

The Kommandeur



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From the President

The New Campaign Season

It was a long, hard, cold winter, but at last the warmth and thaw of spring has come. With the spring another season arrives...the campaign season of 2014. It is time once again to march out onto our various fields of conflict, Ancient, Medieval, Napoleonic, American Civil War, WWI, WWII, or Korea. Get the troops out of the barracks, refresh their combat competencies, and march forward.

Over the next five months, we will in varying degrees compete on our map boards with our cardboard forces. Some of us will take part in whole campaigns, some individual battles, and still others in complete wars. Our participation is as varied as the scale of what we like to game. The venue will be varied also; kitchen table, basement "dungeons," hotel conference rooms. Face-to-face, snail mail, internet. The ability to find opponents has expanded greatly since the opponent's wanted advertisements on magazine last pages of the 70s, 80s, and 90s. And there are the conventions that are beckoning in the summer.

All in all, I foresee a great campaign season for 2014!

And now a fast forward to 2015. Team Bob has developed a super program for a yearlong celebration of our 50 years of supporting gentlemanly and mature gaming. At our current rate of growth, we should even see our 2,000th member during our Golden Anniversary Year. That will be one great number to have! Who will it be, and where will he/she come from? What will be this member's primary gaming interests? Only time will tell!

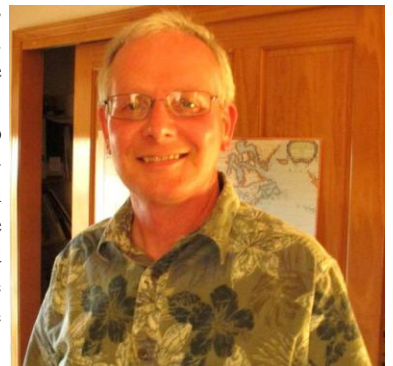
Good gaming!

Kenneth

From the Editor

After a lapse of several years, your editor will be attending the WBC in August. Don Greenwood has been generous enough to schedule a meeting time for AHIKS. It is Saturday August 9 at 1 PM in the Hopewell room. This should be in the convention program, so there is no need to memorize it. If you are attending the convention and have time, stop by. What will we do? Just say "Hi." It is always great to meet other members. Please note the Team Request on page 4.

The big news from here is the visit of Brian Stretcher. Our treasurer was in Santa Fe with his wife for a few days, and they drove down to Rio Rancho after a visit to Bandelier, one of the local Indian ruins. It is always a pleasure to meet a fellow member, and it was an especial pleasure because Brian has also done such a great job as Treasurer. Brian was impressed with my office space, although he gave no such indication (I could just tell). He managed to avoid the various piles of data (debris) scattered about the room; all of this data is within walking distance of my desk, and I know (fairly well) what is in each pile. It was great to meet Brian.



Brian Stretcher

An editor is always interested in grammar since he would like his publication to be correct. On our recent trip I was reading frequently and two authors were using phrases such as "The taller of the two..." or "The faster of the two..." These statements are common, but they are just wrong. No one has ever heard the statement "The taller of the three (or four or five)..." The word "faster" means we are talking about **two** items. If there are more than two, "fastest" is used. None of the contributors to *The Kommandeur* have been guilty of this. But. I am watching.

Each issue I am amazed at the material I have to print. Members are generous with their time and expertise, and I am always delighted to receive it. If we were still on the 12-page printed newsletter, half of what you are seeing every two months would not be seen. However, there are never too many contributions. Give it a thought. Have you played a new (or old) game and seen something interesting? Share it with the membership. Have you read an interesting (or very uninteresting) book? Tell us about it. Contributions are always welcome.

Om

Secretary's Notes



AHIKS' 50th year Celebration Event

Today is Tuesday May 27, 2014. Boy... It's hard to believe that this is the third issue of *The K* already this year and 2014 is almost half over! Only three issues of *The K* remain until we start celebrating AHIKS' 50th Anniversary year. The Anniversary Committee, composed of Brian Stretcher, Omar DeWitt, and me have put together a proposal for the Executive Committee outlining the year-long events. Our last report containing the proposal went to the Executive Committee on May 9, and it put forth the following ideas.

Tournaments:

Member Joel Ramsey has graciously offered a donation of \$100 prize money for a Tournament sponsored by AHIKS of Avalon Hill's **The Russian Campaign**. In order to get a tournament finished during the Anniversary year, we would like to get started as soon as possible, hence the announcement in this issue of *The K*. We have not yet decided all the details of just how the event will be run, but there will be a \$100 dollar prize offered to the winner of the event. Other prizes may also be awarded, depending upon how many players we have sign up for the event. [See the notice on page 22.]

We also need someone to volunteer to run the **TRC** Tournament. Anyone volunteering should be prepared to set up the structure of the event, provide written reports on the tournament's progress in *The K* and also on the AHIKS Forum where the event will be held, and act as initial judge/moderator in the event of any disputes (the final verdict being rendered by the Executive Committee, if necessary). The event will be open to all AHIKS members, and play must progress at a steady pace in order to finish the games in a timely manner.

For now, anyone wanting to play in the **TRC** tournament, please contact me at b52bob@prodigy.net so I can begin a list of players. Anyone volunteering to run the tournament can contact me or any of the Executive Committee officers listed on page 12.

The Anniversary Committee is also considering running other tournaments on the AHIKS Forum during the Anniversary year with the possibility of offering cash prizes as well as other types of prizes. If any member would like to run a tournament please contact Omar, Brian, or me with details.

K Events and Contests:

We want to offer at least one contest event (with a prize) in each issue of *The K* starting with Vol. 50 issue 1 in February 2015. These contests might range from trivia game questions to game strategy contests like those run in *The General* magazine on popular Avalon Hill games. We are still considering what might work here. The prizes for correct answers might range from games to other gaming nostalgia items. Any correct answer contest ties would be resolved by drawing from the list of winners.

We are still taking inventory of what might become available in the way of donations that would be suitable prizes. Any AHIKS member who would like to donate suitable games or AHIKS trivia items please contact a member of the Anniversary Committee. Games should either still be in shrink wrap or in at least unpunched condition.

Any *K* contests that might have to be decided by a drawing would be ineligible to the seven elected members of the Executive Committee and the vice president.

Forum Games:

Depending upon the size of our prize pool, people actively playing games on the AHIKS forum may be eligible to receive prizes for good play or maybe some drawing at random during the run of their games that are played on the forum. This would work well with games that have multiple players like my **Richthofen's War** Campaign game that ran a year or so ago or Brian Stretcher's **Wooden Ships and Iron Men** games. Executive Committee members may or may not be eligible depending on just how the drawings might take place.

The Grand Prize:

The Grand Prize will be a gift certificate for a game of the winner's choice that would be purchased by AHIKS. The value would be up to \$200. This prize will be awarded during March 2016 (AHIKS' actual birthday) and announced in the April 2016 Issue of *The K*. The seven elected members of the Executive Committee and the Vice President will not be eligible for this prize, and an AHIKS member winner would have to demonstrate current active participation in AHIKS to be eligible. That eligibility could come in many forms, a bio written during the year, actively participating in a game match setup through the MC, etc. The exact nature of the contest has not yet been determined.

All AHIKS prize winners will be announced in *The K*

Other Happenings:

We plan to publish nostalgia from the opening years of AHIKS in *The K*. Omar has located issues number 1 and number 2 for possible inclusion. I have found our 25th anniversary issue but have not had time to research it fully yet.

We have talked about other possibilities as well, but we will leave them for later discussion in upcoming issues.

Anyone wishing to donate or participate in the running or the planning of events should contact one of the Anniversary Committee members or a member of the Executive Committee. Contact information can be found on page 12. As members of the Event Committee we want to hear from *you* about what you would like to see happen during our year-long celebration of AHIKS.

On the Gaming Front:

We have one active game playing on the AHIKS Forum right now. Brian Stretcher and I are playing a game of the original **Starship Troopers** from 1976 by Avalon Hill. We are playing Scenario One "Feint Against the Humanoids" with all of the game's original and optional rules. This single match scenario is being played to work out any "kinks" before we begin a two-game set involving the "Bugs."

Come follow the exploits of the men from the 228th M. I. platoon, E company, 2nd battalion, 3d Regiment, First Mobile Infantry Division—more commonly known as Warren's Wildcats as they take on "General Kustre" and his "Skinny" Militia in a raid deep into Alien Space.

The game can be found on the AHIKS Forum under the on-line games section. No log in ID or password is necessary to view the game's progress, but it's more fun if you do have your log-in password as you can feel free to make comments on the action. (Don't have a forum ID or password? Contact our Webmaster, Charles Marshall at wm@ahiks.com and set one up!)

If any of you have read that master of science fiction, Robert Heinlein, we are following the story line presented in his book "Starship Troopers" (No movie versions here!). Here is the mission from the book that the nine members of "Fox" Squad, 228th M.I. Platoon have been assigned in this campaign:

Star Date 2156.12.03 (UC): Soon after the destruction of Buenos Aires, Federation High Command launched the first Terran counteroffensive against the Arachnids. Success hinged on the proper execution of an extremely intricate series of feints against the Arachnid's Humanoid allies. With scant forces available, only a few M.I. platoons were assigned to convince the enemy that the main weight of the attack was falling on the Humanoids. Scenario one depicts part of a raid against an outlying Humanoid colony by the 228th Platoon.

My opponent Brian Stretcher thinks this will be a "cake walk" for the M.I. against the "Skinny's" because of all the special weapons and equipment issued to the M.I., hence the name "General Kustre's" Militia. I'm not so sure it will be a "cake walk" for the M.I. as they have taken two casualties already in the landings and their "boots" have just touched down on "Skinny -5." The Assistant Section Leader is thinking he may be in "deep do-do" and have a tough road ahead of him as "Skinny" missiles are falling all around him as he is trying to get his bearings!

Come on by an see how he fares!

For those who own Steve Dixon's Picket Duty game

I mentioned my personal gaming here last issue. That continues with Steve Dixon's **Picket Duty** campaign game that puts the player in command of a U.S. Navy destroyer manning one of the radar picket stations around Okinawa during the 1945 invasion of the island. I was a play tester for the game and found it to be most interesting. I liked the concept and I found the game to be realistically challenging. But, having talked with several of our members who own **Picket Duty**, there seemed to be a that the rules were a bit convoluted and contradictory. Steve has been working to try to fix these issues without changing the play of the game. We are currently on mission 6 now in Steve's Campaign game where we are using the new Version 2 rules. It appears that with this latest version, all of the questionable rules and issues that arose with the original rules have been corrected. I must say that the game plays exactly the same with the new rules as it did before with the original rules. No game functions or procedures were changed, just the rules were cleaned up a bit, but, if you found the original rules to be somewhat confusing, then the Version 2 rules are for you.

If you were happy with the original rules, there is no reason to change. The game still plays the same. In Version 2 the rules have been clarified and a detailed sequence of play has been added at the end of the rules file. Also some optional rules for increasing the "bloodiness" factor have been added for those of you who found the game lacking in "action."

The new Version 2 rules can be found on Steve Dixon's website at: http://www.skdgaming.com/pd_errata.htm

Steve's website contains the link to the new rules. You merely need to follow the link and download Version 2 of the **Picket Duty** rules. You can also print the rules book if you like. If you download the rules folder you will find the new rules file dated May 10, 2014, along with new charts and tables and a couple other files with additional information for the game.

If you check out the other links on Steve's website, you will find three new scenarios, two of which have the map boards for the John C. Butler class destroyer escort USS LaPrade and The Mahan Class destroyer USS Dunlap. These files can be downloaded and printed as well. Here is what you will see when you get to Steve's website:

After a long delay, Version 2 of the rules and charts for Picket Duty are now available.

Version 2 of Picket Duty Rules and Charts (zipped)

New! Scenario 9: Hell from Above!

On 3 May, 1945, the USS Little and Aaron Ward (DM-34) were assigned to picket duty at Station 10. At 18:13, 18 to 24 aircraft attacked from under cloud cover. Click here to download

Scenario 8: Rescue!

