



**GOLDEN  
ANNIVERSARY  
VOLUME**

**Celebrating 50 Years of Service  
and Participation in the  
Wargaming Community**



## **The Kommandeur: Conflict Simulation Comment and Analysis**

### **From the President** Kenneth Oates

We are well into a New Year, and I hope you are all enjoying at least one game in process. This past year I was fortunate in meeting quite a few new opponents, and I look forward to more of the same in the coming 12 months.

One of those begun last year (and still in progress) is the AHIKS **Hunters** Tournament. Check out the forum to read about the exploits of submariners in the Battle of the Atlantic. This is a good little solitaire game published by Consim Press. On the horizon is **Silent Victory**, the Pacific Theater version.

And this year is a lot about looking back, across **50 years** of competitive gaming. The celebration has started with **The Russian Campaign** tournament. But, how about some personal remembrances, maybe about your first match or great plans gone awry? AHIKS is made up of game players, how about sharing those experiences of the past in the next months? It does not have to be a long article, just a sentence or two, maybe a paragraph.

By the way, take a look at the masthead. It was designed by Bob Best and will be used for this year. Great job, Bob!

Another blast from the past will be the reinstatement of the Iron Man Trophy at the WBC this year. Randy Heller has agreed to take this under his wing. It will be great to see AHIKS take part in one of the greatest conventions held each year.

And looking over the pre-pub lists from the game publishers, this promises to be a banner year, which will be covered in *The K*.

And so, we enter our special anniversary year celebration. Enjoy the special attractions, the articles in *The K*!

*Kenneth*

### **From the Editor**

We are officially into our 50th-year celebration. Three contests are in this issue. More will follow. A reproduction of the first *Kommandeur* is printed on pages xx-1x. The first issue was printed on one 8½ x 11 sheet of paper and folded in half. I have enlarged the reproduction so it can be read more easily. However, the quality is not high.

The various photos of our early officers are from my files.

The **K** at the top of the page was a contribution from Redmond Simonson. He was going to create a complete Germanic alphabet but never got around to it.

I am sorry to see the football season end. I will especially miss the pickup truck commercials in which they speed through large puddles spraying up huge waves of water.

There were extra odd spaces in this issue, so I will put various odds and ends in these spaces and ask you to identify them. Identify them as well as you can. Instead of writing "Stuka," give the model number and the date it came off the assembly line (well, maybe not that specific). The winner will receive a game or two books. If I listed the books and games, I would have to add three more pages to this issue. The winner will receive a list and he or she may pick from the list. An example of a book would be Max Hastings' "Catastrophe 1914: Europe Goes to War." An example of a game is **Borderlands** from 1982 published by Eon Products; another game is Mark Herman's **Empire of the Sun** published in 2005 (still in shrink wrap). I will need any entries in hand by midnight March 14, a Saturday. Send them email or by USPS.



## Secretary's Notes Bob Best

Today is Sunday, January 17, 2015. Happy New Year to you all!

Well, I hope Santa brought you all some interesting and fun games for Christmas, and I hope all of you are now enjoying a favorite game or two as we begin a new year here at AHIKS.

Our **big** news this issue is that our newsletter turns fifty. That's right. This is the first issue of Volume 50 for *The K!* *The K* newsletter has been in continuous publication now for 50 years, and I believe that is a first for any wargaming group in the world! Certainly something worth celebrating and that is what we plan to do for this whole upcoming year. So, Happy Golden Anniversary to AHIKS' *Kommandeur*. May we make it another 50 years!

In celebration of the Golden Anniversary Year we have created a special masthead for this issue. We plan to run some of the other mastheads that have graced the cover of the *Kommandeur* over the past 50 years, too, so be sure to check them out as each issue is published during 2015.

We are also running a few contests to kick things off. Our Treasurer Brian Stretcher has put together a contest that I think you will all enjoy. See Brian's contest article for the details but I can say that the prize will be a shrink-wrapped copy of **Bitter Woods**, an Avalon Hill Classic on the Battle of the Ardennes designed by the noted game designer and AHIKS member Randy Heller. The game was donated by Dave Bergmann our Ratings Officer. Thank you, Dave!

And there is a "Secretary's Choice" contest with some interesting "goodies" for our members, to see who has been visiting the AHIKS Forum and following our ongoing **Starship Troopers** game there. If you don't have computer access you can still play as the answers can all be found in the 2014 newsletters.

We also have some nostalgia in this issue for you including an article on how AHIKS got its start along with some interesting comments from AHIKS' first President Fred Webster from the very first issue of *The K*. Your Officer Corps is working hard to make the Golden Anniversary Year celebration enjoyable for all our members. We hope you find them interesting and fun!

### The "State of AHIKS"

This is the start of a new year here at AHIKS, so we will be presenting our "State of AHIKS" report. This past year has been a busy one for your Officer Corps. Recruiting new members has been a priority for this slate of officers. As a result, our membership continues to grow steadily. As of today, we have 429 members. Last year at this time we had 385 members in the society. The year before that we had a total membership of 339. That shows a continued growth rate of approximately 14% per year over the past two years.

Another goal of your Officer Corps for this past year was to update the Members' Guide. It has been many years since this was done and there have been many changes in AHIKS during this time. The Executive committee has completed that project, and we now have a Members' Guide that is accessible at our website at [www.ahiks.com](http://www.ahiks.com). The Members' Guide can be found on the home page under the Members' Guide tab. A Frequently Asked Questions section has been added to the guide, so if you have a question about something here at AHIKS, please check the Members' Guide to see if your question is answered there. If it's not there, then please contact an Officer about your question.

The Members' Guide covers how to obtain passwords, request game matches, and how to play-by-mail and email, along with a number of other AHIKS related topics.

Charles Marshall, our Vice President and Web Master, is looking into making an upgrade to the AHIKS website that will allow a member to change his snail mail or email address directly from the AHIKS home page. This module will send a member's new information directly to all of the people here at AHIKS who need to know about these changes to keep your *K* coming to you without interruption. This is a continuing project from 2014.

The Executive Committee has also been working with Robert Granville to set up a tournament of Avalon Hill's **The Russian Campaign**. A \$100 cash prize has been donated by member Joel Ramsey for the winner of the tournament. Thank you, Joel! The tournament is currently in progress, and Robert is posting updates on the AHIKS Forum, the AHIKS Facebook page, and in *The K*.

And your Officer Corps have been working and preparing for the Golden Anniversary year celebrating the 50th year of continuous publication of the AHIKS *Kommandeur*. You will see the results of their efforts throughout calendar year 2015.

### AHIKS Dues for 2015

For any of you that may still be wondering, dues are **free** for 2015 if you get either an email attachment or member download from the AHIKS website. Our few remaining print subscribers have been advised by mail of the 2015 subscription rates.

### The Ironman Competition

As a reminder, the Boardgame Players Association (BPA) will hold their annual World Boardgaming Championships (WBC) August 3-9, 2015, at the Lancaster Host Resort in Lancaster, PA. Member Randy Heller has volunteered to organize and run AHIKS' Ironman Competition at WBC this year for AHIKS. Randy will be heading up the Ironman Committee and is still asking for input on what game(s) should be the focus of this year's trophy competition. Randy plans to streamline the administrative paperwork to keep it to a minimum, and AHIKS will be offering a \$50 gift certificate prize to the 2015 winner. So, if you have any ideas, please contact Randy. We hope you will be attending the event and playing in the AHIKS Ironman games! Thank you, Randy, for taking on this project. We appreciate your contribution!

### On the AHIKS Forum Gaming Front

**The Hunters** long campaign tonnage game being run by Duncan Rice, our Match Coordinator, on the AHIKS Forum is progressing into the summer of 1940 as I write this. We have five U-Boat skippers taking their Type VII U-Boats into enemy waters hunting British merchantmen and warships. So far. Captain Lieutenant Sabias commanding U-36 is leading with 10 ships sunk, followed closely by Kpt. Lt. Kreuger in U-33 and Kap. Lt. Prien in U-101 with 9 and 8 ships respectively. If you are interested in the U-Boat war and enjoy a suspenseful story line then **The Hunters** is for you. All of the players are writing great narratives of their U-Boat's operations. Come by and check out **The Hunters** high tonnage tournament, I think you will enjoy it. You can find the game in the on-line games section of the AHIKS webpage at [www.ahiks.com](http://www.ahiks.com).

Our **Starship Troopers** game has just finished up. While the MI troopers won the match on points the "Skinnys," masterfully handled by our Treasurer Brian Stretcher made them pay a considerable price for that victory. Two troopers were killed and two wounded and they just barely made their retrieval boat. Brian played a **great** game, and I enjoyed his wit and commentary as we posted our moves on the forum. Thanks Brian for a fun gaming experience!

Brian and I will be back for a second game in the next month or so as the MI will take on a "Bug" complex this time. Brian and I are working out some of the rules that will be needed to handle some of the more complex operations in this game. Stay tuned for more exciting tales of the Mobile Infantry from **Starship Troopers**.

**Wooden Ships & Iron Men**, being game mastered by Brian Stretcher on the AHIKS forum, is moving into the 8th turn. Action is hot and heavy and the neophyte Venetian Navy has run into a formidable foe in the British Frigates anchored at Lissa. The Venetians have just given the British their best shot with little to no damage done. Other than that "Quivering Fork stuck in the hull of the British Cerberus"! More on that "Quivering Fork" later but the very green crew of the Venetian ships is starting to "quiver" in their boots as the British Lion has finally taken notice of the poor Venetians. Stop by the forum and view the action!

You can find this game along with **Starship Troopers** and **The Hunters** in the AHIKS Forum's 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.

If you don't have a forum ID or password, check out the Members' Guide tab on the home page at [www.ahiks.com](http://www.ahiks.com) and find out how to sign up for one.

### On the Home Front

Member Bill Klitzke and I are continuing our snail mail game of SPI's **Blue & Gray Antietam**. The Union was able to overrun the Sunken Road and the Rebels decided to throw in the towel on this game. We are moving on to the second game of our two game set. Great game, Bill! I'm looking forward to the next one.

It's Omar's move in turn 5 of our first game of Paul Koenig's **The Bulge - 6th Panzer Army**. Omar DeWitt is making a great fighting withdrawal. The German's have been held up and forced to fight at every turn in the roads leading out of the Bulge. Heavy fighting is occurring around Malmedy as Peiper pushes to the south with the hopes of opening the road to the west. The victory points are neck-and-neck right now and it's anyone's game. I'm waiting to see how Omar will deploy his fresh reinforcements and his air support. It's a most interesting game, and Omar is a great tactician who really keeps you working to advance. I'm enjoying the game.

### Meet the Member

There is no Meet-the-Member profile for publication this month. 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

Two new members have joined AHIKS since the last issue. I would like to welcome them to AHIKS.

Forest Cole # 1803 Houston, TX  
Robert T. Wagner # 1804 Scarborough, Canada

Gentleman, *welcome* to AHIKS!

### And in Closing

I was saddened to learn that John Hill passed away January 12, 2015. John was probably best known for designing the popular **Squad Leader** game system, one of the best-selling wargames of all time, along with the game called **Jonny Reb III**. In the 1960s, John founded the Conflict Games Company which he eventually sold to Game Designers Workshop. In 1978, he was named to the Wargaming Hall of Fame. He was a frequent contributor to the Johnny Reb magazine *Charge!*

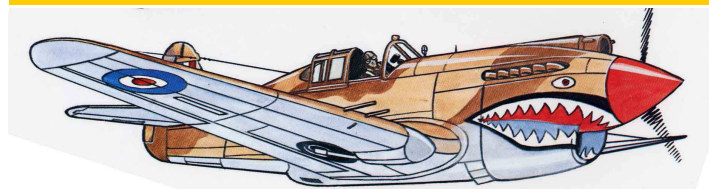
In the 1980s, he began working for the government as a senior military analyst where he worked for 16 years including at Los Alamos National Laboratory. John was the winner of the 1978 Charles S. Roberts Hall of Fame Award at Origins '79, the Charles Roberts and H.G. Wells awards for best tactical wargames in 1977 and 1983 and, in 1980, readers of *Campaign Magazine* selected **Squad Leader** as the Best Wargame of All Time.

At various times, John lived in Indiana, Virginia, and New Mexico. John Evans Hill was 69 years old.

Until next time, Happy Gaming to you all!



The editor's contest.  
#1 Identify this item.



