. One can cheat, knowing no one will know and knowing full well that the computer has been cheating from the start. Different computer games have Artificial Intelligence of varying degrees; sometimes this "intelligence" is simply more cheating. With board games, you are dealing with the real thing, although I have sometimes wondered if my opponent is thinking, as his militia eliminates my Armored Division, "This guy *must* be using artificial intelligence."
5. In a computer game, whatever its intelligence, the opponent moves very quickly, does not sit pondering, or fall asleep. And, if you take a long time with your move, the computer couldn't care less. If you want to eat dinner or go to bed, the computer opponent is happy to wait.
6. Computer games store much more compactly. At the height of my game-collecting frenzy, I had one room dedicated to storing games. We had to sell the kid.
7. Old board games can be quite valuable. Old computer games make good beverage coasters.
8. At work, you might be able to get away with playing a computer game. Good luck with a board game!