This scenario has been revised and corrected. It now includes a custom map with a top down view of the modified Mahan class, of which the USS Dunlap belonged. Click here: Scenario 8 Revised

Scenario 7: Hazardous Duty

This scenario has been revised and corrected. It now includes a custom map with a top down view of the Butler Class, of which the USS La Prade belonged. Click here: Scenario 7 Revised

I posted a **Picket Duty** game on the AHIKS Forum. If you own **Picket Duty**, you might want to check it out as this scenario is a pretty detailed example of play for the game. There are photos along with a narrative of the action, and, if you have questions, you can always ask me about it. The scenario is named "Death of the USS Evans," and it will be posted in the on-line games section of the AHIKS forum.

If anyone is interested in playing in Steve's **Picket Duty** campaign, you can find it at <http://www.skdgaming.com/picketcamp.htm>. Drop him an email and ask to join the game.

If anyone is interested in playing a game on the AHIKS Forum (don't forget our Anniversary game drawings that will be coming up there pretty soon!), you can do so by going to the forum, logging in, and starting a game thread in the on-line games topic of the main menu. If you don't have a log-in ID contact our webmaster. Step up and give it a try. You might enjoy it!

Omar DeWitt and I are continuing our Victory Point Games' **Hell's Gate** game. We finished the German turn 4 move, and the weather turned to Mud for turn 5, just before Omar left on his vacation. Check out his column as I'm sure he is going to tell you about his trip and also about the progress of our game! **Hell's Gate** is a great game that is fun to play and easy to learn. I heartily recommend it.

Bill Klitzke and I have just completed turn 1 of our PB(snail) M game of SPI's Blue and Gray quadgame **Antietam**. As Bill commented in his letter back to me, "...it looks like it's going to be a game of position" especially since the Union Player, (me) can only move ten Union units each turn. There is a bit of "thinking" required before you make your move! Hopefully

those Union troopers will be able to get the job done and take Antietam.

So that is what I have been playing. What about you? What have you been playing? Why don't you take a couple minutes and drop our editor Omar DeWitt a little write-up on what you are playing so we can print it. Or, if you are signed up for the AHIKS facebook page, go over there, and you can post information about the games you have been playing. Duncan Rice, our Match Coordinator, has been posting about his games played there as have several other members. Stop by and see us and say hi.

The AHIKS facebook page

The AHIKS facebook page continues to grow. At last check we had 59 members there. If you are on facebook just search for "AHIKS" (with no quotes) and ask to join. If you are using a "nom de plume" on facebook, let us know what your AHIKS name is so we can approve your membership on the facebook page. Duncan Rice, our MC, posts game requests and matches on FB, so you can go there to see what is available if you are looking for a game to play.

Meet the Member

No Meet-the-Member profiles were contributed for this issue. If you would like to introduce yourself to the membership you can send me your member's profile at my email address listed on page 12. I would encourage anyone who has not sent in a profile to please do so. Step up and introduce yourself to the membership. We would all like to get to know you.

New AHIKS Members

We have ten new members and one returning member since last issue. I would like to welcome them to AHIKS.

Jason J. Young	# 1768 Peoria AZ
Jason Doyle	# 1769 Stanstead Abbots, UK
Robert A. Stall	# 1770 Littleton, MA
Scott A Kaufman	# 1771 Tioga, TX
Marshall E. Drago	# 1772 Owensboro, KY
Ed Konstant	# 1773 Redington Shores, FL
Alex Ruiz	# 1774 San Diego, AR
Shaun W. Donaldson	# 1775 Washington, DC
Nelson Lee	# 1776 Hong Kong
Anthony J. Tedesco	# 1777 Encino, CA

Returning former member:

John A. Hoffmann # 884 Belleville, IL

Gentleman, *welcome* 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!



Unit Counter Pool News

from Brian Laskey

Even though this is the first UCP article in a bit, it will still be a short one. First, I'd like to thank Mark Fassio for his donation to the UCP of several PBM pads for the classic **Waterloo** game. I also have some PBM pads of my own for some of the old classics, so, if anyone is in need of a PBM pad for a certain game, let me know, and I'll see if I have it. I'll try and list the games in the next article, once I ferret them out from the packed closet in my also packed hobby room.

I also have a repeat offer here for three complete spare 1998 Gamers variant counter sheets for anyone who could use one. Please note they will be available on a first come, first served basis and only *one* per person.

Though I'm certain I sound like a long, broken record on the following point, I feel I again need to say it. Whenever you are making a request to the UCP *please* include your AHIKS member number and mailing address. I *only* have a list of member names and numbers, in numerical order, and no other member information. Providing the above information up front will help speed things up if the requested part is available.

Last but not least, please note I will be away on vacation June 13 to 22 and August 16 to 24. Should any requests be received during those times, I will get to them ASAP upon my return. I hope everyone has a great summer.

Be of Good Cheer!



From the Bench by Lee Massey

Greetings from the Judge's bench! Hope everyone is enjoying lots of matches! Our 50th anniversary is going to be awesome! Lots of great and fun things are planned. It is a great time to be a gamer! As always, Happy Gaming!



WBC Team Request

The AHIKS team, Snake-Eyed Bandits, is in need of two players to fill out its TO/E for the up-coming WBC.

Contact: Dave Zimmerman

e-mail: david-zimmerman@comcast.net

Phone: (717) 628-1770 est.

AHIKS Facebook.

Book Review

Washington's Spies: The Story of America's First Spy Ring

by Alexander Rose

Reviewed by Stuart Schoenberger

A week ago I finished another book on the very same subject, which I purchased along with this book, primarily because it was in hard cover (I dislike paperbacks in my library) and had very good illustrations. It was light, beach-type reading. Although it captured the personalities and times very well, the less said the better (even though it had won a prize for its writing). I would only recommend it if you have a real interest in the period and do not mind the author's imaginative dialogue.

With trepidation, as you can imagine, I ventured into the above-mentioned title. This book I found was much more than about the first spy ring, and, as such, probably well worth your time and money. The author amply researched the subject and explored the spy ring within the context of espionage during the American Revolution, focusing on lower New York State (Manhattan, Queens, Long Island) and its environs, Connecticut and Rhode Island.

The author makes it clear that espionage then, as we know it, was in its infancy, even though numerous countries had a long history of using spies, codes and ciphers, and turncoats. And they retained intelligence services. Like everything else, America was compelled to build its intelligence service from scratch. There were three types of spies: military scouts (also called spies even as late as the American Civil War), diplomats (who were looking for what better may be described as political intelligence), and spies as we know them. The distinction is crucial, as gentlemen did not engage in spying for pay. For example, the members of the afore-mentioned spy ring only agreed to engage in spying if their identities did not go beyond their spymaster and payment would be made only for their considerable expenses. They considered themselves patriots, even possibly embittered loyalists, anything but mercenaries. To obtain the desired military information would require new techniques (explored in the book) and spies as we know them, since army officers then would not volunteer for this duty.

George Washington, as America's first spymaster-in-chief, initially attempted to gain military intelligence by means of military scouts (mirroring his own activities in the French and Indian Wars, commandos in WWII, and the Green Berets in Vietnam). Although that ultimately failed (not detailed enough OOBs, and also no means to secure the British plans for employment of troops), this type of low level war engaged between the British garrisons in Manhattan and on Long Island with the surrounding American continental army would continue unabated in no-man's land almost until the British army evacuated New York, from 1776 to the end of the war in 1783.

Washington had instructed his spymasters (the book discusses some of the turf battles between the first spymasters, shades of the Pentagon!) to obtain more intelligence in a more timely manner. The spymaster's dilemma between obtaining more intelligence versus timeliness is clearly explained. The British army and the loyalists had successfully sealed off Manhattan and Long Island. People entering or leaving Manhattan frequently were likely to be fingered, with or without cause, as patent spies and black marketers.

Tallmadge, an officer in the continental dragoons and America's first real spymaster, initially tried to satisfy Washington's

insatiable desire for more information by sending out more commando-type raids and officers in civilian disguise (like Nathan Hale) behind the British lines to return back in a day or so. The real story behind Nathan Hale (who landed on Long Island and was possibly detected by his Tory Connecticut cousins and captured by British spymaster, Robert Rogers, of the famous Roger's Rangers in FIW and Queens' Rangers in AWI), as an espionage debacle, is explained as the prelude to the 'first spy ring.'

Like a detective story, the author explains the development of America's first spy ring. As condition of their service, the names of the spies or intelligence sources were to remain unknown to George Washington. (Only in this century were the names of five of the six spies discovered!) As perceived Tories or businessmen and gentlemen (people of class), they could travel and mingle with British officers and other loyalists on Manhattan.

Manhattan as an island presented considerable difficulties for the forwarding of information. The problem, never truly resolved, required that the spy ring use family members and/or business associates as couriers to forward information to drop-offs located on family farms on Long Island. In turn, other family associates used whaling boats or the like to cross over to Connecticut where couriers would send the information pony express style to Washington and Tallmadge located in the lower Hudson, New Jersey, or Pennsylvania, depending upon the year. The whole process of delivering messages could take two to three weeks!

In turn, General Clinton, the British counterpart to George Washington, and John Andre, the counterpart to Tallmadge, sought to obtain the same information, with similar means, and prevent information from going to the other side. The British army had a long tradition of hiring spies, recruiting traitors (like Benedict Arnold), and using turncoats (prisoners of war frequently agreed to change sides, rather than die on prison ships and the like) and loyalists to hunt down patriot spies. As the British were surprisingly successful in their counter-espionage efforts, the members of this ring found it necessary to resort to verbal messages (not liked by Washington), primitive codes and ciphers (fairly successful for the period, but would, if intercepted, reveal the courier as a spy), and invisible inks (some of the first successful usage of such is explored in the book).

The expenditures for information by Washington were mind boggling, and the British spent even more! The question is how successful were the spies? Although the book infers they were the patriots' only source of information, they were not. However, as the premier spy ring in Manhattan, they supplied information that led Washington to conclude that Howe was heading to Philadelphia in 1777 (as opposed to moving up the Hudson River to link with Burgoyne). They unmasked Benedict Arnold as a traitor in 1780 and disclosed Clinton's plan for a preemptive strike against the French landing in Connecticut in 1780.

After 1780, the spy ring considerably reduced its activities, partially because British offensive operations were focusing on the south. Also, Benedict Arnold, as General Clinton's spymaster, was able to successfully disrupt the movement of spies and the delivery of messages to and from Manhattan. Some of the cat and mouse activities of both sides is fascinating reading in its own right.

Wanna Get Your Hands Dirty?

Editing a Vassal Module by Pete Menconi

I suffer from a few faults in regards to computers:

I know what Extended Memory is. Or was.

I remember DOS; none of this namby-pamby Windows stuff; “click YOU” says I.

I got screwed for 6 figures on the first computer system I bought (that’s billions in real money?).

I love ‘em.

But my expectations for computers falls close to that old joke about inviting Gramma over for dinner and telling her you have a new dishwasher machine (yeah, this joke is getting frayed around the edges); she offers to do the dishes, but after an hour complains that the new dishwasher has still left all the dishes on the table. I rather feel that anything you can do by computer *should* be done by computer. I have important things like naps to occupy *my* time.