## Unit Counter Pool News and Approach the Bench

from Brian Laskey

Well, now that AHIKS is approaching its 50<sup>th</sup> year anniversary I just wanted to recap what I do as both UCP Officer and as Judge and to share my experience in AHIKS. As UCP Officer I maintain a pool of various game counters and parts that are available *free* of charge to current members who need to replace a missing piece of a game. Both the current counter list and parts list can be found on the AHIKS website or directly from me. If you make a request to the UCP, you must include both your AHIKS number and mailing address which will help greatly if the requested counter/part is available. And while I try to be as accommodating as possible on any request, please be aware that the purpose of the UCP is to replace a missing counter or part for a game and not to replace the majority of components or counters. As a side note, the entire contents of the unit counter pool were donated by AHIKS members for AHIKS members, and it has indeed helped out many with their needs. Donations to the UCP are always welcomed and appreciated, and I would like to thank those that have donated and/or helped out in the past.

As Judge, my job is to rule on any disputes regarding game rules questions/interpretations or personal complaints that arise between opponents. With regards to the former, I maintain a large file of former rulings and use the assistance of game Specialists to help me in rendering a binding decision. With regards to the latter, the Judge will investigate and, if possible, try to mediate any complaints brought forth by one member against another. Should mediation fail and further action be necessary, the Judge will submit a report to the rest of the Executive along with his decision/recommendations. It is encouraged for members to use the Judge as a last resort in both cases and to try and find a mutual ground before contacting him. Please see the By-Laws for more details.

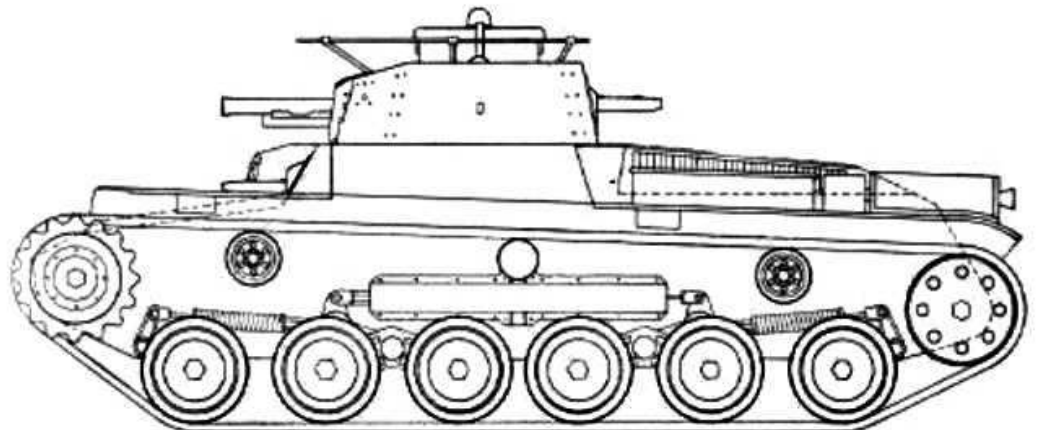
I joined AHIKS in 1993 and though I'm still regarded, deservedly so, as a rookie by the Old Guard, so much has changed in just my 22 years as a member. Given that, my experience here is geared towards all the newer members who may not be familiar with those times. Joining back then was not just the simple filling out of the on-line questionnaire, hitting the submit button, and becoming essentially a member, barring confirmation of your email address. Back then, it was typing out (yes, on an actual typewriter) a short resume, filling out the questionnaire by hand, and snail mailing it in. It also was a big

plus, perhaps even somewhat of an unwritten requirement, to be recommended by a current AHIKS member in good standing in order to be considered for membership. I was even "interviewed" in person at a convention by the then AHIKS President before even submitting my application! In addition to that process, my initial dues fee, which included the new member packet, was \$28. In 1993 that was a pretty good chunk of money to spend on joining a club that never met. Today, it is free to join. As for technology, it was playing a PBM game using snail mail and IRCKs; that meant a game usually went on for a long time. And if there was a question on an opponent's move, it was usually playing phone tag trying to straighten it out. We didn't have computers, email, Vassal, cell phones, IM, or any of the modern methods common today that greatly speed up the process and are taken for granted by those who haven't experienced those old days.

Yes, it was an entirely different time, and it makes me wonder how I survived. As for AHIKS, it has weathered the changes, adapted and not only survived but continues to grow. Now it has its own website with everything a member needs from open match requests to an automated die roller and everything in between. There's also the AHIKS Facebook page, the printed *K* has been replaced by an email version, and PBEM/Vassal has become the rule. And none of this would have been possible without the selfless dedication of the officer corps, both past and present, and the membership as a whole. I'm not sure that the membership, new member or not, realizes the dedication and amount of time given by the Officer Corps to make this organization run. Omar as Editor does an absolutely fantastic job with the *K*, Bob keeps everything flowing smoothly as secretary, Charles as the website guru and acting VP, Brian S. as the CFO, Duncan and Dave on keeping the match and ratings up to date, Mike as Multi-player coordinator, William as Archivist, and, at the top, President Oates to steer the entire ship along. I can tell you from being the UCP officer for the last 8 years and recently joining the executive as Judge that a lot goes on behind the scenes to make things happen. I'd also like to heartily thank all those members who contribute to the *K*, volunteer, make donations, and everything else that helps us exist. With that all in mind, I believe AHIKS will last another 50 years.



**#2 Identify this vehicle.**



## CONTEST: It's the Swingin' Sixties, Baby! Yeah!! from Brian Stretcher

Ah, yes, the Sixties: Vietnam, protests, free love, the Beatles, Barry Goldwater, Woodstock, and the landing on the moon. What a decade! Buried under all that history were other events significant to everyone reading this: the toddler years of board wargaming, and the establishment of THE premier wargaming society, AHIKS, then known as the Avalon Hill Intercontinental Kriegspiel Society. I have to admit, that's a pretty nerdy name in hindsight, if not downright embarrassing, which is why we use the acronym almost exclusively!

So the year was 1966, and I was not yet 5 years old when AHIKS was formed. There were only a relative handful of commercially available wargames back then, all of them published by a single company based in Baltimore, Maryland. It would be another 7 years before I even knew such games existed.

Here we are, almost 50 years later. Avalon Hill is gone, yet AHIKS survives, and in many ways in the healthiest form it has ever existed. We are in the late planning stages of our 50<sup>th</sup> anniversary, beginning this year and culminating next year, our anniversary year. One thing you will see as our year-long celebration moves forward are contests, both of the trivia variety and the sort of game problem contests that used to run regularly in *The General*. Here to whet your appetite is the first trivia contest. All of the answers are related to games originally published in the '60s, although they may have had later editions, including editions that were later published by other companies.

Here are the rules: Questions vary in type. They may be fill in the blank, multiple choice, multiple-part, true or false, or just about anything my devious little mind can think of. Each correct answer is worth one point. Submit your answers to me by email or regular mail no later than March 15, 2015; my contact information can be found on page 12. The entry with the most correct answers wins a free copy of the game **Bitter Woods!** Ties will be resolved by random draw. The winner will be announced in the April 2015 issue of *The K*, but I will list all entries that do a respectable job. Members of the Executive Committee are not eligible to win the prize, but may submit entries for fun! Judges' decisions are final (that would be me!). You may use any means you desire to answer the questions, but if you have to look things up, well, you should know that all of the questions generated are from my memory of the games in question.

Don't forget, all of the answers are related to games originally published in the 1960s (unless, of course, my memory has failed me). Enjoy!

1. What was the mailing address of The Avalon Hill Game Company?
2. There were two editions of **Gettysburg** published in the '60s. What was the primary difference between the maps? Which was more similar to the 1958 edition of **Gettysburg**?
3. Name three games published with historical Orders of Battle that used step losses in combat resolution, requiring the players to replace the unit with one of a lesser strength.
4. How many factors of planes could *Kaga* carry in **Midway**?
5. True or False: In **Midway**, if a player launched an airstrike against enemy ships, the launching player had to tell the defending player the square from which his planes were launched.
6. The name of the game **Stalingrad** is a bit of a misnomer. Why?
7. How many combat factors can stack in a hex in **Waterloo**?
8. What are the names of the player controlled powers in **Blitzkrieg**? What are the names of the player controlled powers in **Tactics II**?
9. What is the range of SAC units in **Blitzkrieg**?
10. In what game would you find a combat result of "Engaged"?
11. Name the game that did not have an actual mapboard.
12. This game featured hidden units as an optional rule, and simulated the same campaign as a game published to honor a prior anniversary of AHIKS. What is the name of the game? **Bonus:** what is the name of the later anniversary game, and who was its designer?
13. This game was named after a famous ship and had a later edition published in the early '80s. What is its name?
14. The Rommel bonus is featured in what game? What was the bonus, and how did you get it?
15. Typically, adverse terrain in the AH Classics required what when a unit entered the hex?
16. Name each of the beach zones, or landing areas, in the game **D-Day**.
17. Speaking of which, how many German units could stack in a hex in **D-Day**? How many Allied units could stack in a hex?
18. In **Afrika Korps**, two German panzer regiments attack a British 2-2-6 infantry unit in an escarpment hex. The die roll is a "5." What is the combat result?
19. True or false: In the games **Stalingrad**, **Waterloo**, **Afrika Korps**, and **D-Day**, the phasing player may attack a single unit in a hex that is stacked with others, so long as the other units in the hex are also attacked.
20. Carrier based aircraft may fly a total of \_\_\_\_\_ squares in conducting an airstrike in the game **Midway**.
21. The game **Anzio** has become synonymous with which long-term AHIKS member?
22. This World War One game featured railroad movement, corps-sized units, step-reduction, siege artillery, and units with no ZOC. What is the name of the game?
23. What does the Axis player have to do in order to win the game of **Stalingrad**?
24. True or False: the German player must capture Bastogne in order to win **Battle of the Bulge**?
25. An attack made at poor odds in order to allow an attack at better odds became known as what kind of attack?



# Game Play by Mark Fassio

## Objective Kiev: Game 1

Russian Reflections (in a Shattered Mirror)  
A Turn-by-Turn Account of the Russian Defense

### Turn 1

*Let the Games Begin!*

Omar and I have been playing Victory Point Games' *Battle-Lessons* series for the past year or so. We've cut our teeth on **Target: Leningrad**, **Battle for Moscow**, and **The Arduous Beginning**, with **Objective: Kiev (O:K)** being the fourth of our efforts. We decided to keep respective "journal" entries of the game play, to share with you.

The map is shown below (© VPG) and you can find more info out about O:K at its webpage:

<http://www.victorypointgames.com/objective-kiev.html>

The game begins with the Russians setting up on the Western frontier and along the Rumanian border (red stars) and on the hexes marked with the infantry or mechanized symbols. The Germans then set their pieces up on the black crosses. Their Rumanian units were not allowed to attack across the border on Turn 1, but they had the option to move into enemy territory if they wished.

Omar's Turn 1 began with assaults all along the line, but especially in the sector Kovel-Lvov, hoping to overwhelm my weak U/I (unidentified) mech units and gain a river crossing. He did indeed pummel me, but saw one of his prize panzers reduced to half-strength, which I capitalized on in my turn.

[The Germans made an error on the attack on 26 inf., not thinking of an exchange and having to flip the 12-6 armored unit. Heads rolled, of course. The German has to be a bit careful in this game because the Russian mech units are stronger on the first two turns than the printed factors. The German hopes to eliminate strong mech units on the first turn, but it is all luck if he does be-

cause the strength is not known until the odds are figured. --Omar]

STAVKA counterattack:

The Russians have a special "mech enhancement" rule for the first two game turns; mech units attack at double their face value on Turn 1. I mustered as many mech units as possible against his surrounded 10-6, but of course, my usual "lucky" die rolls gave me a "No Effect" result and he survived. I did manage to kill his reduced-strength 12-6 on hex 0503, using an 8-4 army in Kovel, for an Exch result and the loss of both forces. As Russian infantry are "pinned" for their first phase if in an enemy ZOC, many times they just act as speedbumps while you retrograde and rebuild another defensive line...or else they ponderously move backward if possible. Anytime you can take out 1/3 of the Axis panzer strength early on (they don't get rebuilding phases until Turn 4), it's worth it.

For Turn 2, Omar will receive the Hungarian and Slovak Corps, which can enter anywhere along the black-lined border (hence my placement of 24 mech to guard the Rumanian front's flank). I expect Omar's infantry to attack my weak mech in the swamp (as armor attacks into swamp would only be at half-strength). He will no doubt slide through the ZOCs of 5 Army (the 8-4) surrounding and killing it, as well as using his infantry west of Lvov to smash the weak 24 mech. Once again, Russia trades space for time.