So, it turns out there are things in a Vassal Module that you can customize to make your life a bit easier (*much* easier if you’re OCD like me!). Now, you don’t want to mess with such things as adding a unit or card to the design. That info has to be exactly duplicated in both your Module version and that of your opponent. I’m talking about programming choices that only you will notice:

The magnification of the map upon opening the game

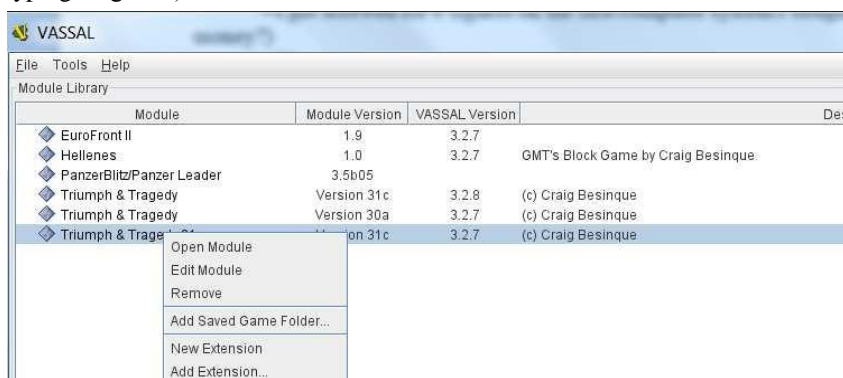
The positioning of the various information windows

The magnification of the information windows

Some things you probably don’t really want to touch

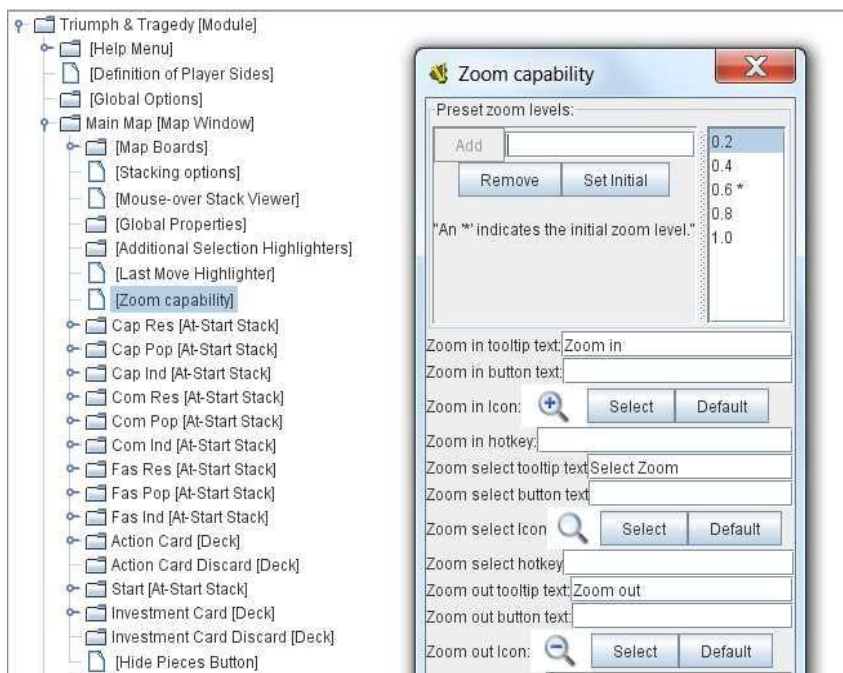
So I will start with the map mag(nification), something I’ve actually done a few times, and found it’s harmless. (And remember: downloading a module is *free*; you screw up your on-board version, you just replace it.)

OK, jump in: Open Vassal (not a Module, just Vassal). The window will show all the Modules you’ve installed, and you right click on the Module you want to play with. “Edit Module” is the Choice of Destiny: (technical note: OK, Windows *is* a lot easier than typing “regedit”)



When you choose “Edit Module,” you get a long list of individual functions. Some of these can be really destructive, so if you’re dislexive, maybe take a pass? (But, downloads are free.) One thing to salve your process fears (?): do a “save as” version before editing. Anyway for us OCDers, you can see that the Main Map/Map Boards/Zoom string of menus has been chosen and the “Zoom capability” window opened. In game play, we all know that the plus and minus mag icons adjust screen or window sizing; same here. The sub-window in the upper right shows all the mag steps that have been pre-programmed. Let’s say the original module designer has a 60” dis-

play (or he’s got 20/400 eyes, or he’s a friggin’ kid), and he set the options to include “0.4*” instead of the “0.4” shown below. The asterisk defines the default mag setting. Me, Old Eyes, opens the game and at 40% mag, and there’s just too much, too small, too confusing. So, I highlight the original “0.6” entry, and then click the “Set Initial” button. It now puts the asterisk on “0.6” as shown below.



This particular example is for my favorite game, **EuroFront**, and I open this up maybe twice a day. Prior to the above fiddling, I’d have to click to a different mag, then adjust the text window, then fiddle with centering. For the investment of time originally, it’s been the avoidance of an irritant.

And the dishes are off the table!!



Upcoming Events



June 5-8, Phoenix, AZ

PHOENIX COMICON

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

June 11-15, Columbus, OH

ORIGINS GAME FAIR

<http://originsgamefair.com/>

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

June 13-15, Atlanta, GA

ANDOCON

<http://www.andocon.org/>

June 19-22, Milwaukee, WI

NEXUS GAME FAIR

http://www.nexusgamefair.com/#!/page_home

June 20-22, Jacksonville, FL

RAPIER CON 2014

<http://rapiercon.com/>

June 27-29, Reno, NV

RAGECON

<http://rage-con.com/>

June 27-29, Grapevine, TX

TEXICON

<http://texicon.net/>

June 28, Toronto, Ontario

STAGE SELECT GAMING EXPO

<http://stageselect.ca/>

July 4-6, Portland, OR

WE HEART NERDS CON

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

July 5-6, Sydney, Australia, NSW

TOY & GAME EXPO

<http://toyandgameexpo.com.au/>

July 5-7, Austin, TX

RTX - AUSTIN

<http://rtxevent.com/home.php>

July 10-13, Hartford, CT

CONNECTICON

<http://connecticon.org/>

July 17-20, Lancaster, PA

HISTORICON

<http://www.historicon.org>

July 18-20, Richmond, BC (Vancouver)

HÄRNCON

<http://www.lythia.com/forum/viewtopic.php?f=48&t=17750>

July 18-20, Buffalo, NY

RYU-KON 2014

http://www.ryu-kon.com/Home_Page.php

Aug. 1-3, Austin, TX

AUSTIN BOARD GAME BASH

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

August 4-10, Lancaster, PA

WORLD BOARDGAME CHAMPIONSHIPS

<http://www.boardgamers.org>

Aug. 14-17, Indianapolis, IN

GEN CON

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

Aug. 15-17, Houston, TX

DELTA H CON

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

Aug. 15-17, Spokane, WA

SPOCON

<http://www.spocon.org/>

Aug. 29-31, Seattle, WA

PAX PRIME

<http://prime.paxsite.com/>

Aug. 29-Sept. 1, Atlanta, GA

DRAGON CON

<http://www.dragoncon.org/>

Aug. 29-Sept. 1, Sterling, VA

TCEP

<https://barkingmad.org/>

Aug. 29-Sept. 1, Los Angeles, CA

STRATEGICON - GATEWAY

<http://www.strategicon.net/>

Sept. 5-7, Savannah, GA

Savannah Skirmish 2014

<http://social.consimworld.com/events/savannah-skirmish-2014-sep-5-7>

Good sources for information on all kinds of conventions are the Steve Jackson game site: <http://sjgames.com/con> and the Columbia Game site: <http://columbiagames.com/convention/conventions.shtml>

Treasury Notes

Brian Stretcher



Advice for New Members: 10 Rules to Make the Best of Your AHIKS Experience

Bob Best shared a recent email with me from a new member who was having a little bit of a struggle with his first match in AHIKS. He was apparently looking for a match with someone with prior PBM experience, but he was paired with another new member who was similarly inexperienced with PBM play. They have worked out their issues, but the email reminded me that not all of us have 30+ year experience playing games this way. And, as all of us in the Exec are ready to admit, the current Members Guide is sadly out of date. We are working on that, but for now it is the only Guide we have. When I first started putting together columns for *The K* on a regular basis, I wrote an article that listed 10 rules for quality play. Although I assume that article is archived somewhere, perhaps it is time to re-examine those rules a bit and offer some advice to those of you who might be new members. Some of you long-time members might enjoy a restatement of what may seem obvious to you but not necessarily to all of your opponents, especially since many games are played using different technologies than they used to be.

1. Be flexible in the games you are willing to play and the format you play them in.

So, you joined AHIKS because you have been waiting your entire life to play a campaign game of **War in Europe Module 1: The First World War** in all its seven-map glory. You send in your request to the MC, but six months later you haven't heard a peep from anyone. A year later, and still no nibbles. Frustrated, you come to believe that AHIKS isn't the society for you because there is no one to play your favorite game.

It may be that there is not anyone in AHIKS with whom to play your favorite game. There are a vast number of games out there, from those verging on antique to those published last week, and many of them have their devoted fans. Some of them are now quite rare. If you limit your playing choice to only one or two games, especially relatively obscure titles, you may very well have a difficult time finding someone to play it. Similarly, if you put a lot of qualifiers on your match requests to limit your mode of play, such as fast response only, Vassal only, email only, etc., you are also limiting your chance for a match. There remain some *very* qualified players out there who still play only by regular mail, or prefer regular mail or simple email to play (I would be included in the email category). I am frequently puzzled to see several listings for the same games, each looking for a slightly different mode of play. In seeking a match, it may be better to keep your choices flexible: request matches for more than one title, relatively popular titles in addition to your favorite game of all time, and all the different modes of play you can accommodate (the MC can handle prioritizing your requests; AHIKS could do that even before computers), and before long you'll have a great match underway. Don't be afraid to list your unique title as well, because you never know; seeing your game on the list might just inspire someone!

Finally, don't forget that sometimes it's fun to try something new. If you see a game you own on the MC's list that you've

never played but have wanted to try, here's your chance! You don't have to start out with **The Russian Campaign** or **Panzerblitz**.

2. Don't take on too many games at the same time.

Whether you are going to play by mail, email, any of the various ways on your computer, or a hybrid of any of the above, you need to make sure you can handle the demand. Everyone has a different limit on the number of games they can play simultaneously, and the number of games you can handle will vary depending on their size, of course, but more importantly the other things that might be going on in your life. It is probably not a good idea to start six new games if you are also trying to start up a small business, for example. If you take on too many games, instead of enjoying them they start to become a burden. Then it takes longer and longer to get moves done, or they don't get done at all. It is possible to get overwhelmed and suffer from burnout and stop playing completely. And, ultimately, if life gets in the way, your gaming time will have to take a back seat; it is a hobby, after all!

If you are new to PBM, it is important to start out slowly. Start with one or two, then build up to more if things are still going smoothly. You may think that it is no problem to take on a half-dozen or so games right away, especially since you will only be working on one move at a time, but you will soon find that PBM takes a bit more time than playing face-to-face. First, the quality of play is usually better than in FTF play, as there is no pressure to get your moves done in 15 minutes so your buddy can go home by midnight. More time needs to be invested to think out your turns if you want to make it past turn 3. Second, PBM is more work than FTF play, because every move has to be recorded in some manner and reviewed before it is sent out. Third, moves have a strange propensity to all arrive about the same time, meaning that on a given Tuesday you may have all of your moves done and nothing to do, but on Wednesday seven moves have arrived crying for your attention. Even if you get one move done a week, which is a good pace, the last game has a seven-week turnaround time, and you've been working constantly on move after move.

I probably peaked with seven or eight games going on at the same time, which was too many. It would sometimes take me 10-12 weeks to get a move turned around when I had that many games going. At the time I had two young children at home and was working to build my law practice. I wonder now how I managed to keep up with my games at all. Things have changed a lot since then, but over the years I have learned that I am most efficient and happy with about four games in progress at one time. That's where I'm at right now. They still have a tendency to all come in at once, but at least when they do I can still get the last one out in about four weeks.

Keep in mind that larger games require more work, because there is more record keeping involved. More record keeping means more possibilities for recording errors, and so delays because of the need for corrections. Even if you're clicking and dragging your units to their new positions on Cyberboard or Vassal, those programs don't care if your move is legal or not, and it remains possible to make mistakes. So keep your first PBM games to a reasonable size, probably no more than the size of an old AH classic or so,

but smaller is probably even better in the early going. Those games you can get resolved, worked out, and recorded in an hour are great PBM games!

3. Fully understand the games you choose to play.

In order for your PBM games to run smoothly, you need to understand them fully. That not only means understanding the rules, but understanding how the game works in a PBM format.

It is very important that you know the rules to your game as best you can before starting a game. Unless your opponent and you are playing some sort of learning game, neither of you wants to be bogged down doing moves over because someone doesn't know how to play. Of course, everybody flubs a rule every now and then; it's part of the hobby, especially newer, more complex games where just about every rule has an exception and there are exceptions to the exceptions. But if you don't know the stacking limits, that ZOC's are locking, or that roads don't give you any bonus in clear terrain, you're not keeping up your end of the deal. Don't make any assumptions that you know the rules, even if you have played a similar game before. It takes two people to play, and your opponent should not be playing your game for you.

There is more than just knowing the rules to the game, however. It is also important to know how the game flows, i.e. how the sequence of play will impact your play. A basic YUGO-IGO game, for example, with all movement done first, followed by all combat, is very easy to PBM, as are relatively minor variations on that sequence, such as a mechanized movement phase after combat. However, if you throw in things that require interaction between the players during movement or combat, PBM gets a little more difficult. If you need to know the result of the overrun of 10th rifle by 1st SS panzer before you move the 48th panzer, then you will have to make a separate mailing to resolve that attack before proceeding. If you play **Victory in the Pacific** as designed, then each player will alternate the placement of their land based air units each turn, up to 14 total, if I remember correctly. That's a lot of mailings. The more of that sort of interaction a game has, the more mailings you have to make each turn, and the more opportunity for mistakes or delays. It is not too much of a problem when playing by email or other electronic means, but it can slow a postal mail game down to the point of making it unplayable. There is a reason the old classics remain relatively popular within AHKS. The use of cards, hidden units, and other such game mechanics can also create challenges to play. As most of you know, the ACTS system is available online to support many card-driven wargames, and if you like those sorts of games you should take advantage of the technology available to help play them. But, I have yet to see any sort of system for playing a game where one side has mostly or all untried units, i.e. where neither player knows the strengths of one side's units. A game with a handful of such units, such as the newer Victory Point East Front games, can have a random number assigned to each untried unit for placement on the map, but in practical terms it would be difficult to play a game of **Panzergruppe Guderian** by mail or email. Too bad, as that is otherwise a great game that would be fun to try!

4. Agree on the rules and methods of play you are going to use before starting your match.

One of the reason you need to know the rules to a game is because often it is necessary to discuss them with your oppo-

nent before starting play. A lot of games have errata, which you might not have seen before, optional rules that you've never used, variants, be they official or homespun, and various house rules that your opponent might suggest. Although it is never possible to catch every potential rules problem, discuss the obvious ones that crop up on your re-reading of the rules before you start. There are a couple of games notorious for the rules questions they have generated, such as **Fourth Edition Third Reich**, in which the **A**definitive Q&A published in the **Gamers**

Guide to Third Reich create almost as many questions as they resolve. Even relatively simple games like the old SPI Quadrigames have a few iffy rules. It is far better to try and head those questions off before the dice start to fly, rather than after you've invested months in getting to turn 7. Note that AHKS does have some pre-existing rulings for some pretty old games, so make use of the MC and Judge to see if there are prior rulings covering your game before you start play.

There will be times, however, when you can't agree on how to interpret a rule. There are a couple of different ways of handling rules disputes: getting angry and quitting is not one of them. Most issues can be resolved by presenting an argument to your opponent, with appropriate rules citations, and inviting a similar response. If the issue still can't be worked out, usually one of you will concede the matter, for the time being at least, and proceed with the match, especially if it is early going in the game. There is no harm in conceding a minor point of play, although if it is the first game of a two game set then you should play the second game with the same interpretation. You can always raise the issue again in a future match should you so choose. If you absolutely cannot agree and neither player will reconsider, then AHKS does have a Judge that will consider your best arguments and issue a ruling to get you going again. Make use of the Judge's services as necessary. On occasion, you may learn that you have based important assumptions on an incorrect interpretation of a rule, rendering your position hopeless. If that occurs, you should feel free to ask your opponent for the opportunity to abort your current game and start over. Most players will agree, as a win against a disadvantaged opponent is never as satisfying as one against a knowledgeable one. But they do have the right to refuse and ask for your concession instead.

Be particularly wary of playing with house rules, especially if you have never used them before. A good example is playing **PanzerBlitz** using the same spotting rules as **Panzer Leader**. While some house rules may be harmless, by their nature they are usually untested, and implementing them may have unintentional and potentially adverse effects on play. While it is perfectly possible to play **PanzerBlitz** using the spotting rules from **Panzer Leader**, and indeed it may be more realistic to do so, **PanzerBlitz** was not designed that way and the scenarios offered with the game or the **Gamer's Guide** will play quite differently. We wargamers are a notoriously logical lot, we like things to be historically accurate, and some of us like to tinker, but I generally prefer to approach each game with the rebuttable presumption that the game designer/developer knew what they were doing and created the rules as written for specific reasons, and therefore prefer to play my initial games of a particular title with the rules as written. If experience dictates otherwise, then adopting a house rule is fine. But keep in mind your opponent's experience with a particular title may be considerably different than your own; he may not believe the Russians can win your game, but your play experience might suggest that with strategy

X the Russians can't lose, your opponent never having seen strategy X. Fudging the rules to tinker with play balance is particularly dangerous.

The same things can be said for using optional rules as published with the game. Choose the ones you will use carefully, because there's probably a good reason why the rule is offered as optional instead of mandatory.

5. Agree on the method by which you will resolve errors that crop up during play.

There are two basic types of errors you can make in a PBM game: the first is a recording error, which may be a misreading of a hex number or a typo or similar sort of mistake, such as recording a unit in AA10 when it should have been AA11. You can't make such an error in Cyberboard or Vassal. But you can make the other type of error: a rules or related error, where you do something illegal, such as moving a unit too far, overstacking, forgetting to resolve a step, or something similar.

Errors are pretty easy to resolve so long as you and your opponent have discussed how you are going to resolve errors in advance. In years past, there was some discussion in *The K* and the New Members Guide about the Hardcore option, whereby an automatic set of rules covered the misplaced units and illegal moves: a unit ordered to a hex which it could not reach had to remain in its original hex, which could affect the following combats. Obviously, a little mistake could drastically effect the outcome of a game, and the error rules as applied were pretty merciless, hence the name Ahardcore.≡ Such measures were

sometimes helpful when everyone played by postal mail, as errors otherwise would require a move to be returned and the inherent one to two week delay. Fortunately, I know of no one who plays Hardcore now or in the past.

Some errors are obvious and may not even require an inquiry of your opponent. For example, if a unit is sent to an impossible (or very odd) hex in the movement phase but is ordered to participate in an attack in a hex it could reach, then you know where the unit should have gone instead. Sometimes the unit ordered to an impossible location can't reach, but another identical available unit could reach and the erroneously moved unit could reach the available units location, so you can just switch them. But many errors will still require an inquiry. Most errors these days can be handled by a simple email, asking your opponent for guidance to fix the problem. In my experience, you will probably get a pretty quick response. As a rule of thumb, I try to answer any inquiries about possible errors as soon as I possibly can, and I think most AHIKS members are the same way. Sometimes you will find out that what you thought was an error was perfectly legal, and it was *you* who was wrong, but it certainly never hurts to ask when something seems incorrect or out of place. No one should take offense to such an inquiry.

One hint here for those of you who use the AHIKS or similar electronic die rollers. Give your opponent a chance to go over your move and check for errors before requesting die rolls from the server. It is much easier to fix things before the dice fly. If what you thought was a 3-1 turns out to be a 2-1 because you miscounted factors, and your DE is now an AE because you rolled the dice without giving your opponent the chance to check your move, then he has every right to hold you to that result.

6. Stay in touch with your opponent. Respond in a timely manner.

While it is not necessary to become lifelong friends with each of your AHIKS opponents and send them letters or emails every week, it is important to stay in touch with them. You will learn the correspondence habits of your opponents relatively quickly. Some will respond to you in a week or two, others longer. Some will let you know they got your move and will be working on it, others will not say much until they send their move to you. Everyone has his own style, and that's fine.

However, if you have an opponent that regularly sends his move to you in two weeks, but it is now going on four weeks and you haven't heard from him, you should feel free to contact him and make sure that 1) he got your move and isn't waiting on something from you, and 2) he is OK and just needs a little more time. Most of the time you will find out that life has intruded on your opponent, and a little more time will be needed before he can get to the game. That's just the way it is.

By the same token, if you are getting behind on your moves or are otherwise going to be delayed, drop your opponent a note and let him know. It takes just a few moments by email. Few AHIKS members are going to be unhappy or overly concerned with a brief delay. But you want to avoid just fading away.

7. Double check your moves before sending them out.

This is an easy one that many players don't follow. Most typos and errors can be caught by reading through your unit listings and combats for accuracy. If you write out positions by hand on a piece of paper and then type up your listings for an email, double check that the handwritten listings match the locations on the map, and that your typed locations match the handwritten ones before you press Asend.≡ These simple steps will prevent a lot of errors and the resultant delays to fix them.

Over the years, I have found it helpful in bigger games that after recording unit locations, to set the game aside for a day or so before going back to double-check my listings. You may write the locations in the order you move your units on the map, but check them in the order they are listed against their actual locations on the map. Everything should agree.

It is less important to double check moves made on Cyberboard or Vassal, since there is no way to incorrectly write a unit location. But it still pays to double check your moves before making that final recording and sending your move to your opponent. I often find previously missed opportunities or tactical/strategic errors that I made during the double check. It pays to be careful.

8. Don't quit simply because you think there is no longer any way to win.

Premature concessions are to be avoided. It is unsporting to quit a game just because you think you can no longer win, or at least no longer obliterate your opponent the way you thought you would. Your Allied opponent has sat patiently on defense in a strategic WWII game through 1942 when you realize your Axis is not going to run the table and win the war in glorious triumph. Just because you can't end the game with a triumphant parade through the streets of London is no reason to deny the Allied player the chance of taking Berlin. Give your opponent the chance to actually win the game, because the fun is in the playing, not the winning or losing. Besides, you may find out

that things aren't quite as bad as you think, and still snatch victory from the jaws of defeat.

Conversely, if you are running the table, it is usually best to offer your opponent the opportunity to concede. It is not much fun to pound an opponent into the ground, and it is even less fun to be pounded. All of us have been both the pounder and the poundee, and in such situations it may be a better use of everyone's time to move on to a new game.

9. Do not disappear.

There is little excuse for becoming a disappearing opponent. I suppose that if you die, then perhaps your widow should not be obligated to tell all of your opponents that you won't be responding to their latest move, but that is about the only viable excuse to not responding to an opponent. AHIKS depends on the reliability of its members, and, simply put, if you are reported as a disappearing opponent, then you may be terminated as a member.

We all understand that life gets in the way of one's hobbies. But in this electronic age there is less excuse for not communicating with your opponent than ever before. If you can no longer play, give your opponent the decency of a letter, phone call, email, or text message. It takes less than a minute to compose an email or text saying you can no longer play or are no longer willing to play. You don't even need to give a reason if you don't want to. But let your opponent know you will not be playing anymore.

I have to point out that you cannot simply disappear from a poor opponent either. If you get into some sort of personality clash with an opponent (i.e. short of something that could be reported as misconduct to the Executive Committee), then there is nothing to prevent you from terminating your current match. You may have to concede the current match to do so, but no one can force you to play with bullies or idiots. And while there should not be many of those sorts of players in AHIKS, it is possible that you will come across one during the lifetime of your membership. It is important that you take the high road in such circumstances and simply let him know that you're done. But don't simply disappear.

10. Report the results of your match to the MC and Ratings Officer.

If you have set up your match through the MC, don't forget to report the results of your match to the MC and the Ratings Officer (if it was a rated game). Note that you can set up a match through the MC even if you already have an opponent lined up and ready to go; just let the MC know who your AHIKS opponent will be.

All games are rated according to AHIKS own rating system, unless you specifically request a non-rated match. Ratings may not be important to you, but they are important to some, or at least fun to follow from time to time. And, they provide an indication of reliability as well as skill, since over several years time you can climb higher in the ratings by merely being perseverant; you win when your opponent quits, and so long as you win more than you lose your rating will go up.

More than that, requesting your match through the MC and reporting the results helps AHIKS keep track of what the membership is playing, how many matches are being played, and so forth. In other words, it helps the officers keep a finger on the pulse of the society, and so improve the services we offer. It is a win-win situation for you to send in your reports when you finish a match.

Wooden Ships and Iron Men Still Open for Players

I have four players signed up to play a new forum match of **Wooden Ships & Iron Men** as I announced last issue. I am holding the game open a bit longer to see if any more of you are interested in playing. Four players will work just fine, but the more the merrier. Contact me at doctorlaw@juno.com if you want to sign up for a ship!