[There was a sigh of relief in German HQ when we survived the doubled-mech attack. There is still a danger on Turn 2, but not as great. It is fortunate to be able to surround then attack two 8-4 infantry units, even if they are in the forest. The Russian always has to back up his front line because the armor has a movement of six twice in a turn.]

This map shows the end of Turn 1, after my counterattack and regular movement placements.

The Rumanian front was quiet (hence, no photo), but a bad placement of one of my mech units could allow him, with luck, to advance to the Dniester toward Tarnopol via hexes 0808-0907 and thus compromise my flank.

**Sequence of Play**

**GERMAN PLAYER TURN**

1. Back-Up Phase
2. Movement Phase
3. Combat Phase
4. Special Movement Phase

**RUSSIAN PLAYER TURN**

5. Back-Up Phase
6. Special Movement Phase
7. Combat Phase
8. Movement Phase

**9. HOUSEKEEPING PHASE**

**Battle Sequence**

1. Total attacking units' combat strengths (reveal any untraced attacking Soviet Mech units)
2. Determine the initial combat odds (reveal any untraced defending Soviet Mech units)
3. Adjust the odds due to terrain effects, or support, etc.
4. Roll the die and consult the Combat Results Table
5. Apply the result immediately
6. Conduct any advance after combat
7. Conduct next battle (if any)

**Combat Results Table Explanations**

NE: No effect (nothing happens)  
 DR: Defending unit retreated 2 hexes by the attacker  
 DRL: Defending unit loses 1 step and is retreated 2 hexes by the attacker  
 DE: Defending unit is eliminated  
 EX: "Exchange" - Defending unit loses 1 step and attacker loses at least the same amount of strength, then defending unit is retreated 2 hexes by the attacker  
 AL: 1 attacking unit loses 1 step

**Combat Results Table**

Die Roll	1:1	2:1	3:1	4:1	5:1	6:1
DR	DR	DR	DR	DR	DR	DRL
EX	DR	DR	DR	DR	DRL	DRL
EX	EX	DR	EX	DRL	DE	DE
NE	EX	EX	EX	DRL	DRL	DE
NE	NE	EX	EX	DRL	DE	DE
AL	NE	DRL	DE	DE	DE	DE

**Support**

Available

Committed

**VICTORY POINT GAMES**

© 2010 by Frank Chadwick and Victory Point Games

Graphics by Adam Ertisch and Chris Maguire



End of Turn 1 map

Turn 2

## Axis Storm

As expected, Omar opened his western sector attacks with a broad-front offensive, surrounding 5 Army and putting pressure (5:1 odds) on my weak 2-1-6 mech guys. Only a die roll of "1" will save those poor *muzhiki*. The Rumanian front also became active, with infantry swarms surrounding my 18 Army south of Chernovtsy. My line could have a devastating hole in it if I can't get a "DR" result from that attack. I'll need my mech units to counterattack at the special "1.5 level increase," but there are more holes emerging than in a pack of Swiss Cheese; "where is the most critical sector?" is the big question for STAVKA this turn.

The Dice Gods were somewhat "with" me this turn: the rolls were "DRs" on both attacks versus my infantry. They took a step-loss for retreating through EZOCs, but survive at half-strength long enough to act as speedbumps for the next Axis attack.



End of Turn 2 map

Turn 2 Wrap-up: Omar made some line adjustments and has succeeded, for the most part, in connecting his two disparate fronts and is poised for a broad-front offensive next turn. I built 2 replacements and counterattacked along the eastern Rumanian border with all my mech units, as they had a 150% strength increase this turn. Of course, I got the 1-in-6 "Exch" result that cost me a powerful (and gap-filling!) 6-3-6 mech and flipped his 44 Infantry to half-strength. And I did eliminate the Slovak Expeditionary Army (not that *that* will save Kiev).

To end my turn, I threw the usual cannon fodder units up front, to try and slow his advance. I expect the four western-most units to all die, but hopefully that will delay his advance. Next turn he gets the semi-mobile Italian CSIR unit (treated as a mech formation) and a 6-4 reinforcement, both of which I expect to show up near Iasi and attack both the still-intact 6 Army (8-4 at bottom) and the 15 mech (6-3-6 above it). If Omar is a man of Panzer dash he may risk a 1:1 attack by his Mountain corps against said 15 mech, and, if successful, would punch a hole in my lines. I am gambling that he doesn't do that, but instead tries to "stay linear" and keep his line intact and mutually-supporting.

Turn 3

## Sweating at STAVKA

[With the Russian mech forces back to normal, the Germans can go all out. All attacks are successful, which should be a big worry for the Red guys.]

My lines are getting perilously thin now, and the game is only approaching the halfway point. Omar will be able to reconstitute 50% of his eliminated 12-6 panzer unit this turn, and I suspect he will show some "dash" this turn with a southern lunge. I am trying to preserve my infantry from being surrounded (and thus able to upgrade to full strength in coming turns), but to do so, I've pretty much allowed a gamble for the Axis from the Iasi sector. If he masses forces (and uses Luftwaffe support for a +1 odds shift), he could punch through my 6<sup>th</sup> Army on 1209 and capture two of my four "interior" cities by the end of this turn and really unhinge my line. I'm hoping he doesn't see it (or does see it but doesn't bite), but I have a hunch tough times are coming. Russian strategy will doubtless be to build some 8-4s and hedgehog in Chernigov to try and hold out by Turn 7.



End of Turn 3 map

Jump to Turn 5

## The Front Caves In

Your esteemed game-reviewer forgot to take a photo and/or recap Turn 4; my apologies. If you can visualize from the “End of Turn 3” map, Omar advanced roughly to the 1200 hex row column, and also snuck a reconstituted Panzer Corps to the eastern edge of the map, forcing me to extend a unit to keep him from totally flanking me. I fell back to Kiev and to the Dnieper / Sozh River lines, leaving a sacrificial 8-4 between Uman and Kiev to delay the southern prong of his advance.

Turn 5 saw Omar make short work of those defenses and advance to his present position. Sensing the inevitable, I decided a sharp counterattack might gain me the one or two critical extra hexes to hold him off. I therefore attacked his infantry and dislodged it (retreating it just north of Uman) and advanced to surround his 10-6 panzer east of Kiev. If I rolled a 1 through 4 I would either reduce it or completely destroy it; I, of course, rolled none of those, getting instead a “6” (No Effect”). As such, I have to cobble together a line that both protects my last city and also the reinforcement entry hexes – if he can cover those hexes in his ZOCs, I can’t enter my big reinforcements to try and salvage this mess.

I over-thought my defensive position, trying to cover the red entry hexes and the city, when in reality I shall probably do neither. If he uses a 10-6 and an 8-4 with air support against my weak 9<sup>th</sup> Army (the 4-4 in between the 8-4-6 and the dark red 8-4), he’ll have guaranteed victorious odds and can then advance into Chernigov, essentially ending the game. The only thing I could do is hope that an entry hex is still available and then counterattack to try and regain the city. And with my rolling luck, that’s not going to happen. I think I’ll have to proffer my sword to Omar at the end of the next game turn, but for now, Comrade Stalin exhorts me to fanatical defense!



End of Game Turn 5

[The 12-6 down south is just able to get next to the 4-4 next to the last Russian city. With the aid of the Luftwaffe, we are able to drive the defender to the northeast. What seals the German win is the successful 2-1 attack (an exchange) against the 8-4 in the next hex. Now there aren't enough hexes open for a counter attack.]

Turn 6

## Ignominious Surrender

As predicted and feared, Omar exploited the weak defense line in front of Chernigov, shifting a powerful armored unit unexpectedly (well, unexpected to me, anyway) and breached enough of the line so as to enter my last city. Even by flipping over my reduced units and gaining reinforcements through my last two free entry hexes, I could not muster enough strength for a 1:1 (minimum attack odds allowed) to try to counterattack the city. The rules only allow one unit to attack across a hex-side, and Omar covered his bases very well. As such, STAVKA concedes the Southwest Front to the Axis hordes and retreats ingloriously, suffering a smashing defeat.

Kudos to Omar for a well-played game. He kept his line linear, preventing any sneaky Russian counterattack breakthroughs, and my sacrifice of units for time was a turn or two too quick, with predictable results against a well-honed opponent. We offer our sword.

[As with many (most?) games, the die decided the outcome. If Mark had been clever, he would have thrown better dice. Of course, one enjoys winning anyway.]

**#3 What is this object?**



## The K Turns 50! by Bob Best

The AHIKS *Kommandeur* newsletter or *The K*, as it is affectionately known to our members, is starting its 50th year of publication with this issue. This is a noteworthy event as I know of no other wargaming group publication which can boast of such an accomplishment. To celebrate the event we have changed *The K's* masthead to reflect the Golden Anniversary event. There will be contests with prizes and we plan to run some nostalgia articles from times gone by in AHIKS. We will start off the celebration with a brief history of how AHIKS got started. I have included some references from the first and second issues of *The K* so that our members who are reading this can get some "flavor of the times."

The Avalon Hill Intercontinental Kriegspiel Society or AHIKS was founded March 14, 1966, by Fred Webster, Henry Bodenstedt, Ken Norris, and Chris Wagner. The by-laws at the time only allowed specific Avalon Hill games to be played subject to members' vote. Hence the Avalon Hill reference in the society's name.

Its initial purpose was (1) to provide a forum within which an internationally useable play by mail system could be utilized, (2) to encourage the spread of wargaming outside the USA, and (3) to provide members with mature opponents who would complete games promptly and fairly. In later years the "I" in AHIKS was changed from "Intercontinental" to "International."

The first objective was achieved by the utilization of the International Combat Resolution Key (ICRK) which by its nature was distributed by a central third party (promptly dubbed the "ICRK-Meister," more recently renamed the Match Coordinator Officer or ("MC").

Chris Wagner, who played a major part in spreading the word about AHIKS in Asia, along with Ken Norris, whose efforts helped AHIKS grow in Great Britain, effected the second objective.

The third was the most difficult challenge. How to separate the most reliable applicants from those who might blow hot one day but lose interest the next? Experience provided no perfect method, but it was learned that the more youthful applicants were less likely to retain their interest. As a result, AHIKS has followed a policy of restricting membership to those 21 years of age or older, although exceptions are made for military service personnel, wargamers of national stature, and those referred by other

members. This restriction was modified to 18 years of age due to the change of national law.

AHIKS' first President was Fred Webster AHIKS ID# 001. Here are a few excerpts from his first President's Column that appeared in the very first issue of *The K*. Here he lays the ground work for AHIKS.

### THE PRESIDENT'S COLUMN

*This is the first of what we hope will be a long and satisfying series of reports to the Constituency. Henry Bodenstedt and I are gratified by your acceptance of AHIKS. The last six months have seen a pyramiding growth of what may have been an idle passing thought. Henry was demolishing me in Waterloo. In the midst of a letter, he mentioned the difficulty he was having in finding capable adult players (I overlooked the insulting adjective), and that the "other brand" of younger players were, well, suspected of being unethical, and that maybe we should start an adult group. One thing led to another, and so here we are.*

*In organizing AHIKS, and I must concede that Henry has been the more active partner, we have tried to resolve these problems: How to attract the caliber of members that we desire, including members from other nations; How to improve upon the Stock Market system (for dice rolling results) that unscrupulous opponents have twisted to their advantage, and which is a barrier to international play; How to resolve the inherent one-sidedness of many A-H games; and several other problem areas.*

*Today, for better or worse, you are seeing the fruit of our lengthy transcontinental correspondence. We are proud of the quality of our membership. Because I work as a supervisor in a State Employment Office, I am interested in the type of work that a person performs. You are educators, engineers, architects, inspectors, supervisors, doctors, lawyers, and many other valued professionals. More important, however, than these titles are the qualities of the persons involved and you are a good group!*

*Elsewhere in the Kommandeur, you will find the story behind the ICRK, which is unique to AHIKS. The basic idea of the ICRK is Henry's. We are proud of it, because it can be used anywhere, anytime, and because it is as cheat-proof as we could design. We are eagerly awaiting your reactions and suggestions that will help us to improve the ICRK, its instructions, and, perhaps, a better avenue of approach. We have chosen to resolve the inherent imbalance of some of the games in the AH series by eliminating some, and requiring that members agree to play both sides in a set of games. This latter requirement, by the way, can be met by playing the games consecutively or simultaneously. The same ICRK can be used, but separate columns must be selected for each game.*

*As president, in order to stimulate game playing, the member who has completed (Notice I didn't say won) the most sets, and has submitted the results postmarked no later than January 31, 1967, will receive the Avalon Hill game of their choice free!*

*A brief note is in order involving rules as they are modified by A-H. Probably the biggest complaint heard about A-H is the frequency with which their rules are changed. For our purposes, once a set is begun, it will be played by the rules*



Fred Webster 1970



Henry Bodenstedt 1976



Ken Norris 1969

openly published by A-H, and by the AHIKS in the Kommandeur, at the time the set begins. If a new rule comes out, it cannot be used in that set, **UNLESS BOTH PLAYERS AGREE IN ADVANCE TO ACCEPT IT**. This applies only to new rules, not clarifications and interpretations of existing ones.