Back to Savannah

Ed O'Connor, my long-time **Paths of Glory** opponent, wrote me after my article about the City of Savannah, GA, to let me know that there is indeed a wargame covering the Siege of Savannah, that being **Savannah**, published by GMT in 2005, as part of their American Revolution series. Looking at the link Ed sent me, it appears that the game is more the Savannah campaign than the final battle for the city, as Savannah itself is just eight hexes, with the redoubts extending just a few more hexes out from there. Most of the map is the surrounding forest and swamp, and the game has a combination of strategic and tactical turns for actual assaults. I was thinking of a more tactical treatment of the actual assault on the redoubts, along the lines of DG's **Rebels and Redcoats**, but **Savannah** might be worth checking out.

Treasurer's Report

Here are the numbers since last time:

Total balance, 3-30-14:	\$ 9,690.32
Interest, 3-31-14, 4-30-14	5.67
Dividend earned 1-1-14 to 3-31-14	1.78
Webhosting services	-218.83
Total balance 5-30-14:	\$ 9,478.94

This statement reflects our greatest recurring annual expense, the cost of maintaining our website and its peripherals. We also earned a tiny bonus as a dividend on our Credit Union account.

Until next time!





As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHIKS become totally self sustaining. Give it some thought. Send Brian Stretcher a couple of dollars. Especially since there are no dues this year.

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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: August 15, 2014.

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.

Open Match Requests from Duncan Rice

1776 AH Bill Scanlan (0275) EV
 Adv. Third Reich AH Nacho Fernandez (1745) EVS
 Amateurs to Arms CoAG Rod Coffey (1493) *
 Afrika Korps AH Tom Walsh (1427) P
 Anzio AH Melvin Yarwood (36) P *
 Anzio AH Greg Dilbeck (1363) EP *
 Barbarossa to Berlin GMT Mark Sturdivant (1747)
 Barbarossa: Crimea GMT Mark Sturdivant (1747)
 Battles for Ardennes SPI Thomas Ten Eyck (0826) EP
 Battle of Bulge '81 AH Alex Ruiz (1774) VEX
 Battle for Midway:
 Decision in Pacific GDW Bill Scanlan (0275) GEFS
 Battle for Midway:
 Decision in Pacific GDW Melvin Yarwood (36) P
 Battle Fleet Mars SPI Tony Arena 1652 C
 Bitter Woods AH Melvin Yarwood (36) P *
 Blitzkreig '65 AH William Dahle (1749) E
 Blitzkrieg AH William Marcy (1761) VEX
 Blue and Grey I, II Melvin Yarwood (36) P *
 Blue and Gray Quad
 (Cemetery Ridge) SPI Roger Eastep (291) AV
 Borodino SPI Melvin Yarwood (36) P *
 Borodino AH Kevin Keatts (1750) EVSL
 Breakout Normandy AH Chris Hancock (565) EV *
 Bulge '81 AH William Marcy 1761 VEX
 Chancellorsville '74 AH Charles Marshal (1573) E
 The Civil War VG Shannon McNamara (1639) *
 Combat Commander:
 Pacific GMT Lee Massey (1382) VE
 Crimean War SPI John Trosky (1554) CEV
 D-Day AH Kevin Keatts (1750) EV
 D-Day 77 AH Tom Walsh (1427) P
 A Distant Plain GMT Dan Carey (1716) EV
 Flight Leader '86 AH Paul Pearson (1638) EPV *
 Frayser's Farm Decision Games Mel Yarwood (36) P *
 Frederick the Great AH Martin Svensson (1466) V
 Hell's Highway VG Thomas Ten Eyck (0826) EP
 A House Divided GDW Joel Ramsey (1762) EP
 Leipzig Decision Games Mel Yarwood (36) P *
 Little Round Top AH John Trosky (1554) CEV
 Midway AH Scott Saunders (1664)
 Napoleon at War SPI Melvin Yarwood (36) P *
 Panzer GMT Martin Hogan (1704) V *
 Richthofen's War AH Scott Saunders (1664)
 Russia Besieged L2 Michael Paul (1578) P
 Roads to Moscow GMT Mark Sturdivant (1747)
 Russian Front AH Melvin Yarwood (36) P *
 Russian Front
 (Map Extension) AH John Forde (1766) FV
 Squad Leader AH Melvin Yarwood (36) P *
 Stalin's War GMT Mark Sturdivant (1747)
 Stalingrad AH Kevin Keatts (1750) EFV
 Stones River Decision Games Mel Yarwood (36) P *
 To Green Fields Beyond SPI John Trosky (1554) CEV
 Twilight Struggle GMT Mark Sturdivant (1747)
 Twilight Struggle GMT Chris Hancock (565)
 U.S.N. SPI Bill Scanlan (0275) EFS
 War at Sea AH Tom Walsh (1427) P

War at Sea AH John Hoffmann (884) E
 Washington's War GMT Shannon McNamara (1639) V *
 Waterloo AH Pete Martin (0243)
 Wellington GMT Mark Sturdivant (1747)
 Winter War SPI Kevin Keatts (1750) E

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

There are two items of business this issue. First, the match request list. Please take a careful look at the match request list and let me know how I can update your requests. This includes letting me know if you are no longer interested in a particular game and telling me to remove it from the list. I have attempted to make a couple of matches to have the member tell me they are not interested or fail to reply. Waiting for a refusal or no-response wastes the time of the players looking for a game. Please be considerate to your fellow AHIKS members and keep your match requests up to date. I have removed all match requests older than one year, with the exception of Mel Yarwood and Greg Dilbeck who have limited internet access. I would appreciate it if these two gents could contact me with any changes they require to their requests.

The second item is failure to follow through with matches. There have been a few of these lately. If you cannot finish a game simply email your opponent and resign. There should be no hard feelings. But to vanish is just plain rude and wastes time that the other member could be spending setting up another game. Failing to respond to a match, without explanation, is grounds for removal from AHIKS. The executive is rightfully hesitant to do this. However, if a member is failing to respond and gives no explanation to their opponent I drop them to the bottom of the list for matching. I am very hesitant to make matches for players I know have a history of poor sportsmanship or poor communication because such matches waste time for all involved.

On the AHIKS gaming front. The AHIKS **Diplomacy** game, which is being run by Robert Granville, is in full swing. We have seven players and are entering into the spring of 1902. Austria-Hungary and Germany have entered into a publicly announced non-aggression pact. France has taken the Iberian Peninsula. The Balkans have been carved up between Austria-Hungary, Russia, and Turkey. Things becoming interesting as vacant supply centers are vanishing. Martin Hogan, Dan Carey, and I are also entering into a multi-player game of **A Distant Plain**. Well, as soon as I convince the post office that they still have the game somewhere and it wasn't yet picked up by me.

I leave you with a picture from my own map room for Austria-Hungary (on page 12).

Book Review

PBJ Mitchell Units of the Pacific War Osprey Combat Aircraft Series – Volume 40

By Jerry Scutts

Osprey Publishing, © 2003

96 pages, photographs

Reviewed by Bob Best

Jerry Scutts is a well-known aviation writer with over 40 books to his credit. “PBJ Mitchell Units of the Pacific War” is another excellent work detailing the use of the Army’s B-25 Mitchell medium bomber by the U.S. Marine Corps in the Pacific during World War II.

Naval planners initially felt that Navy carrier-based airpower would be able to provide adequate air support for the Marines operating in the Pacific, but actual combat experience at Guadalcanal in the Solomon Islands showed that Marines flying their own dedicated support aircraft was needed to provide direct air support for their ground operations. To this end the Navy procured North American Aviation’s B-25 Mitchell bombers to be operated by U.S. Marine Air units.

The B-25s used by the Navy were designated PBJ-1. The P meaning Patrol, the B meaning Bombing and the J was the designator for North American Aviation and the 1 is the first model of this type procured.

Jerry Scutts gives a great overview of the initial training program setup to teach twin-engine bomber tactics to the fledgling bomber crews. He also details the modifications made to the PBJ-1 bombers for use in anti-shipping and direct air support roles. The PBJ-1 Bomber could carry a variety of armaments including bombs, rockets, depth charges, and torpedoes. The PBJ-1s also had nose-gun packages that combined up to eight 50 caliber machineguns in a “Strafer” configuration, or it could mount a 75mm cannon firing forward for particularly difficult targets. Each variation is detailed in depth.

Scutts also relates individual stories told by crew members detailing missions flown and combat actions that support and illustrate the attributes of the PBJ-1 bomber. The mission types flown by the eight PBJ-1 equipped USMC Squadrons deployed in the Pacific during the war are also described.

The book has numerous war-time photos, not previously published, showing the PBJs in operation and the men that flew them. The 24 color plates show side views of specific aircraft of all the different models along with detailed descriptions in an appendix. Scutts includes a listing of the bureau numbers by block for each contract delivered.

I found this book to be an excellent read. It is an excellent source book on a little documented Marine Corps aircraft for the aviation or USMC enthusiast. It has detailed color plates and photographs of specific aircraft details and markings for the modeler, and the narratives by combat veterans make interesting reading for the gamer who is looking for scenario ideas for an air game he wants to setup. I would definitely give the book “two-thumbs up.”

UU

Book Review

The Korson Pocket by Niklas Zetterling & Anders Frankson
Casemate, 2008

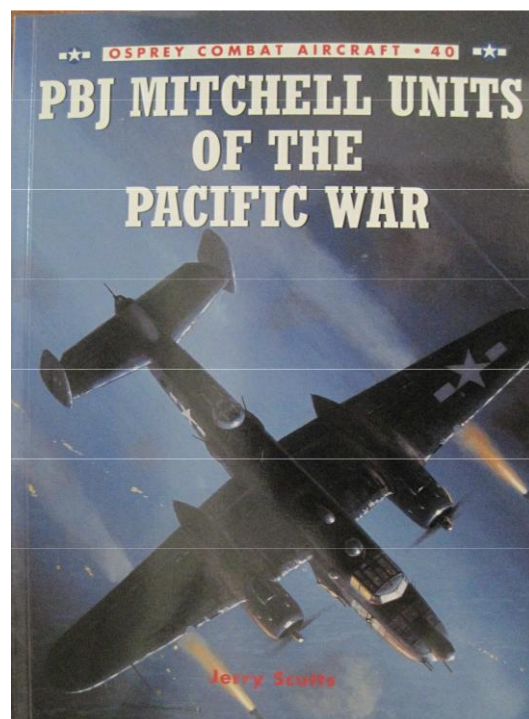
Reviewed by Tom Oleson

The epic struggle on the Russian Front remains atop the hit parade of wargaming interest. Up until the Stalingrad debacle, it was the Wehrmacht that did the encircling. Then, as the Germans fell back after the ill-fated Kursk attack, often due to ill-advised Hitler orders to hold to the last man, they were repeatedly cut off. As the Russians foiled the German attempt to hold the line of the Dnepr River, on January 27, 1944, six German divisions were surrounded near the town of Korson, Southwest of Kiev. For a month or so they were supplied by an airlift to the Korson airfield. Of the 54,000 men trapped, 19,000 were killed or missing, and of the 35,000 who broke out to the west on February 16, 1944, 11,000 were wounded. Virtually all their equipment was lost.

I recommend this book to anybody interested in the subject. It reads like a thriller, a real page turner. The authors had access to memoirs of some of the German soldiers involved, discussing aspects of morale and supply. The exhaustive statistical analysis of the numbers-obsessed Wehrmacht reads like a blue-print for a game on the subject. [Bob Best and your editor are playing a game on the subject: **Hell's Gate**.] The frozen hell they crossed through to join up with the panzer thrust desperately reaching them from the west makes you wonder how any of them survived. One soldier reaching a Panther tank plaintively asked "Am I out?" He was out. The reporting from the Soviet viewpoint is less comprehensive but still worthwhile.

The book has many maps but, as is often the case, with curious omissions. On one page there might be a discussion of action around some key town, and on the facing page a map of the action with a score or more towns named, but not the one discussed! Oh well!

UU



From Tom Oleson

Are you one of those gamers who enjoys What-If alternatives? I do, but some designers don't like them because they may lead the game into what they consider too remote historical possibilities. A few years ago at the WBC con I discussed a huge Syria game with its designer, talking about the opportunity which Germany missed in WWII to outflank Egypt by moving strongly by air into Syria. I have always been intrigued by Med possibilities in the ETO but designers don't want to deprive us of Barbarossa.

I wonder if there is any PacWar game in which there is the possibility that Japan does *not* attack the USA? Correct me if I am wrong, but the oil they needed was from what was then the Dutch East Indies. I understand that going for the Philippines first was more convenient, but they also could have conquered what is today Indonesia through Malaya thus avoiding war with the USA. You might argue that the USA would have come in, but we had to be dragged (and some say, tricked) into WWII; we didn't enter to defend France, UK, or Holland, so why would USA have entered to defend their Asian colonies?

Two What-Ifs:

1. Japan attacks USSR thus making it much easier for Germany to win.
2. Japan does *not* attack USA, just goes for Europe's Asian possessions without involving USA.

An email from Herbert Gratz

I think I am typical of most wargamers in that I am more interested in the ETO than the Pacific, so I decided to catch up.

"A War It Was Always Going To Lose - Why Japan Attacked America In 1941" by Jeffrey Record, 2011. I read this with foreboding as recent events make you wonder if once again China, Japan, and the USA could do the unthinkable—blunder into war. This book shows how national leaders are pushed into what they know are bad decisions by national pride. Most Japanese leaders knew they could not defeat the USA, though they underestimated our tenacity once involved. That we might give up early was their only hope. Short book, 131 pages, well worth it.

"Eagle Against the Sun - The American War With Japan" by Ronald Spector, 1985, 561 pages. Drew Middleton in the NY Times called it "the best one-volume history of that conflict." It certainly filled in the gaps for me. If you too want to catch up, I recommend it. Both China and Japan have recovered remarkably from utter destruction in the war.

Tom continues: President Obama's recent Japanese visit was the occasion for reporting how popular the USA and Americans are there, though they worry how far we will go to stand with them against China. I am often very critical of the blunders of my country but this should be a source of pride.

I plan to send these on to Mark Herman, ace designer on the subject, unless he tells me that they are already in his library. The current issue of Rodger MacGowan's excellent *C3i* magazine has commentary on Mark's Pacific game which makes you want to break out the counters! So many games, so little time. I wonder if there is a WWII game which permits Japan to go against the USSR not the USA, which might well have resulted in defeat of the USSR. One could argue that this would be unlikely as would subordinate Japanese goals to those of their German allies, but Japan would have gained the Kuriles, Sakhalin, and an Eastern Siberia buffer protecting their rule over Manchuria. What they would not have gotten was oil. Every time I ask whether there is a game on a topic, somebody advises that yes, there is!

HEAT OF BATTLE VIII

WARGAMING CONVENTION

WWII THE NATIONAL WWII MUSEUM
NEW ORLEANS

An American History Wargame Convention

August 8-10, 2014
The National WWII Museum
New Orleans, Louisiana

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New for 2014 —
Featuring ALL periods of U.S. History!

For Game Master and Attendee Inquiries or for more information about Heat of Battle please visit: www.nationalww2museum.org/wargaming



Game News

GAMES

Acies Games

Traianus Imperator This boxed game refers to the most important events that happened in the first 150 years of the Roman Empire. The System rules are inspired by **Optimus Princeps** and **Spartacus Imperator**. **Traianus Imperator** mixed the previous games and add new ideas (huge battle, Terra incognita...) and new scenarios. There are 3 kinds of battles: skirmish, battle, huge battle and rules for Siege Battle, Bounty, frozen river, pontoon bridge, Barbarians troops hidden, Eagles of the legions to save. Designed by Patrick Receveur.

<http://www.aciesedizioni.it/traiano-eng.htm>

Clash of Arms

Prague—The Empty Triumph is volume VII of The Battles From the Age of Reason and continues the course of the Seven Years War in Europe.

On May 6, 1757, King Frederick II of Prussia sent 65,000 men on a maneuver to turn the right flank of 62,000 Austrians strongly deployed along a ridge east of the city Prague under the command of Prince Charles of Lorraine.

Although the battle clearly was a Prussian success the victory fell short because Prague successfully withstood the enemy siege until June 16 when Marshal Daun's Austrian relief force dealt Frederick his first defeat on the rolling hills near Kolin.

Prague allows players to explore all aspects of the battle with multiple scenarios. As a bonus this game includes the Lobositz Expansion map. \$90

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

Compass Games

End of Empire: 1744-1783 is a two player game covering the three great conflicts fought on the North American continent between 1744 and 1783: King George's War, sometimes known as the Old French War, which was part of the War of the Austrian Succession), the French and Indian War, part of the Seven Years War (known in England as the Great War for Empire), and the American Revolutionary War. The French and Indian War ended the French Empire in Canada; the American Revolution ended the British Empire in the 13 American colonies.

Each **End of Empire** game turn represents two months time. Each year consists of one spring turn, two summer turns, one fall turn, and two winter turns. Each hex is approximately 20 miles across. Units are mostly regiments but a few represent other sizes, each step represents approximately 250 men.

End of Empire features two maps showing eastern North America. Each hex or town contains natural and/or man-made features that can affect the movement of units and the combat between units.

End of Empire is an Epic game and perhaps the most detailed coverage of the critical period that saw the Empires of England, France, and Spain exit North America and the rise of the United States of America. With thirteen scenarios, **End of Empire** represents plenty of value for your gaming dollar. \$99

http://compassgames.com/show/product/end_of_empire



Decision Games

Napoleon's First Battles covers four of Napoleon Bonaparte's earliest battles presented in easy, quick playing wargames. Game counters represent the historical regiments, brigades, and leaders that actually participated in each battle. The game system is divided into basic and advanced rules including rules for command control, elan/morale, and fog of war.

Battle of Montenotte, 12 April 1796. Having been recently appointed commander of the French Army of Italy, Bonaparte struck boldly between the separated corps of the Austro-Piedmontese army.

Arcola, 15-17 November 1796. While Austrian forces under Alvinczy were pinned down blockading Verona, Bonaparte decided on a bold stroke. Marching into the Austrian rear, he attempted to cut off Alvinczy's line of communications.

The Pyramids, 21 July 1798. Now in command of France's Army of the Orient, Bonaparte marched deep into Egypt, at the time a nominal province of the Ottoman Empire.

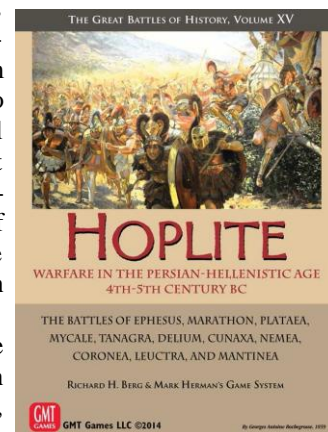
Marengo, 14 June 1800. In another of his Italian campaigns, Bonaparte, now First Counsel of France, advanced on Alessandria. For an afternoon, the fate of the Empire hung in the balance, but Napoleon pulled out one of the most smashing victories of his career, defeating the Austrians and forcing their capitulation in northern Italy. \$40 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=4003>

GMT Games

Hoplite, the 15th volume in the Great Battles of History series of games, allows players to recreate classic battles from the pre-Alexandrian Persian-Hellenistic Age, the heyday of the Hoplite (heavy infantry fighting in packed formation). This period is often considered to feature the birth of Western Warfare, as opposed to the Persian/Eastern style, which relied on archery, light cavalry, and mobility.

Exactly how hoplite warfare was fought—what really happened when “the bell rang”—is highly disputed by ancient military historians, even today. **Hoplite** allows you to test out your theories (well, our theories, using your dice) with eleven of the great battles of this era, from the Battle of Leuctra, featuring the huge 60-man deep phalanx of Beotarch Epaminondas, to the classic confrontations with the Persian missile-armed troops against the classic Greek hoplite phalanxes.

Hoplite uses detailed mechanics meant to convey all the possibilities of this style of warfare, from The Hellenic Law of Inertia, to Drift to the Right, to the special capabilities of the Persian Light Cavalry (harassment and dispersal), to three different levels of Hoplite advance to Combat (the Run Don't Walk rules). We even still have some good old chariots! And you get to fight what was the biggest land battle in European history up until Napoleonic times, the immense Battle of Plataea (truly the deciding engagement of the Greco-Persian Wars): two maps and about 250 combat counters covering the Greek Con-



tingents from 26 City-States under Pausanias, Spartan Regent, and General versus the Persians, Medes, Asians (Bactrians, Scythians, Indians and a whole lot of others), and seven Medized Greek city-states, under Mardonius, Persian Commander and son-in-law of The Great King, Darius I. Price: \$75.

<http://www.gmtgames.com/p-453-hoplite.aspx>

Unconditional Surrender! World War 2 in Europe is a strategic level game covering the World War Two's European Theater. Players control the political decisions and military forces of the Axis, Western, and Soviet factions that struggled for European dominance and survival.

With its emphasis on force projection and decision making, players focus on the big picture of managing military fronts and political opportunities. Through the use of simple mechanics and low on-map counter density, players easily handle the strategic action without a myriad of complicated subsystems or tall stacks of counters.

Though the focus is on the big picture, the game delivers historical detail. Each country in the game has an historical army level order of battle, and the relative strength of its economy and national will to fight are effectively and simply modeled. Also represented are such World War II events as airdrops, Free Forces, jets, naval evacuation, partisans, radar, heavy artillery, and ULTRA; all of which are woven into the game's core mechanics for ease of play.

Unconditional Surrender! has 16 scenarios ranging from individual campaigns to the entire war. Price: \$70.00

<http://www.gmtgames.com/p-310-unconditional-surrender.aspx>

High Flying Dice Games

The Age of Dante: Postcards From the Tuscany, is the latest game by Roberto Chiavini. This game features two games in one package:

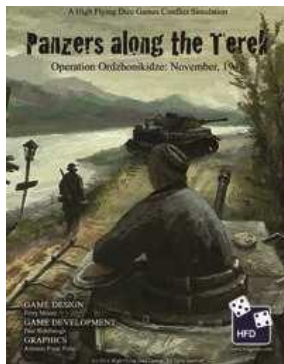
Battle of the Montaperti, 1260: One of the last victories of the Ghibelline party, it saw the emergence of important personalities, like Farinata degli Uberti, one of the most famous characters from Dante's *Inferno*. For Florence it was a great defeat, but the events of a few years later at Benevento and Tagliacozzo were the definitive sunset of the Ghibelline party in all of Tuscany. A glorious victory for Siena against her eternal enemy, Florence, but of no great importance in the long view.

Battle of Campaldino, 1289: It was only a minor battle, when compared with other battles of the medieval period, but it had Dante among the fighters on Florentine side, and it was an important victory for Florence and the Guelph party.

The Age of Dante is composed of two 11 by 17 inch hex maps, one sheet of 216 single-side, unmounted counters, and 4 pages of rules/charts. This new edition of the game features all new graphics by Bruce Yearian, as well as completely revised rules. Price: \$11.95. (mounted counters available for \$5 extra).

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

Panzers Along the Terek covers the German's Third Panzer Corps' (13th and 23rd Panzer divisions) deepest penetration into Russia during November 1942. During the first week of that month the previous speedy blitzkrieg advance toward Vladikavkaz (formerly Ordshonikidze) and its oil riches along the Georgian road abruptly ended. The game features two, 11" x 17" map sections, 560 color, single-sided unit count-



ers, 5 Player Aid Sheets, and 12 page Rules Booklet. Price: \$24.95 (mounted counters are \$5 extra).

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

Legion Wargames

Vive l'Empereur Series - Vol. VIII

Quatre Batailles en Espagne, Peninsular War, 1808-1814 is designed by Didier Rouy.

Vive l'Empereur Series is a simulation of the battles fought during the Napoleonic Era in Europe, between 1805 and 1815. The scale is the regiment, a good compromise between the brigade level (with no formations) and the detailed battalions. The scale is 250 m/hex and a turn is 30 minutes.

Vitoria, fought on June 21, 1813, was one of the most decisive battles of the Peninsular War. It was the last major battle between the allied British, Portuguese, and Spanish forces and the French armies and opened the way for the invasion of France. 60,000 French soldiers commanded by King Joseph opposed 80,000 allies superbly trained and equipped attacking on three sides. Looking like a one-sided battle, things are far from obvious for the Allies and many what-ifs make the situation very interesting.