The International Combat Resolution Key, or ICRK was also instrumental in helping AHIKS develop. It is seldom used in AHIKS now, as we have our own electronic dice roller. It is interesting to see how playing games by mail developed from using the newspaper stock quotes method advocated by Avalon Hill to our current dice roller system. Here is a look at how the ICRKs were developed by AHIKS. This is from issue number 2 of volume 1 of *The K*.

#### ABOUT THE ICRK.

By now, the ICRK has become a familiar sight to all members of AHIKS. There can be no doubt that this innovation is revolutionizing postal war gaming. Anyone who has used the "stock method" before, is enthusiastic about the ICRK, not only because it is convenient to use, but also because of its time saving and error eliminating features.

The founders of the AHIKS, having developed and game tested the ICRK, are very conscious of another one of its features: It is absolutely cheat proof, if administered by a responsible person.

This assurance has been given to all members by the President of our Society, and we are confident that all members accepted his word of honor. However, to remove even the slightest doubt from your mind, we will let you have a look into the mechanism of the ICRK.

The 200 die rolls entered in 20 columns were actually and individually rolled and recorded by the Judge, using about a dozen different dice. This group of rolls is given a code letter, let's say 'A'. From this a master key is drawn, listing all rolls in sequence, identified by a second letter, which is added to the group letter. For statistical purposes the average of all these rolls is computed and added to the I.D. code, which may now look like "AZ 3.48"

Your opponent will receive a key with exactly the same rolls, but scrambled. This is not done at random, but according to a system, which would give Agent 007 a headache, would he try to decipher it. The code for your opponents key might then be "AY 3.48". This I.D. code will never appear on the ICRKs sent to the players, only the master copies in the Judge's file have it.

This system eliminates any possibility of favoring one player over the other, because both opponents will have exactly the same amount of 1,2,3,4,5 or 6 rolls on their keys, only in a different sequence.

If you ever play a game with someone who was at one time or another assigned an ICRK with the same code number that you have or had, or if you need another ICRK for the same game, then an entirely new key will be issued. Now you may receive roll group 'B' or 'C' which will have nothing in common with your previous key. To get anyone - who might want to try to un-scheme an ICRK - confused further, each column is hand lettered by the Judge just before mailing. This makes our ICRKs truly individual, and, should by some odd chance a would-be cheater have gotten hold of his opponent's roll group and sequence, he still won't know which columns to select. This is the reason why you are not

allowed to use up the last two columns of your key. Just in case. Before mailing, an exact copy is made of each ICRK, which is put in the Judge's files. Needless to say that even our President will never be allowed to look into these files. (He plays games too, you know). For games with the Judge, however, a Special ICRK is rolled by one of the officers of the AHIKS. Lots of work and much time is required to make the ICRK system a success. Your co-operation is requested by not revealing the contents of your ICRKs to anyone. It is in your own interest for your opponent not to find out what your ICRK contains. Therefore, keep it confidential.... we will too.

And lastly, we will take a look at the New Member Application process for AHIKS in the beginning years. This excerpt is from the President's Column in Volume 1 Issue number 2.

The application form was to be revised. Now an applicant will be given a sheet of paper in addition to the customary application, and asked to express himself along certain suggested lines. If he does not meet our customary admittance requirements, close consideration will be given to the entire application. Each of the officers will vote on acceptance or rejection, on a majority basis. While we intend to be selective, age alone will not be the dominant, deciding factor. If we accept him, his name will be placed on a separate list - for the moment, we have dubbed it "ahiks affiliates"; he will be matched with another "affiliate", and also with a regular member. The regular member will be notified in advance that he may be matched with an affiliate; if he objects, the assignment will not be completed. After the set, he will be asked for his opinion of his opponent, if the replies indicate that he does not qualify for full ahiks membership, he will not be invited to rejoin. If he does appear to be what we hoped he would be, he will, after a year, be inducted into the regular ahiks membership. We would appreciate to hear from "older" members, willing to be "Big Brother" to an affiliate member.

Incidentally, we do not intend to advertise this decision; we do not wish to go out of our way to attract the younger set. If the applicant thinks he has the maturity to initiate the steps of getting into ahiks, we wish to have the capacity to consider him, and to accept him. Since we will not be advertising this, we can also curtail it if you, our membership, feel it is an unwarranted and undesired step.

As you can see, many things have changed both in AHIKS and in wargaming from the way it was 50 years ago, but AHIKS still stands for fair play, courtesy, and adult behavior! I hope you have enjoyed getting a look into AHIKS' formative years.



#### 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

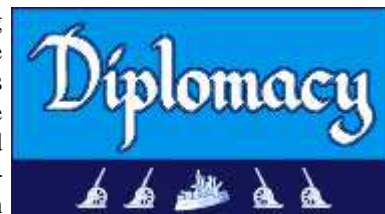
To accept one of the listed matches or have a new match listed, email to: MC@AHIKS.COM

## Open Match Requests from Duncan Rice

1776 3ed AH	Rod Coffey (1493) V	Russian Campaign AH	Robert Robbies (1788)
Adv Third Reich AH	Nacho Fernandez (1745) EVS	Russian Front AH	Melvin Yarwood (36) P
Afrika Korps AH	Tom Walsh (1427) P	Saratoga GMT	Chuck Leonard (0711) ETV
Afrika Korps AH	Brian Britton (1582) V	Sorcerer SPI	Tony Arena (1652) C
Albion, Land of Faerie SPI	Tony Arena (1652) C	Squad Leader AH	Melvin Yarwood (36) P
After the Holocaust SPI	Tony Arena (1652) CM	Squad Leader AH	Andre Polite (1799) F
Amateurs to Arms CoA	Rod Coffey (1493) V	Stalingrad AH	Brian Britton (1582) V
Anzio AH	Melvin Yarwood (36) P	Stones River Decision Games	Melvin Yarwood (36) P
Anzio AH	Greg Dilbeck (1363) EP	Third Reich 4ed AH	Michael Mitchell (1086) ETV
Armada 2ed SPI	Tony Arena (1652) C	Third World War GDW	Tony Arena (1652) V
Axis and Allies MB	Andre Polite (1799) F	To The Green Fields Beyond SPI	John Trosky (1554) CEV
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Twilight Struggle GMT	Chris Hancock (565)
Battle for Midway: Decision in the Pacific 1942 GDW	Melvin Yarwood (36) P	Up Front AH	Andre Polite (1799) F
Battle Fleet Mars SPI	Tony Arena 1652 C	A Victory Denied MMP	Ed O'Connor (1243) V
Bitter Woods AH	Melvin Yarwood (36) P	War of the Ring SPI	Tony Arena (1652) C
Blitzkrieg '65 AH	William Dahle (1749) E	War at Sea AH	John Hoffmann (884) E
Blue and Grey I, II	Melvin Yarwood (36) P	Washington's War GMT	Shannon McNamara (1639) V
Blue and Gray Quad (Cemetery Ridge) SPI	Roger Eastep (291) AV	Waterloo AH	Pete Martin (0243)
Borodino SPI	Melvin Yarwood (36) P	Waterloo AH	Brian Britton (1582) V
Caucasus Campaign GMT	Tom Thorsen (470) V	Wooden Ships and Iron Men AH	Mike West (1163) EV
Chalons DG	Albert Bowie (299) EP		
Chancellorsville '74 AH	Charles Marshall (1573) E		
The Civil War VG	Shannon McNamara (1639)		
Combat Commander: Pacific GMT	Lee Massey (1382) VE		
Crimean War SPI	John Trosky (1554) CEV		
Crown of Roses GMT	Tony Arena (1652) VM		
D Day '77 AH	Robert Robbies (1788) EP		
Dragon Pass AH	Tony Arena (1652) VC		
Dresden SPI	Albert Bowie (299) EP		
Elric AH	Tony Arena (1652)		
<b>Eylau</b> SPI	Albert Bowie (299) EP		
Federation and Empire ADB	Tony Arena (1652) VM		
Firepower AH	Bud Nicola (1802) 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		
Gettysburg '61 AH	Bud Nicola (1802) EV		
Gladiator	Tony Arena (1652) VM		
Golden Horde/Kulikovo 1380 ATO	Albert Bowie (299) E		
Great Medieval Battles SPI	Albert Bowie (299) E		
Gunslinger AH	Tony Arena (1652) VM		
Hell's Highway VG	Thomas Ten Eyck (0826) EP		
A House Divided GDW	Joel Ramsey (1762) EP		
Imperium Romanum II WEG	Tony Arena (1652) VM		
Kingmaker	Tony Arena (1652) VM		
Leipzig Decision Games	Mel Yarwood (36) P		
Little Round Top AH	John Trosky (1554) CEV		
Midway AH	Scott Saunders (1664)		
Mr Madison's War GMT	Rod Coffey (1493) V		
Napoleon at War SPI	Melvin Yarwood (36) P		
The Next War SPI	Tony Arena (1652) V		
No Retreat! Russian Front GMT	Tom Thorsen (470) V		
Panzer GMT	Martin Hogan (1704) V		
Pearl Harbor GDW	Tony Arena (1652) V		
Republic of Rome AH	Tony Arena (1652) VM		
Richthofen's War AH	Scott Saunders (1664)		
Russia Besieged L2	Michael Paul (1578) P		

### War Info by Duncan Rice

AHIKS will be starting up a new **Diplomacy** game as the current one winds down. Currently we have four players committed and four more spots are available, seven players and an adjudicator. This will be a standard game with a two week turn around. It will count towards AHIKS ladder points. If you are interested please contact the match coordinator. Keep in mind that correspondence **Diplomacy** is a long game. Play only if you are willing to commit. You can find my contact information on page 12.



Our current game will probably have ended by the time you read this. Most powers have stopped sending turns. I assume this is because they have no opportunities or have lost interest in the game. Peter Martin's French power is lined up to gain all the required supply bases this turn and my Austria-Hungary is not in a position to stop him. Unless one of the other powers decides to fight, the game will go to Peter Martin in the Spring of 1909.

**The Hunters** tonnage tournament is going very well. AHIKS ladder points are being awarded for most tonnage and best patrol logs. You can read the patrol logs on the AHIKS forums. Martin Hogan was in the lead with 100,200t but was recently forced to surface and was captured. Martin did manage a Knight's Cross before capture, but I'm not sure the Royal Navy will let him wear it in captivity. Bob Best has now taken over the lead with 128,100t sunk. Bob has also been awarded the Knight's Cross and been promoted to Korvetten-Kapitan. Patrol orders for September 1940 have now been sent out.



## From the Ratings Officer Dave Bergmann

Greetings to all AHKS members. I trust and hope every member and family had a happy and healthy Christmas and New Year's Holiday Season.

I have been working diligently on bringing the AHKS member ratings up to current status. The entries had fallen substantially behind, which I was not aware of when I assumed the Ratings Officer position many, many months ago. So it has been a long and time consuming project to become current. I am happy to say they are now up to date, at least with the Top 40 list. This also includes reporting all matches to A.R.E.A. My apologies to a member who was a bit miffed with me for the slow reporting to A.R.E.A. once I assumed the duties. It was a little overwhelming at the beginning.

There were some discrepancies which I have done my best to rectify as well as having to recreate missing data. Should any member have any questions about their rating or anything relating to the ratings system, please feel free to make an inquiry to opusone1945@sonic.net.

One issue I have dealt with extensively during this catch-up period, and it did cause some considerable delay in recording matches, was the sketchy match information provided to me. For example, I have received a fair number of emails through Duncan Rice, our very efficient Match Coordinator (thank you Duncan for the superb job you do!), with insufficient information for recording. I then had to contact Duncan to inquire if he had any additional information about the match. After that I

attempted to contact the respective players by email or telephone for more details. An example of some of the submissions I received was, "member John Doe #0000 completed two matches of **Panzer Leader** with Joe Smith #0001 and I won both". This would be a match between two players who did not go through Duncan for an assigned match and number. Due to the fact some of the games were played so long ago it was difficult for the players to remember all the details. Fortunately remembering the data will not be such an issue with the records current. Many of our matches are not assigned, and that is fine as we have a great circle of friends and gaming partners that we have all developed over the years that make arrangements among themselves to play games.