Ocaña, fought on 19 November 1809 was a major Spanish defeat that ended any chance of success in the Spanish Junta's autumn campaign of 1809. The largest Spanish army under general Areizaga, more than 55,000 men, moved toward Madrid but allowed Marshal Soult and King Joseph to concentrate around 30,000 men. A brutal clash occurred at Ocaña, and a French cavalry movement on the flank rolled the Spanish line.

Salamanca, fought on 22 July 1812, was a turning point in 1812. The battle saw the Anglo-Portuguese army under the Duke of Wellington defeat Marshal Marmont's French forces among the hills around Arapiles, south of Salamanca. Both armies, 50,000 men each, had been marching and counter-marching for days trying to outflank each other. Wellington eventually caught the French in an over-extended position and struck at the center. A very well balanced battle, where a better concentration gave the advantage to Wellington.

Sorauren is the last battle of the counteroffensive by Soult's reorganized army of Spain in July 1813. It was part of a series of engagements in late July 1813 called the Battle of the Pyrenees in which a combined British and Portuguese force under Sir Arthur Wellesley held off Marshal Soult's French forces attempting to relieve Pamplona. Attacking a thin red line in a very good defensive position, the French were eventually pushed back, but the battle could have turned very differently. \$96

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



Ludifolie Editions

The Dauphin and the Sword is the 13th module in the series *Au Fil de l'Épée* (by the Edge of the Sword) and First volume of "AFDE Louis XI." It covers three battles of Louis XI, when he still was Dauphin of France and finally King of France: Dieppe (1443), Saint-Jacques-sur-la-Brise (1444), and Montlhéry (1465). The game features one historical scenario and one "what if?" scenario per battle.

Note: Montlhéry is a new edition, much expanded, with new map, counters, and scenario-specific rules of the battle published in 2007 with *Épées et couronnes* (DTP).

<http://boardgamegeek.com/boardgame/157528/the-dauphin-and-the-sword>



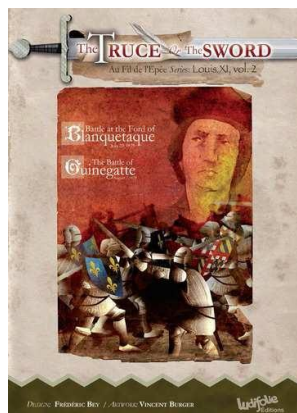
The Truce or the Sword is the 14th module in the series *Au Fil de l'Épée* (by the Edge of the Sword) and second volume of "AFDE Louis XI." It covers two battles of Louis XI, King of France:

Battle at the Ford of Blanquetaque, July 29, 1475 (Louis XI, King of France vs. Edward IV, King of England)

The Battle of Guinegate, August 7, 1479 (Philippe de Crèvecoeur, army of Louis XI, King of France vs. Maximilien of Habsburg)

The game features one historical scenario and one alternate scenario per battle.

<http://boardgamegeek.com/image/2003911/the-truce-or-the-sword>



Multi-man Publishers

Storm Over Dien Bien Phu is designed by Nick Richardson. 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", "Propaganda", and "B-26 Bombers."

The game focuses on the attacks on the strongpoints of Gabrielle, Anne-Marie, Beatrice, Eliane, Claudine, Huguette, and Dominique from mid-March to early May of 1954. The game is eight turns long and can easily be played in less than 3 hours by experienced players. \$45

<http://www.multimanpublishing.com/tabid/59/ProductID/274/Default.aspx>



Matrix Games

For the PC: AGEod's **Civil War II The Bloody Road South** provides players with a grand set of new historical campaigns in the era of the American Civil War. This expansion uses the latest game patch (1.03) for enhanced gameplay and requires ownership of the original **Civil War II** game. This is not a standalone product.

The expansion pack includes two battles scenarios, focusing on the turning points of the Civil War: the Battle of Gettysburg and the Battle of Atlanta.

It also includes two grand scenarios dedicated to year 1862 in both Eastern and Western fronts.

There are also three Grand Campaigns spanning a wider timeframe and covering the entire front of the war. All scenarios can be played from both the Confederate and Union sides.

<http://www.matrixgames.com/products/526/details/Civil.War.II.The.Bloody.Road.South>

The Lock 'n Load franchise comes to the PC with **Lock 'n Load: Heroes of Stalingrad**. Designed by Mark H. Walker, **Heroes of Stalingrad** remains faithful to Lock 'n Load's ease of play and immersive format, while incorporating all the advantages of playing on your office flatscreen.

The game features two, branching campaigns with a total of 33 scenarios (15 Soviet and 18 German) based on the battles for Stalingrad. One that is playable from the Soviet side and one from the German point of view.

Heroes of Stalingrad ships with 15 stand alone missions for those who want to jump right in to the fighting. There are bridge seizures, Partisan ambushes, and even a reprisal of several of the scenarios from Lock 'n Load Publishing's fast-selling **Not One Step Back**.

<http://www.matrixgames.com/products/349/details/>
Mark.H..Walker's.Lock.'n.Load:Heroes.of.Stalingrad

Da Vinci's Art of War is a popular region-based board game where the ultimate goal is to dominate 16th century Europe. Now you can play it **on the iPad!**

Players are faced with tough economic and military decisions as they earn Victory Points and attempt to outbid opponents at the auction and get their hands on Leonardo Da Vinci's most powerful war machines. Every Victory Point has to be earned by careful placement of your troops, construction of fortifications, and invasion of bordering regions. Each new turn brings a chance to acquire Da Vinci's precious projects and get the upper hand over your opponents. Cannons, flying machines, bombs, tanks, and many more inventions will be available as options at the auction table.



<http://www.matrixgames.com/products/518/details/Da.Vinci's.Art.of.War>

Frontline: Road to Moscow— **iPad and iPhone**. Release Date: 20 May 2014.

Players command the German army through some of the most famous battles of the war, leading the mighty Wehrmacht on towards Moscow.

The variety of maps and battle situations is what makes **Frontline** so different and engaging: players are confronted with blitzkriegs, trench wars, and dog fights. Units will upgrade throughout the game, based on combat success and experience.

<http://www.matrixgames.com/products/534/details/Frontline:.Road.to.Moscow.iPad.and.iPhone>

Mayfair Games

Steam Map Expansion #4TM includes 2 large maps: Poland - an expansion for 2-4 players; the "Crossrails" of Europe, A broad to Standard Gage transition.

The Poland expansion has 2 sets of rules. One for 2 players, the other for 3-4 players.

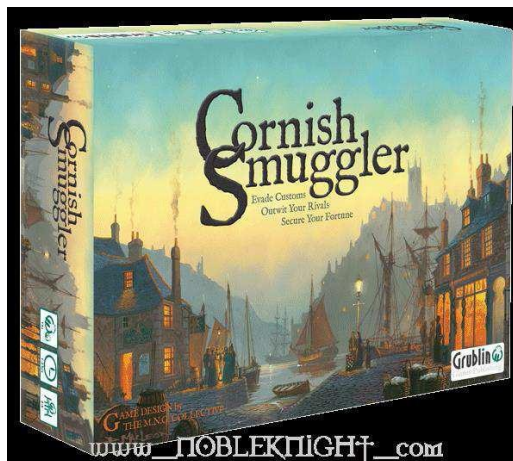
South Africa - an expansion for 3-6 players

Mining and Markets in Africa - the south africa map has 1 set of rules, for 3-6 players. Designer: Morgan Dontanville
<https://www.mayfairgames.com/game.php?id=419&stock=MFG45614&name=Steam+Map+Expansion+%234>

Noble Knight Games

From Grublin Games Publishing: **Cornish Smuggler** Buy and sell contraband, cultivate a network of local characters, trade in secret knowledge, hidden locations, secret landings, bribes, dirty tricks, and a healthy dose of cunning to evade the Customs Officers and the attentions of your fellow smugglers. This is what you need to become the finest and most famous Cornish Smuggler in the land. \$50

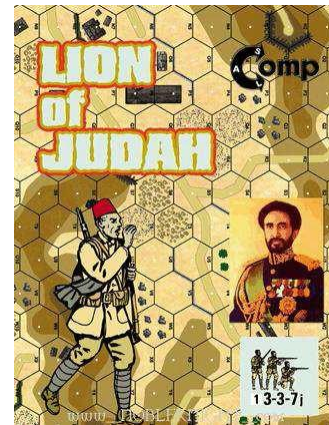
http://www.nobleknight.com/ProductDetailSearch.asp_Q_ProductID_E_2147548650_A_InventoryID_E_2148094268



From Critical Hit: **Lion of Judah** There is a new Lion in town and he uses new scenarios, two counter sheets with *all new* color art, and brings the War in Ethiopia back to your table! Askaris, 1935 FB's, it's all there and uses the new Geo Boards and Overlays from Desert War 1941 and now available as a separate set! Color scenarios too!

Negus is long gone but new versions of the battles, with new counters and a lot more of them, is reborn! You'll need to own Geo Boards x1, x9, x10, x12, x15, x16, and Desert Geos x 3, plus the overlay set from **Desert War: 1941**. Now available separately. The scenarios are new takes on the battles, and ownership of this module will get you into the next one from that Theater, **Battles In Italian East Africa**. \$50

http://www.nobleknight.com/ProductDetailSearch.asp_Q_ProductID_E_2147548090_A_InventoryID_E_2148092413



Oregon Consim Games

A premium, limited edition map for **Offensive à Out-rance**. (GMT, 2013).The map is printed on heavy paper with the dimensions enlarged to 115% scale. The result is an increase in surface area by 32%. It comes in two sheets of 48" x28½", for an overall size of 48"x56" (same size as that play-tested at CSW Expo, and it fits perfectly on two folding tables). \$50 <http://www.consimgames.com/products/oaomap/>

Revolution Games

Invasion 1066: The Battle of Hastings is our exciting new game designed by Norm Smith. Originally published as **Senlac Hill** by Saxon Games, we have enhanced this great design by developing the rule set even further and providing new artwork by industry veteran Charles Kibler.

Map scale is 50 meters per hex and the units vary in size from 100 to 250 men. The game is quick-playing and bloody with easy to understand mechanics. Historical touches such as cavalry charges, army morale by troop type, leader loss, arrow supply, Saxon javelins, the Papal banner; it is all here in a very easy to play package. The game is available for pre-order now and should ship in late May.

The second game in the series **Invasion 1066: The Battle of Stamford Bridge** should be released later this year or early next year. Vikings versus Saxons. \$21
<http://www.revolutiongames.us/>



Strategemata

Primosole Bridge 14 - 17th July 1943

In the area of bridge 1856 paratroopers were supposed to land. Afterwards, gliders with antitank guns were to land. Unfortunately, planes were shot at by friendly warships, over which they were flying. Maintaining formation and whatever kind of coordination was out of question. In result, within the area of bridge landed only 12 officers and 283 soldiers – that is 16% of the originally planned force! Fortunately among them were a brigade commander and battalion officers. Thanks to that, even with such a small force, bridge was taken. Soldiers were well led and they fought bravely throughout the whole day of July 14.

Primosole Bridge is a wargame that uses the Great Battles of Small Units rule set. Battle was divided into two scenarios. In the first, British paratroopers have to defend the bridge from the counterattacking German units. At the very beginning, staying true to problems that landing Allied units faced, players have to resolve what forces are available to the Allied side. In the game there are units that historically didn't reach the battlefield. It is possible therefore to examine the possible outcome if the air drop had been more successful.

In the second scenario the British are a stronger side. Yet it doesn't mean easy victory for them. First, they have not only to occupy the bridge but also the road leading to Catania. Germans occupy favorable terrain and their defense line is well prepared. Designed by Adam Niechwiej.
<http://www.strategemata.pl/?primosole-bridge-14-17th-july-1943,11>

Three Crowns Game Productions

Stargard Solstice™, designed by Stefan Ekström is a boardgame covering the last German offensive in Pomerania in 1945.

The game handles the German initial offensive and the attack on Arnswalde and the Soviet counterattack on Stettin.

Stargard Solstice™ is built around the same system of rules that have shaped **Army Group Narwa**. The game uses a chit pull system. Each turn is one day and the game has 12 turns.
http://www.3cg.se/Stargard_Solstice.html

Turning Point Simulations

Twenty Decisive Battles of the World lists four new games. Publication is this year, but a date has not been given. Your editor subscribes to the series and has not yet received these games.

The Victory of Arminius A massive Roman expedition of over 100,000 had driven out the tribes and conquered, they believed, the newest Roman province, "Germania." But a massive rebellion in the Balkans drew over half the entire Roman army, and a new governor, Publius Quinctilius Varus, moved to consolidate Germania with just three legions. His skills as a veteran administrator who was totally ruthless were thought to be the perfect combination to settle the new province. Neither troops nor ruthlessness would be enough, because they faced ruthlessness of a different order. Designer: John Prados.

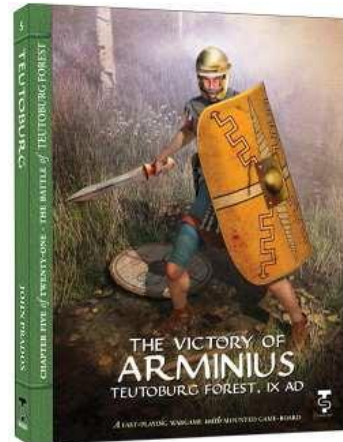
<http://www.turningpointssimulations.com/Details.cfm?ProdID=16&category=4>

Hastings: 1066 AD The tactics of the battle are well known. Harold tried to surprise William in camp but good recon foiled that plan, so Harold lined his army up on the best ground he could find and dared William to take it from him. William had many advantages - a far more professionally trained army, a mix of infantry and cavalry, and far more missile weapons at his disposal. He would need all of them, as the mixture of farmers and housecarls managed to create a shield wall that turned back every Norman attack - until the Normans hit on the idea of faking a retreat and encouraging the defenders to break ranks in pursuit. Together with flocks of arrows, the English army was worn down until Harold was killed (though whether it was an 'arrow in the eye' is highly disputed) and the defenders broke. Further details are sketchy, and, despite the location of an Abbey William is said to have ordered built "on the site of the battle," even the actual location has been disputed lately. Designer: Lembit Tohver.

<http://www.turningpointssimulations.com/Details.cfm?ProdID=17&category=4>

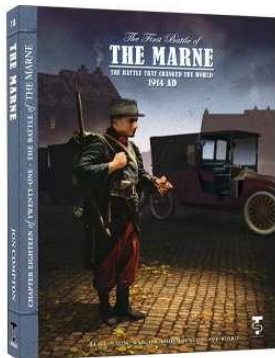
The Valmy Campaign is one of the turning points of history. The end of the old quaint style of warfare under Kings and the beginning of the mass levies begun in the French Republic. It pitted the unproven revolutionary armies against the troops of Prussia, still living with the reputation gained under Frederick the Great, and aided by a coalition of Austrians, Hessians, and French Royalists, an army headed for Paris to put down the revolt once and for all. Designer: Rob Markham.

The First Battle of the Marne has many novel wrinkles. It was the first battle in which observation planes are credited with providing critical information; they spotted a gap between German armies and the opportune place for a counterattack.



Paris was on the edge of defeat. Two German armies were almost surrounded and destroyed. And then, there were the 600 taxicabs, legendary for rushing reserves to a critical area. Gallieni's quote was, "Well, here at least is something out of the ordinary!" And so much about the battle was exactly that: Out of the ordinary.

Designer: Jon Compton.



MAGAZINES

Strategy & Tactics #287 **Goeben, 1914** puts you in command of the SMS *Goeben*, the German battlecruiser that made a historically epic voyage through the Mediterranean during the opening days of World War One. This is a solitaire game in which the player must accomplish a specific "objective" to win the game, which will be generated at random at the start of the scenario. The player must manage the various outfittings and functions of the SMS *Goeben* and its escorting light cruiser, the SMS *Breslau*. As you fight your way through the Mediterranean, you will encounter various Allied warships, merchantmen for raiding, and unexpected opportunities and objectives. These are represented by "Incident" chits.

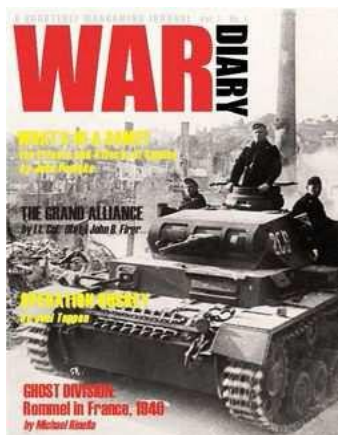
German ships in the game are shown in detail. Allied ships are shown in a more abstract way because you, the player, are seeing the situation from the standpoint of Admiral Souchon, the fleet commander of the German Mediterranean Division. The possibility of running into enemy warships will be increased via the "Alert Level," which represents how much the Royal Navy's Admiralty is concentrating its resources against your task force. The game can be played with two players, one in command of the *Goeben*, the other in command of the *Breslau*. Each game turn represents about one day. Most warship counters represent one ship each, although some counters represent flotillas, such as destroyer and convoy chits.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST287>

Line of Departure. Issue #74 featuring a review of *Struggle for New France* (Schutze Games), with additional features on *Red Star/White Star* (SPI), *Firepower* (Avalon Hill), and *Andean Abyss* (GMT). <http://www.jimwerbaneth.com/lod/>

War Diary Vol. 1 No. 1. AHKS member Roy Matheson is editor of this new, glossy wargaming magazine. The first issue runs 44 pages of interesting articles; no games are planned for the magazine. There are eight articles in this issue, two are "Ghost Division: Rommel in France, 1940" by Michael Rinella and "Game On! A discussion of the game publishing industry and its customers" by Jeff Newell. A four-copy (one year) subscription is \$28. Check it out.

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

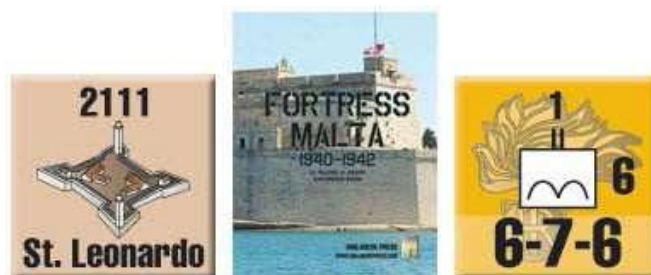


Vae Victis 116 contains the game **Kircholm 1605**. 15e
<http://vaevictis.histoireetcollections.com/publication/3295/vaevictis-116-mai-2014.html>

World at War #36 contains **Winterstorm** (EFB 4), which covers the December 1942 effort by a scratch German corps to break the Soviet ring around Stalingrad and rescue Sixth Army. The German begin the game on the Aksay River and must cross the entire map to reach the roads beyond the Myshkova River leading to the Stalingrad pocket. This is the fourth entry of Joseph Miranda's East Front Battles system, which emphasizes the importance of command control. Combat units are battalions of not just infantry and armor, but a variety of supporting weapons. Each unit type has strengths and weaknesses, and all must be coordinated by a headquarters to fight at full power. This game pits German mobility and flexibility against Soviet numbers and combat power.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW36>

BOOKS



From Avalanche Press. "Island of Death: Fortress Malta" is an expansion book adding 420 pieces, seven scenarios and reams of variants, history and analysis to the **Island of Death** board game. Price: \$40.

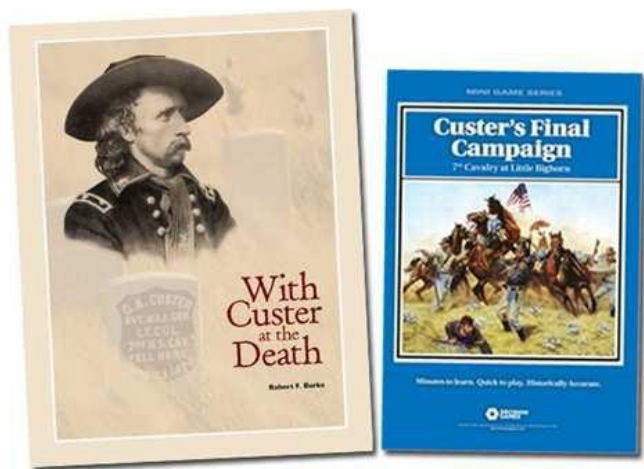
<http://www.avalanchepress.com/gameFortressMalta.php>

"Panzer Grenadier: Marianas 1944" is an expansion book for **Saipan 1944**, studying the battles for Guam and Tinian in 30 new scenarios. Ten of them take place on Tinian, and twenty on Guam – one from the 1941 Japanese invasion, and the other 19 from the 1944 American assault. Everything you need to play all 30 scenarios is included with this book *and* the boxed game **Saipan 1944** - no other games or supplements are needed to play any of the 30 scenarios.

"Marianas 1944" includes two new maps by Guy Riessen – numbers 100 and 101 as Panzer Grenadier's map collection bursts into the triple digits. These are used with the four maps from **Saipan 1944** for the book's 30 new scenarios but are fully compatible with other Panzer Grenadier maps.

There are also 24 new laser-cut, scorchless and sootless playing pieces featuring additional unit types: Japanese truck-mounted anti-tank guns and heavy coastal artillery, Marine flame-throwing Sherman tanks, and the entire Guamanian order of battle for World War II. \$35

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



With Custer At The Death by Robert F. Burke

The fascination with Custer's Last Stand hasn't diminished in the decades since 1876. He led his regiment well ahead of the main body, only to run into an unprecedented gathering of Indians. The first accounts were pieced together by other soldiers arriving on the scene in the battle's aftermath and by archaeologists in the generations since. To that information was added the reminiscences of the Indians who fought there. Interleaving and cross-referencing all those accounts provides a minute-by-minute story of the fighting, as Custer desperately and expertly maneuvered his outnumbered troops to face repeated and well-coordinated assaults by bands of Indian warriors. The resultant narrative is supported by dozens of detailed maps and orders of battle for both sides. This book is the final work of the late Robert F. Burke, who previously had authored meticulously researched articles on the Texas Revolution and the Alamo.

Custer's Final Campaign: 7th Cavalry at Little Bighorn - Mini Game

In 1876 the US Army engaged the Indians of the northern Great Plains in a campaign that culminated in the destruction of Gen. George Armstrong Custer and most of his command at the Battle of the Little Bighorn. This two-player game covers that entire campaign.

One player commands Army forces, including the regiments and battalions forming the three commands that participated in the original campaign: Crook's, Gibbon's, and Terry's. The other player controls various Indian tribes, each rated for its fighting strength in warriors. The point-to-point map stretches from Fort Abraham Lincoln in the Dakotas to Helena, Montana. In between are famous historic battle sites such as Powder River, the Rosebud, and the Little Bighorn.

Custer's Final Campaign is part of the Hand of Destiny mini-game series. Each player has a unique deck of Campaign Cards. They generate movement abilities, combat bonuses, and historical events. Accessing the right card at the right time lets the player concentrate forces to win that great victory against all odds—or perhaps go down to inglorious defeat. Some of the cards include: Tribal Raiding, Indians Leave Reservation, and Gary Owen.

There are special rules for: Gatling guns, “dog soldiers,” Army riverboats, and leaders such as Crazy Horse, Nelson Miles, Sitting Bull, and Custer himself. \$43 for the two.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=1704B>



The Russian Campaign An AHIKS Tournament

As part of the 50th Anniversary Year celebrations, AHIKS plans to sponsor a tournament of Avalon Hill's **The Russian Campaign**. AHIKS plans to offer a **\$100 cash prize** to the Winner. In order to get a tournament finished during the Anniversary year we would like to get started as soon as possible, hence the announcement in this issue of *The K*. We have not yet decided all the details of just how the event will be run, but there will be a \$100 dollar prize offered to the winner of the event. Other prizes may also be awarded depending upon how many players we have sign up for the event.

It appears we will need someone to volunteer to run the **TRC** Tournament. Anyone volunteering should be prepared to set up the structure of the event, provide written reports on the tournament's progress in *The K* (and also on the AHIKS Forum where the event will be held), and act as initial judge/moderator in the event of any disputes, with the final verdict being rendered by the Executive Committee if necessary. The event will be open to all AHIKS members and play must progress at a steady pace in order to finish the games in a timely manner.

For now, anyone wanting to play in the **TRC** tournament, please contact me at b52bob@prodigy.net so I can begin a list of players. Anyone volunteering to run the tournament can contact me or any of the Executive Committee officers listed on the contact page to volunteer.