**When reporting completed matches (once both have been completed or one if only one is played) please include the players' first and last names, membership numbers, date of completion of each game, the winner of each game, and the side they were playing as well as the title and publisher of the game played.**

It will make my job much easier and result in matches being recorded more expeditiously and accurately in our system and for forwarding to A.R.E.A.

My best wishes to you all for a healthy, happy and prosperous 2015!

Good gaming!



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

Brian Stretcher    73 Kalvi Court, Brevard, NC 28712

### CENTRAL OFFICES

**PRESIDENT**

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

**VICE PRESIDENT**

Charles Marshall  
wm@ahiks.com

**TREASURER**

Brian Stretcher  
73 Kalvi Court  
Brevard, NC 28712  
(828) 774-8654  
Doctorlaw@juno.com

**MATCH COORDINATOR**

**MSO-RATINGS**

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

**EDITOR/PUBLISHER**

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

**SECRETARY**

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

**JUDGE**

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

**RATING OFFICER**

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

**WEB SITE ADDRESS**  
[www.AHIKS.com](http://www.AHIKS.com)

### SUPPORT SERVICE OFFICERS

**ARCHIVIST**

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

**WEB SITE MANAGER**

Charles Marshall  
wm@ahiks.com

**MULTIPLAYER COORDINATOR**

Mike Kettman  
mokbuck@hotmail.com

**UNIT COUNTER POOL**

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

**PUBLICATION DEADLINES**

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

**Deadline for next issue: March 31, 2015.**

**GENERAL INFORMATION**

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



# THE KOMMANDEUR

SUMMER 1966  
VOLUME 1 No 1

A QUARTERLY PUBLICATION OF THE AVALON HILL INTERCONTINENTAL KRIEGSPIEL SOCIETY

The  
**AVALON HILL**  
INTERCONTINENTAL  
**KRIEGSPIEL SOCIETY**

President: FRED. AL WEBSTER  
844 Ashcomb Drive, Valinda, Cal. 91744

Editor: Henry H. Rodenstadt  
P.O. Box 116, Adelphi, N.J. 07710



Here is your first issue of the anxiously awaited ahks newsletter, the "KOMMANDEUR". We hope you will like the format and also find some useful information in it, therewith increasing your enjoyment of our splendid pastime - war gaming.

Your comments - good or bad - on this first issue will be appreciated. Please bear in mind, that we are still coping with "childhood diseases", such as limited funds, experience, etc.

Thanks to all of you for your patience and cooperation.

hhb

NEW COMBAT RESULTS TABLE. The present A-H Combat Results Table, now being used in official ahks games of Waterloo, Stalingrad, D-Day and Afrika Korps, is considerably discouraging attacks at 1-1 and 2-1 odds.

While most table-top war game rules usually give the attacker allowance for "impetus", especially if the attack is made from a normally hidden position (woods, mountains), the A-H table is giving the defender an enormous edge. Not only are the odds rounded up in favor of the defender, but at 2-1 (which could mean 29 factors attacking 10) the attacker's entire forces could be wiped out at the roll of a six.

ahks strongly feels, that this situation needs to be corrected. We therefore submit to the membership the following proposal:

All sets of the above mentioned games, assigned after September 15, 1966, must use the STANDARD ELITENRING (or Guadalcanal) COMBAT RESULTS TABLE. This table is identical to the one now in use, except for the 1-1 and 2-1 columns. They read as follows:

	1-1	2-1
1	D back 2	D elim.
2	Exchange	Exchange
3	D back 2	D back 2
4	D back 2	D back 2
5	A back 2	Exchange
6	A elim.	A back 2

Will all members, who vehemently oppose the introduction of this table, please send a postcard with the reasons for their objection, not later than Sept. 10, 1966. If not more than 10% of the membership is opposing, this table will be the law for all new sets started after Sept. 15, 1966. All sets now in progress, will continue to use the present table, until both games of each set are completed.

#### AMENDMENT TO BYLAWS

- 3.333 The first game of a set must be started within 10 days after receipt of the assignment.
- 3.334 Thereafter, each player should mail his turn within 8 days after receipt of his opponent's turn. If he is not able to do so, he must notify his opponent. This automatically extends this time period by another 8 days.
- 3.335 If longer delays are unavoidable, a request for an extension of the deadline must be filed with the President of ahks, giving an explanation of the problem.
- 3.336 Repeated violation of this ruling could forfeit the game for the offender.

- 3.337 Turns of international games must be sent via AIR MAIL. For domestic games the use of AIR MAIL is recommended if the opponents live more than 300 miles apart.

TACTICS II ACCEPTED! Effective Sept. 1, 1966 the Avalon Hill game TACTICS II will be added to the official ahks game list. The Bylaws, Section 2.0, will be amended accordingly.

Anyone, who wishes to play a game of TACTICS II, may request an assignment from the Judge.

#### GUADALCANAL:

##### Artillery Defense Fire Procedure.

- Use the same ICRX column that the attacker selected for his battles and/or artillery fire.
- Each and every artillery unit, that has hostile units within range and is not involved in actual combat, must fire.
- Start with the unit positioned on the lowest numerical grid. (If several units are on the same grid number, the one with the lowest letter fires first.)
- Use the die roll next to the #1 of the selected ICRX column for the first shot and continue firing by reading off the die rolls of that same column in the exact sequence as they are listed. (After reaching the "0" digit, use the entire column over again.)
- Each artillery unit must use up all its shots, even if the only target within range is eliminated before that. Only then may the next unit be fired by continuing to use the rolls of the selected ICRX column without skipping or repeating any number. (Note: if optional Supply Rule is used, theoretical shots fired at eliminated targets will not use up any "Units of Fire".)
- After firing his artillery, the defender will adjust the odds on the attacker's battle list; if hits were scored on the attacking units. (If 'soak-off units' were eliminated, the defender's units against which the soak-off attack was directed, do not have to be attacked again.) Thereafter, all battles will be resolved in the usual manner, using the roll numbers selected by the attacker.

We are aware, that this method allows, at times, a little scheming in selecting the targets, since the firing results are known ahead of times. But this works both ways, and we did not want to sacrifice the interesting possibilities of Defense fire, that would otherwise require additional mailing and delays.

THE PRESIDENT'S COLUMN

This is the first of what we hope will be a long and satisfying series of reports to the Constituency. Henry Bodenstedt and I are gratified by your acceptance of ANIKS. The last six months have seen a pyramiding growth of what may have been an idle passing thought. Henry was demolishing me in Waterloo. In the midst of a letter, he mentioned the difficulty he was having in finding capable adult players (I overlooked the insulting adjective), and that the "other brand" of younger players were, well, suspected of being unethical, and that maybe we should start an adult group. One thing led to another, and so here we are.

In organizing ANIKS, and I must concede that Henry has been the more active partner, we have tried to resolve these problems: How to attract the caliber of members that we desire, including members from other nations; How to improve upon the Stock Market system that unscrupulous opponents have twisted to their advantage, and which is a barrier to international play; How to resolve the inherent one-sidedness of many A-H games; and several other problem areas.

Today, for better or worse, you are seeing the fruit of our lengthy transcontinental correspondence. We are proud of the quality of our membership. Because I work as a supervisor in a State Employment Office, I am interested in the type of work that a person performs. You are educators, engineers, architects, inspectors, supervisors, doctors, lawyers, and many other valued professionals. More important, however, than these titles are the qualities of the persons involved and you are a good group!

Elsewhere in the Kommandeur, you will find the story behind the ICRK, which is unique to ANIKS. The basic idea of the ICRK is Henry's. We are proud of it, because it can be used anywhere, anytime, and because it is as cheat-proof as we could design. We are eagerly awaiting your reactions and suggestions that will help us to improve the ICRK, its instructions, and, perhaps, a better avenue of approach.

We have chosen to resolve the inherent imbalance of some of the games in the AN series by eliminating some, and requiring that members agree to play both sides in a set of games. This latter requirement, by the way, can be met by playing the games consecutively or simultaneously. The same ICRK can be used, but separate columns must be selected for each game.

As president, in order to stimulate game playing, the member who has completed (Notice I didn't say won) the most sets, and has submitted the results postmarked no later than January 31, 1967, will receive the Avalon Hill game of their choice free!

A brief note is in order involving rules as they are modified by A-H. Probably the biggest complaint heard about A-H is the frequency with which their rules are changed. For our purposes, once a set is begun, it will be played by the rules openly published by A-H, and by the ANIKS in the Kommandeur, at the time the set begins. If a new rule comes out, it cannot be used in that set. **UNLESS BOTH PLAYERS AGREE IN ADVANCE TO ACCEPT IT.** This applies only to new rules, not clarifications and interpretations of existing ones.

Until later, happy hunting.

*Law Quiston*

ABOUT THE ICRK. By now, the ICRK has become a familiar sight to all members of ANIKS. There can be no doubt that this innovation is revolutionizing postal war gaming. Anyone who has used the "stock method" before, is enthusiastic about the ICRK, not only because it is convenient to use, but also because of its time saving and error eliminating features.

The founders of the ANIKS, having developed and game tested the ICRK, are very conscious of another one of its features: It is absolutely cheat proof, if administered by a responsible person.

This assurance has been given to all members by the President of our Society, and we are confident that all members accepted his word of honor. However, to remove even the slightest doubt from your mind, we will let you have a look into the mechanism of the ICRK.

The 100 die rolls entered in 20 columns were actually and individually rolled and recorded by the Judge, using about a dozen different dice. This group of rolls is given a code letter, let's say 'A'. From this a master key is drawn, listing all rolls in sequence, identified by a second letter, which is added to the group letter. For statistical purposes the average of all these rolls is computed and added to the I.D. code, which may now look like "AZ 3.48"

Your opponent will receive a key with exactly the same rolls, but scrambled. This is not done at random, but according to a system, which would give Agent 007 a headache, would he try to decipher it. The code for your opponents key might then be "AY 3.48". This I.D. code will never appear on the ICRKs sent to the players, only the master copies in the Judge's file have it.

This system eliminates any possibility of favoring one player over the other, because both opponents will have exactly the same amount of 1,2,3,4,5 or 6 rolls on their keys, only in a different sequence.

If you ever play a game with someone who was at one time or another assigned an ICRK with the same code number that you have or had, or if you need another ICRK for the same game, then an entirely new key will be issued. Now you may receive roll group 'B' or 'C' which will have nothing in common with your previous key.

To get anyone - who might want to try to unscramble an ICRK - confused further, each column is hand lettered by the Judge just before mailing. This makes our ICRKs truly individual, and, should by some odd chance a would-be cheater have gotten hold of his opponent's roll group and sequence, he still won't know which columns to select. This is the reason why you are not allowed to use up the last two columns of your key. Just in case....

Before mailing, an exact copy is made of each ICRK, which is put in the Judge's files. Needless to say that even our President will never be allowed to look into these files. (He plays games too, you know). For games with the Judge, however, a Special ICRK is rolled by one of the officers of the ANIKS.

Lots of work and much time is required to make the ICRK system a success. Your co-operation is requested by not revealing the contents of your ICRKs to anyone. It is in your own interest, for your opponent not to find out what your ICRK contains. Therefore, keep it confidential.... we will too.

*Henry H. Bodenstedt*

THE VOICE OF AHKS IN THE BRITISH ISLES

By our Representative for Great Britain:  
J. M. Norris, Custom House  
Wick, Caithness, (SCOTLAND)



STALINGRAD. It will probably be generally accepted by AHKS members that Stalingrad is without equal among A-H games. I am not at all sure just why this should be, as there are no exceptionally clever rules involved in the game, neither is there very much opportunity to break through the Soviet defence lines to send Panzer divisions romping across the steppe. Indeed, if the German commander is able to do this, it will probably mean that his opponent is not a very good player and the two sides are not evenly matched.

Yet there must be something to this game which makes it, not only so popular, but also far less liable to rule changes than any other game. Isn't it a fact that, apart from some minor amendments that were issued when the game was first introduced, there have been no rule changes at all. Of course as some members will know, Avalon Hill are at the present time considering the official introduction of an automatic elimination rule on the same basis as the one in Afrika Korps, and with this end in view, are engaged in a trial game against AHKS to determine the possible effects of such a rule. Now I cannot speak for all AHKS members, but for my own part I shall be very sorry to see such a rule introduced, as I am convinced that it will mean a victory for the German side in every game in which the German commander is equal to the Soviet commander.

The following is not proposed to give AHKS experts a lesson on Stalingrad tactics and strategy, because it is obviously impossible to draw up a perfect offence or defence. However, the following thoughts might commend themselves to interested players:

1. The most important fact to remember, by both sides, is that the Germans cannot hope to win if their losses are too heavy.
2. Thus, the German cannot afford to risk attacking exchanges, particularly against defensive positions.
3. Because of the battlefield terrain, it is impossible for the Soviet forces to establish a defensive line across their whole front.
4. It should therefore be the policy of the Germans to attack only when they are sure of winning without heavy losses, so the general practice should be to attack only at 5 to 1 or better, or at 1 to 2 or worse.
5. If played this way, the Germans will be committed to a long, slow, methodical advance. Try it, you will find that the game, from the German point of view, can be played without using the die. Try it.
6. The target that Hitler gave to Army Group Centre in 1941, was not Moscow. It was Smolensk. Now Hitler had never played Avalon Hill type games of course? But isn't it just possible that he knew what he was doing? As for those Soviet light armored corps that keep getting in the way, within certain limits they wouldn't if the Germans didn't keep killing them off.

CONTENT

The "KOMMANDEUR" is in need for a unique and proper heading.

Before delegating the job to a commercial artist, we would like to encourage our members to try their hand in drawing a design.

Please send us your sketch by October 15, 1966 and, if it is accepted for the "KOMMANDEUR", your dues for 1967 (\$ 4.00) will be waived.

VOICE OF AHKS IN THE FAR EAST

By our Representative in Japan:  
SSgt. C. R. Wagner, Box 6008  
APO San Francisco, Cal. 96328



Wargaming here in the Far East seems to be limited to military personnel serving in the area. Though interest is increasing and spreading, I'm afraid we must wait until Avalon Hill starts writing instructions in Japanese, Annamese, and Thai before any large following is likely. Then too, lack of detailed stock sales information in the available newspapers severely limited PBM prospects until the advent of AHKS. Now that AHKS is with us, and working out so well, I'm sure we can pick up a few more members here as they feel they are proficient enough to face the competition.

A few miscellaneous notes while I have the floor:

1. Bulge rules have changed since the original publication and A-H seems to have forgotten to give them prominent mention. New rules do not contain uncertain appearance option, but do include options on armored unit disengagement, retreat through blocking terrain, etc. Board is also changed to include road net south and east of Diskirch, allowing the U.S. player to extricate the 4th division.
2. If you live in an exceptionally damp climate, some problem may be experienced with boards and counters peeling. I've used plastic automotive ignition spray to combat this with excellent results. Once or twice over very lightly, does it - too liberal use causes slight discoloration.
3. Anyone really enthusiastic about the Eastern Front may be interested in contacting three young men here who have put several months into an expansion of "Stalingrad". Their game is very well researched and is playable. Not for PBM unless you have masochistic tendencies.
4. I would be happy to hear from anyone who may visit the Tokyo area in the near future and would care for a "live" game or two.

SPREAD THE WORD THROUGHOUT THE WORLD! This is easier said than done, but we simply must find a way to infect the still un-touched countries with the Avalon Hill war game bug.

Here is a suggestion: Many of us surely have friends or relatives living abroad. How about sending them an Avalon Hill war game as a birthday or Christmas present, together with some propaganda material about the ahks? It seems that many countries, like Germany, France, Italy, Poland, etc., are past the 'CARE' parcel stage, and your friends there might just enjoy to play some games "across the sea".

WE NEED HELP! Fred Webster, Ken Norris, Chris Wagner and Henry Bodenstedt have carried the entire work load on their shoulders, to make sure that the ahks would get started on the right track, from the first dream of an adult war game community to a well organized Society of desirable members.

Little by little the minor duties have grown into a giant, who is hard to keep in line by just us four. We are therefore making a serious appeal for our members to volunteer for some of the jobs available at ahks. We need enthusiasts that are available as officers, (especially right now as Secretary and Treasurer) as well as Chairmen for several committees.

Would anyone who is willing to help us out please step forward and let himself be counted. And don't forget: This December there will be an election of officers, in which the entire membership participates. So, please give us a few candidates to choose from. Thank you.

## OFFICIAL RULINGS

WATERLOO:

The A.A. player brings out his units, scheduled to arrive in that turn, in a vertical column (on top of one another) on the edge of the board, where the designated road enters.

Units do not have to stop on the first river square, as long as they stay (theoretically) on the same side of that river. They may move along a river without restrictions, until they reach the square in which they intend to cross over to the other side during the following turn. This does not nullify the rule, that units must stop on the first wooded sector they reach, even if the "green" is only on the opposite bank of the river.

It is herewith confirmed, that the original rules for Waterloo do not forbid soak-offs at odds worse than 1-6. This, therefore, is the only Avalon Hill game in which you are permitted to soak off with only one Combat Factor against an unlimited number of defenders.

H.Q. Units have no delaying power whatsoever and need not to be used in official shiks games. (It is recommended, however, to improve the morale, that Napoleon, Blücher and Wellington be permitted to dash around on the board.)

BLITZKRIEG:

Cities of Minor Countries must be captured by either one of the major powers before any units may pass through them. This applies also, if the other major power has already invaded that Minor Country. However, once a city has been captured by a major power, it does not have to be captured again for the remainder of the game, even if the original captor abandons it.

A Minor country is not friendly, until all of its cities have been captured. Therefore its cities may not be used for air- or sea transport, until the turn following the capture of all cities of that particular Minor Country. Each side may then consider the cities they occupy - or where the last to have them in their zone of control - as friendly.

A defended city square within Big Red's or Great Blue's boundaries is friendly, as soon as it has been cleared from hostile units and hostile zones of control. It may be used in the subsequent turn for air- or sea movement by the captor, even if another of its squares is still in a hostile zone of control.

If, however, such a city square was not occupied, or the unit(s) defending it was subdued by automatic elimination, (i.e., before all moving was completed) and no other enemy units have this square in their zone of control, the captor may use it immediately for air- or sea landings of units not yet moved in that turn.

This does not alter the ruling, that city squares can be used for landings only by the side that was the last one to have it in its zone of control. (Example: A vacant city within Big Red must be passed through by one of Great Blue's units, before other Blue units may land there.)

Overflights or trespasses by a Major Power across a Minor Country are merely considered border incidents, as long as no cities were attacked and no combat units remain in that country at the end of the turn. The penalty for such an incident is the loss of two defense factors by the trespassing units. (Ground units may absorb the penalty for overflights or vice versa). If the other Major Power invades that same Minor Country later in the game, it must still pay the 'VIOLATION' penalty.

AFRINA KOPPE:

The A-H rule, that "a player without a supply unit on the board for two consecutive turns, loses all units on the board" (and therefore the game) is ANNULLED.

However, each Player must have an open supply line - unobstructed by hostile zones of control - to his own HOME BASE, otherwise his units are isolated. Units in Tobruch or Benghazi must have a supply unit, if surrounded by enemy zones of control. The Home Base squares as such cannot be used to sustain battles.

Each player may transfer units by sea between his own home base and Tobruch in both directions. They move out to sea in one turn and must land again in the following turn, either at the other port, or back at the point of embarkation.

Embarking or landing will not consume any movement factors. To land, the home base or Tobruch must be garrisoned by a combat, supply or Rommel unit.

In an automatic victory, the attacker is permitted to move through the defeated sectors (providing they are not in the zone of control of another, still undefeated hostile unit) with any of his units not involved in that attack. He may then proceed to capture a hostile supply unit, move it back through the automatic victory squares, and use it for other attacks, all in the same turn. He must, however, use one of his own (or previously captured) supply units, to sustain that particular automatic victory attack in the first place.

**GUADALCANAL:** The Defender always doubles when attacked from a river square, regardless from which direction the Attacker approached.

MISCELLANEOUS:

If the attacker forgets to select an ICRF column for his battles, supplies, weather, etc., the defender will use the column with the lowest remaining letter.

If no battle sequence numbers are listed, the roll next to the "1" is to be used for the first battle.

If a battle, supply attack or weather roll, etc., has been omitted from the list of battles, the defender will add it on after the last battle on the list, and number it subsequently. If more than one battle is unlisted, the one with the defender's units placed on the lowest numerical grid is to be listed first.

Forgotten supply or weather listings will be entered by the defender at the very end of the battle list.

Under normal circumstances, your opponent is not required to return your Order Of Battle sheet. He should, however, return your Battle List - or a copy of it - together with the battle results and the ICRF clipping.

It is therefore advisable that you secure a copy of your OOB sheet before mailing it to your opponent.



**AIRBORNE UNITS** may land on any Coast, River, City, Mountain, Woods or Clear Terrain Square, as long as it is not in an enemy-controlled zone. (Air Assault cannot go into Woods!) If dropped onto a Woods or Mountain square, they may still make their regular move.



# Game Review: Victory Point Games: Keep Up the Fire, Boys!

by Mark Fassio

I had written three game reviews for the last issue of *The K* but, with my usual “computer savvy” skills set, managed to delete two of them after I wrote the third. As such, it was “back to the drawing board” for this review. And the funny part is, **KUTF** was not even a game I had intended to buy. Sure, it was a solitaire game and I’ve been trying out more of those lately, but the theme (the Boxer Rebellion of 1900) and the game mechanics didn’t catch my eye. But a fellow gamer sent me a free copy and, upon further review, I was hooked.

**KUTF** is a game in VPG’s *States of Siege*© series, dealing with various themes such as the Alamo, the Boxer Rebellion, holding Austria-Hungary (or the Ottoman Empire) together during WWI, etc. These games provide a mix of counters and cards, and you command one side while the board tries to defeat you. The object of this game is for you to command the eight Legation units manning the walls around Fort Halliday and to await rescue from the Relief Column. There are 8 chits depicting the Legation powers, as well as the Chinese Boxer and Qing (Imperial Army) units, plus the usual ancillary counters. The game map is beautifully designed, and the counters equally so. The map itself is divided in two, as you first conduct Legation actions, and then command the Relief Column. The only way the Legation power wins is if they survive long enough for the Relief Column to arrive in Peking. But there are multiple ways they can lose, and the game is tense throughout.

You have 24 turn cards and 12 random events cards, each giving you (and the Chinese) so many “actions” to conduct per turn. Each Legation unit starts with a certain amount of Combat Points (CPs) and has a special attribute (adding +1 to die rolls, lessening or adding to Legation casualties during melees, etc). The Random Event cards signify the historical events that occurred during the battle, with benefits going from one side or the other. You can play the “predictable” historical version (cards drawn in order), or shuffle them for randomizing history and making the game even more interesting.

Each turn starts with a card draw that tells you how many Actions your Legations have (for example, building up your Fortification level, shooting at approaching enemies, or conduct-

ing a Melee once they reach the walls). Dice are rolled to determine any hits at various ranges, and then another roll to determine casualties. The Chinese units come on per the turn card’s instructions and vary in CP strength. After the Legations actions are completed, the Chinese units advance one (or more) boxes toward the Walls. Once they are on the Walls, you must conduct Melee battles, which are bloody and reduce your Legation CPs. As each Legation gets reduced to 0, it is removed from the Walls. The Chinese suffer losses from Legation fire and Melee combat as well, and when they reach 0, they’re removed from that sector of the map—with the next turn’s card usually placing a fresh enemy in that zone.

After the Chinese advance, the Legation commander can shift any unpinned Legations around the different walls, to enhance their fire or meet a specific threat. When complete, the Relief Column actions begin. You draw to see what strength level your enemy Blocking Force has, then conduct any called-for attacks by the Chinese. If you survive the attack, you have actions that will allow you to attack and disperse the enemy, then to try and advance. There are penalties for losing (reduction in accumulated strength or speed points, retreats, etc), so nothing is easy here.

My friend and I have teamed up to play this in tandem, with each of us alternating command of the Legation and Relief Column each turn. We make joint decisions on Legation placement, talk tactics for the coming turn, and sweat out the die rolls as hordes of Boxers approach the walls and our Relief Column is still far away.

This is truly a fun game. It’s quick, it’s tense, the rules are easy to understand, and the myriad of dice rolls for everything become routine once you get the hang of the game. I consider myself “dense” in understanding any new game rules that aren’t written in big letters and crayon, so, if I could master this game after a couple turns, anyone can! I give it 4 stars and urge you to have a look. It’s on the VPG website at:

<http://www.victorypointgames.com/keep-up-the-fire.html>.



## Iron Man Update by Randy Heller

The AHIKS Executive Committee has placed me in charge of coordinating and managing the return of the World Boardgaming Championships AHIKS Iron Man Tournament, to be held in August. The trophy is now in my possession and, having attained the convention director's permission, will be on display at the WBC registration desk.

To clarify, the prize list is growing, but will not amount to a \$50 gift certificate. At this time, prizes include: 1. Subscription to *War Diary Magazine*, 2. Gift certificate from Compass Games, and 3. AHIKS t-shirt (compliments of our Judge and UCP Director, Brian Laskey). My goal is to work within the \$50 budget that the Exec granted me to finance the tournament. In addition to the prize list, I was able to secure a full-length ad for the Iron Man Tournament, which will run in the pages of *War Diary*. This will not only give the tournament publicity, but it will advertise AHIKS as well.

Another goal I established was to minimize the administrative work involved in running the tournament. I believe its lack of success in the past was due to the amount of paperwork involved, both for the participating gamer and the convention staff. There was simply too much paperwork to fill out and keep track of in the long run. We heard grumblings about this from both the participants and the registration desk personnel. So... this time there will be absolutely no paperwork for anyone but yours truly to fill out and track. That includes the convention director, who otherwise may not have approved of our event. All participants will be offered a free one-year AHIKS membership.

Finally, a decision had to be made as to what game or games to select for the tournament. Canvassing was done in a number of folders on Consimworld, to include the AHIKS folder. For this year, the game selected was the tournament scenario of **Bit-ter Woods**, The Battle of the Bulge. By numbers, this has proven to be one of the more popular grognard events at WBC. Future years may see a switch to **The Russian Campaign**, **Victory in the Pacific**, **Breakout Normandy**, or some other grognard game.



## Book Review

### A Writer at War: Vasily Grossman

A Soviet Journalist with the Red Army 1941-1945

Edited and translated by Antony Beevor

©2005 \$16 paper Vintage

380 pages, photos, maps

Reviewed by Omar DeWitt

This is an unusual book. Beevor has collected writings of Grossman and put them in the book while he puts the writings in the context of the war. Each man writes about half of the book.

Grossman has been compared to Ernie Pyle; both men wrote about the everyday soldier. In translation, Grossman writes well and shows good insight into the problems of the men fighting the Nazi armies.

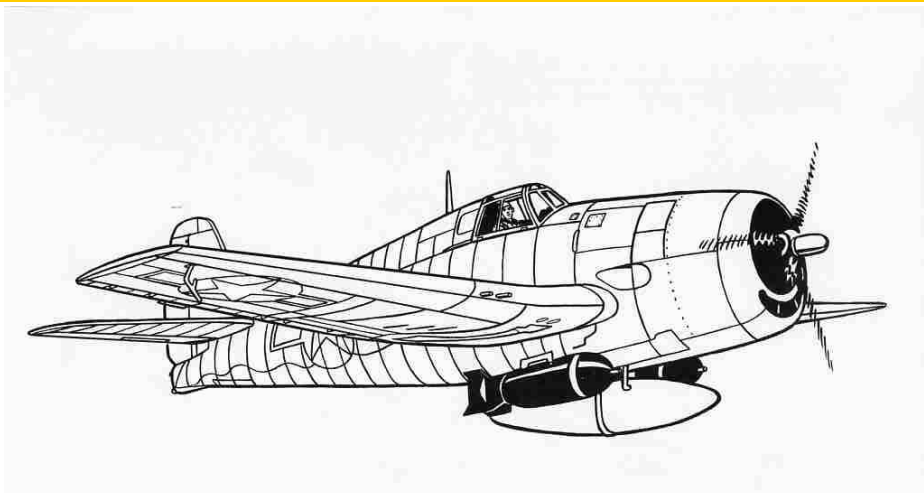
It is interesting that Grossman had to continually fight/put-up-with the Soviet authorities. As the Soviet armies rolled westward, they encountered villages and internment camps where the Nazis had slaughtered thousands of Jews. The authorities did not want the fact that they were Jews to be mentioned. Saying they were Soviets was OK; that they were Jews was not OK.

After the war Stalin became more anti-Semitic and started persecuting and killing Jews. After Stalin's death in 1955, the situation became better, but Grossman's best book, "Life and Fate," did not meet the Soviet standard, and he was told it could not be published for 200 years. All copies of the book were destroyed. Except one. It was eventually smuggled to Switzerland and published.

"A Writer at War" is not compelling, but it is an interesting read.



## #4 What's this?



# Game Review

## Fleet Commander Nimitz

The WWII Pacific Ocean Solitaire Strategy Game

Dan Verssen Games

\$100 ©2015

Reviewed by Omar DeWitt

I ordered this game before publication, but not soon enough to have my name printed on the box. Emails arrived periodically to keep me informed of its progress, and the game arrived in December. It comes in a big box: 12 x 9 x 4 inches. There are eight sheets of counters, one fairly deep counter box (it cannot accept all the counters), a mounted map of the Pacific (24 x 18 inches), a mounted map of a generic island (24 x 9) [also included was an unmounted version, the mounted version may have been sent because I preordered], four scenario sheets, and various other sheets.

My first job was to separate the counters. Each of the four scenarios covers one year of the war; each scenario has its own counters, so when a ship fought throughout the war, it has a separate counter for each year. The year is printed on each counter. I separated the counters from their sheets and by year. Each year (scenario) was put into four small plastic bags (these can be purchased at your local stationery or hobby store). Each group of four bags was clipped together.

I paused. This work had taken quite a bit of time. Had I received my \$85's worth? Should I now put the game away and forget about it? Tough questions. After a day or two pondering this over, I decided to set up 1942; there were fewer counters that year. OK, now I had to read the rules.

The rules are in an attractive 22-page booklet. There is lots of color and graphics, and the print is easy to read. It explains how the Japanese units are moved and how to have combat.

1942 Turn 1 (there are a total of six turns). The U.S. gets 20 supply points each turn, which are used to move units and buy reinforcements. These can be carried over to future turns. He also gets 7 reinforcement points which are used only to buy reinforcements from the reinforcement box.

From the Reinforcement box, I bought 1st Marines and the Hornet (7 points).

For one supply point, the U.S. can place a scouting plane on any Japanese Map Area. The U.S. always moves first. The scout plane will tell the US where the Japanese will move that turn. I scouted the Caroline Islands and Japan (2 points). The Caroline Island group rolled a "Hold." The Japan group was to move "East" one past the last Area with Japanese forces ashore. That put them on Midway. Four ships moved, leaving many, many more ships to roll later.

To protect Midway, the Hornet, Enterprise, and Lexington there, along with cruisers Chester/Louisville, and Chicago/Northampton and destroyers Desron 1. Sub Group 1 was sent to the Japan area and put in the Submarine Raiding box (each sub will reduce Japan's Reinforcement roll by 2). The first Marine unit was put on a transport and sent to Solomon Islands. Cruiser San Francisco/Astoria and destroyers Desron 6 went to Samoa (10 points).

In the Japanese movement, all the ships in Japan move to Midway! East Asia and the Philippines "Refit," each putting 4 ships and 1 infantry in Japan from the Reinforcement box.

There are now two battles to resolve: Borneo and Midway.

Moving the units to the battle map was easy for the US forces. I used a small shovel to get the Japanese units on the map. Fortunately, I rolled a 2, which limited the battle to one turn. I spent my last supply point and bought two battle plans: **Damage Control** (stops one hit) and **First Light** (with a die roll of 7 or better, one carrier's aircraft can attack without being counter attacked by enemy aircraft).

The Japanese received four Battle Plans, which were chosen randomly.

(I am not sure how one handles the Japanese land-based aircraft in an invasion. Are they just put on the "Japanese Airfields"--even when they invade Hawaii?)

The player moves his aircraft first. The Japanese had drawn **"No Contact: No Attacks in Japan Ocean,"** so that cut way down on my options. I sent all my aircraft except a fighter unit to the coast of the island, including the land-based a/c on the island. Each Japanese carrier has two forces: bombers and fighters. That requires two rolls to see where each goes. However, the Japanese had drawn the



Battle Plan, "**Carrier Attack**: All Bombers roll a '10' for Area." A roll of 7-10 puts the Japanese unit in the American ocean zone. It looked as if I were going to lose the war on turn 1! The fighters roll for position. A 1 or 2 puts them in the Japanese ocean area, but if there are no US units there, they go to spot 3-5, which is the island. There is a US land-based a/c there, so there they stay. Otherwise they go to spot 6, the coast.

After all the a/c have moved, combat is resolved. First, dogfight occurs. Losses occur after all the fighting, so it doesn't matter who goes first. Each dogfighter (normally fighter) has a number; if the roll is equal to or less than the number, a Hit is made. Losses are assigned by choosing the lowest rated plane in the area and that plane will receive the next hit as well. The US player takes losses any way he likes.

Three Japanese fighters got to the US ocean and shot down my only CAP. One fighter went to the coast where he was shot down. Five fighters went to the island and destroyed my land-based a/c. The three ships in the Coast got a hit on my bombers.

Next the ships use their AAA number to see if they score any hits.

The bombers may now attack. My 12 bombers on the Coast got four hits, which eliminated four battalions on transports. Six Hits were made on my ships in the US ocean, sinking two cruisers and damaging two carriers.

Torpedo attack (the Japanese sub got a Hit, sinking the Lexington rather than damaging my third carrier), Depth Charge attack (no effect), Naval guns against ships or land units (the three enemy ships scored on hit on my destroyer), followed by infantry attacks.

Aircraft may not land on a damaged carrier; there is one carrier left and the airfield that will hold one air unit; the rest are lost. I save four dive bombers (SBD) with a cost of 2 Supply points each and one fighter (F4F), one Supply point.

The battle is over, and the Japanese roll for reinforcements. A roll of 4 gives him one ship, one infantry, and one land-based a/c. (Since carrier a/c do not appear as reinforcements, one assumes that as long as there is a carrier, it has a full complement of aircraft.)

Damaged Japanese units are put on the Japanese Repair box. Destroyed units are removed from the game.

The player must move all of his ships not in Hawaiian waters to the Return to Port boxes. In scenarios other than 1942, these ships will not be available next turn. I assume damaged ships will be at full strength when they return to action. (But what of ships damaged in Hawaii?)

All US units must be in supply (be able to connect them to the West Coast), or they receive one Hit.

If the US controls three or fewer Objectives, he has lost the scenario. If the Japanese are in the Hawaiian Islands, they must be all defeated on the first battle turn, or the US loses the scenario.

Of course I should not have allowed the entire Japanese navy to move to Midway. A re-roll was called for. Japan would never have sent that many ships anywhere. However, it does give an insight into the game.

I have three other Field Commander solitaire games from Dan Verssen, **Rommel**, **Alexander**, and **Napoleon**. **Rommel** seemed to me to be subpar. The other two are still in shrink wrap. My response to **Nimitz** is positive.



## The Secretary's Choice Contest

by Bob Best

In celebration of our Golden Anniversary we are running a Secretary's Choice contest. That means the Secretary, me, will be picking the questions! :-)

So here are the rules of the contest. There are two questions listed below. Each question is its own contest and each one has a prize associated with it. The prize for each question will be awarded for the correct answer. In the event of multiple correct answer winners, a drawing will be conducted and the winner selected at random.

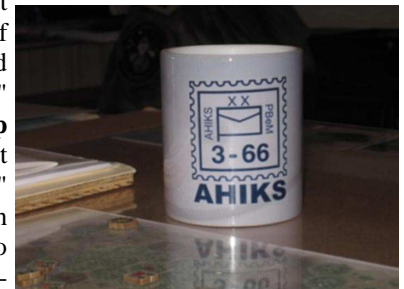
None of the eight Executive Committee officers is eligible to play. You must be a member of AHIKS if you want to play. You must send an email with the correct answer to the question to me at b52bob@prodigy.net . You can also send a snail mail reply to me at: Bob Best, P.O. Box 5174 Concord, CA 94521 in lieu of an email. *All emails and snail mail replies must be in my email or snail mail box by March 28, 2015, in order to qualify to play.* Postmarks *do not* count.

You must include your name and mailing address with your email or snail mail reply.

You must also agree to allow AHIKS to publish your name in *The K* if you win.

There are two questions listed below along with photos of the prize for each question. Good luck!

Question One: What was the unit designation of the Mobile Infantry Squad that took on the "Skinnys" in the Avalon Hill **Starship Troopers** scenario "Feint Against the Humanoids" that was being played on the AHIKS Forum and also was discussed in my Secretary's Column during 2014?



The prize for the correct answer is an AHIKS "Chit Holding" Mug for your games.

Question Two: What was the game name of the "Skinny" Commander in the Avalon Hill **Starship Troopers** scenario "Feint Against the Humanoids" that was being played on the AHIKS Forum and also was discussed in my Secretary's Column during 2014? (It's **not** Brian Stretcher!!!)

The prize for the correct answer is a new copy of Steve Jackson's **Ogre** game. Hope you all have fun with the contests!



# AHIKS Top 40 Active Rated Players as of January 15, 2015

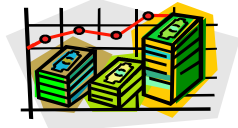
from Dave Bergmann

Ranking	Name	AHIKS #	Rating	Games	Qualifiers	Opponents	Qualifiers	Titles	Qualifiers	Date of Last Rated Game
1	STRETCHER, B	885	1895	78	N	24	L	31	P	7/29/2012
2	MCCARTHY, K	496	1885	19	G	8	F	4	D	12/31/1988
3	UNNERSTALL, J	496	1790	14	E	7	F	8	G	12/5/2013
4	LANDRY, P	707	1780	32	I	11	H	6	F	10/21/1989
5	FICKBOHM, A	901	1775	10	D	5	E	3	C	2/25/2006
6	TRUESDELL, P	334	1755	15	F	8	F	4	D	7/14/1992
7	BOWIE, A	299	1720	70	M	23	K	23	M	2/3/2013
8	HELLER, R	1007	1705	76	N	23	K	18	L	10/16/2014
9	PASSOW, R	1453	1700	19	G	5	E	8	G	1/2/2014
10	MINSHEW, C	1222	1665	36	I	15	I	9	H	11/4/1997
11	LEONARD, C	711	1645	67	M	22	K	7	G	12/28/2014
12	GRANT, D	377	1645	22	G	9	G	11	I	5/18/1988
13	SHURDET, R	914	1645	15	F	6	E	5	E	2/6/2012
13	DEWITT, O	44	1635	99	P	33	N	30	P	6/14/2014
14	KRAUS, F	444	1625	30	H	16	I	8	G	2/2/1995
15	HEISER, P	1051	1605	69	M	29	M	13	J	5/12/2012
16	JERKICH, L	544	1605	14	E	6	E	6	F	7/10/2007
17	ARENA, T	1652	1600	16	F	7	F	8	G	6/15/2014
18	DANDY, G	916	1600	15	F	7	F	7	G	2/27/2013
19	DRIVER, S	1567	1595	24	G	7	F	4	D	1/25/2014
20	WALSH, T	1427	1590	60	L	15	I	6	F	8/28/2014
21	O'CONNOR, E	1243	1585	32	I	13	H	8	G	1/31/2014
22	XANTHOS, C	1263	1585	9	D	5	E	4	D	4/6/1994
23	MARTIN, P	243	1565	39	J	18	J	7	G	10/1/1994
24	DECK, L	341	1560	38	J	23	K	14	J	10/9/1993
25	LINDOW, B	988	1550	43	J	21	K	12	I	9/29/2004
26	LONGEST, C	1413	1545	29	H	13	H	9	H	8/16/1993
27	HOLTZ, T	364	1540	45	K	20	K	13	J	2/28/2009
28	BERGMANN, D	854	1520	19	G	6	E	4	D	10/15/1994
28	MARKEVICH, N	951	1520	18	F	9	G	7	G	8/23/1994
29	WATSON, C	1137	1515	17	F	9	G	11	I	1/3/2012
30	COTTRELL, R	1013	1515	14	E	5	E	8	G	3/9/1992
31	ANDRIAKOS, S	1455	1515	5	C	3	C	3	C	4/10/1997
32	TIERNEY, D	746	1505	47	K	18	J	16	K	5/22/2006
33	KLITZKE, W	305	1490	218	V	51	Q	41	S	8/22/2014
34	GRILLS, J	748	1485	131	S	43	P	37	R	11/24/2013
35	GOSSETT, G	756	1485	112	Q	16	I	28	O	10/29/1997
36	ANTALEK, J	1098	1400	34	I	19	J	8	G	3/16/2014
37	FASSIO, M	1210	1400	33	I	9	G	13	J	10/31/2011
38	MORELY, A	1075	1385	27	H	12	H	7	G	10/28/2004
39	MUELLER, J	451	1375	38	J	15	I	5	E	12/31/1984
40	SEGARRA, R	225	1375	18	F	11	H	8	G	6/25/2003

A RATING QUALIFIER OF "C" OR GREATER IS REQUIRED IN ALL CATEGORIES IN ORDER TO BE LISTED

## Treasury Notes

### Brian Stretcher



#### Designing the Perfect Strategic WWI Game, Part 4

I suppose this series has gone on long enough. Time to wrap it up. Having addressed the basic game system, this last segment shall discuss the strategic rules (naval, economics and politics) that will hold together what is otherwise a relatively straightforward operational level game, albeit physically somewhat large and probably long.

**Victory:** We already know how the major powers will be defeated, i.e. by having their national morale reduced to zero, so we do not need any special rules for some countries versus the others. Minor countries' forces can stay in the game so long as they are supported in some way by the major powers, particularly in terms of supply. So, even if Brussels is overrun, and it will be, the Belgians can stay in the game so long as they can trace supply to a British or French source, and they may even get a trickle of new units if most of Belgium is similarly overrun. Romania and Bulgaria can be treated the same way.

**Neutral entry:** Neutrals will join the other side if invaded, of course. Otherwise, I do not favor entry into the war according to a strict historical schedule, because that is too predictable and players can take too much advantage of a known event to artificially boost or minimize the impact of entry. On the other hand, completely random entry makes little sense either. **First World War** handles it simply, with most nations entering during a quarterly strategic turn according to a die roll, with die rolls starting a quarter or two earlier than they actually entered. Turkey and Italy have a 50% chance of entering on a given strategic turn, Bulgaria and Rumania at 33%, and Greece and the U.S. at 17%. Although the U.S. has only a 1/6 chance of entry per strategic turn, they start rolling in Spring 1915, and the die roll is decreased by 1 if the Germans have declared unrestricted submarine warfare. This seems to be a reasonable approach, even for the United States, and avoids the need for entry tracks, political point expenditures, foreign aid, and the like. Of course, U.S. entry will not be immediately followed by a dumping of massive numbers of U.S. troops into France; it occurs over time.

**Unit construction:** Construction of new units will take place during the quarterly strategic turns. Units will cost both resource points and manpower points to create. Remember, the resource points are the same points that are used to provide combat supply to units in battle, so using up massive amounts of resource points in battle will reduce the ability of a power to construct new units long term. Units will have varying costs to produce. While each corps size unit might cost the same number of manpower points to create (probably one manpower point per step), they will vary in terms of resource points by quality. Thus, a reserve step might cost one resource point, active units two points, and assault/elite units three points. Tanks would cost more in terms of resource points, but less in manpower, as would be the same for air units. As resources become scarce, the major powers will be inclined to produce lower-quality combat units. Replacements will most likely come from manpower and resource points held in the nearest Army HQ and could be distributed each game turn. New units will be constructed within the borders of a specific power from a general pool. Resource points will come from either a sched-

ule or resource centers held on the map and some sort of multiplier. Manpower points will be allotted according to a schedule, because there is finite limit to manpower within the short time frame of the war, with a power able to call up additional manpower (as in calling up a graduating class early, or old men and boys) in exchange for increasing the demoralization level and reducing future manpower pools. Thus, each power will have manpower limits. Both resource and manpower points can be distributed to the respective Army HQs during each strategic turn.

I want to use two different types of points to produce units because there is and was a distinct difference in available resources and available manpower. Britain, for example, would have a relatively limited manpower level, but a fairly high resource level. Considerable British manpower and resources would have to come from overseas, and their arrival hindered. Russia would be the opposite, while Germany and France would be somewhere in between. But that leaves two ways to assuredly lose the war: run out of men *or* resources. A power rich in both will be able to bleed a lesser power white, although it might take a good while to accomplish. Both manpower and resource point levels would have to be determined through playtesting.

I like unit production to require a little advanced planning. Thus, I am thinking that production of new units during a strategic turn will be for units that appear in a future strategic turn. Reserve units might appear in the first subsequent strategic turn, active two turns later, and assault/tank three turns, or, it might actually be possible to convert some units in one state to the other, such as converting a reserve corps to *stosstruppen* (thereby saving manpower points). Ships and U-boats could also be produced, ships having a fairly long production time. This is much like having a production spiral, which I also like, but with relatively limited different unit types, a spiral is probably not totally necessary. **First World War** does not actually permit the construction of new Active units, those being available only at the beginning of the game, and Shock (Assault) units are created by converting Reserve units stacked with an Army Depot. I think that a little too restrictive and don't see why new Active and Assault units could not be produced if a power is willing to spend the time and resources to create such units. It may be more cost effective in the long run to convert units or to simply allow your army to slowly devolve, but I am not looking to arbitrarily shoehorn the players too much in this game.

Last thing to consider regarding production is when certain units can be built. Neither side should be allowed to start cranking out tanks and *stoss* units in 1914. But, setting an arbitrary date for the availability of such units gives the players too much foresight. In addition, although it may not have been done historically, the players should have the option to pursue different paths of unit construction; perhaps the Germans could have been more effective at developing tanks, for example, instead of those big ineffective metal boxes they did use. I am inclined, therefore, to allow the players to spend some resource points towards developing certain weapons systems and improving the capabilities of their units. For example, spend five resource points and roll to see if tank development can begin. Spend 5 more to see if tank production can occur, reliability can be improved (game effect to allow more efficient movement or a better modifier, etc.), and so forth. Spend 5 to see if airplanes can be armed, fly interdiction missions, increase their

range, or perform long-range strategic bombing. The ability to start to pay for the opportunity to roll on a weapons development track can be set on a schedule, since development of new weapons will necessarily take time. This will add some relatively simple color and unpredictability to the game. But, if you spend too much time and resources trying to make your WWI army into a WWII capable force, you will already have lost the war.

**Naval warfare:** Many WWI games have little or no naval component. The Allies are typically awarded some sort of benefit for maintaining the blockade, which is automatic, and perhaps German submarines might interfere somewhat with British operations or, more typically, simply aggravate the United States into entering the war sooner. And, the Allies get some sort of automatic amphibious landing capability, at least in the Med.

I have thought some about what sort of naval system I would like to employ. While Britain imposed a blockade on Imperial Germany, the German High Seas Fleet only sortied from its protected bases a couple of times during the entire war, and there was little naval activity in the Mediterranean by the Austrians or the Ottomans. Both sides were afraid of ship losses and what that would do to morale, and so losing a ship (or naval factors) should come at a significant price in demoralization points. Thus, the Germans should not likely sortie very often because the risk is too high. There is a temptation to use a system similar to that in **World in Flames**, where there are counters representing different squadrons or class of ships (i.e. heavy or light) with their own movement and combat factors, and where ships can be sent to sea to patrol and enemy ships can try to move past them without detection, etc., or even go with a **War at Sea** sort of system, but I am concerned that would add a great deal of complexity to the game, not to mention additional counters, and create a system that while fun in theory, gets rarely used and so is not worth the effort.

**First World War** offers a relatively simple and workable system, at least as a starting point. Each side is provided with fleet counters for the Northern and Southern (Med) theaters. Numbers of ships are allocated to the respective fleet counters. If a side elects to sortie, the other side has the opportunity to attempt to intercept with only one of his fleets on the front, and, if they do not make an attempt, they suffer a demoralization penalty. Successful interception is determined by counting the relative number of ships involved; the more total ships, the higher probability of interception. Successful interception results in relatively indecisive naval combat per round, but there can be multiple rounds per combat, until one side elects or is forced to disengage. Ship losses result in horrendous demoralization points. Ships (and U-boats) arrive according to a set reinforcement schedule. They are not produced.

Although interesting and properly reflective of the cost of losing ships, it is less than satisfying. There are no missions for ships to perform other than a sortie, other than the possibility of amphibious landings in the Mediterranean by the French fleet only (although the British can transfer ships to the French or Italian fleet counters). If the French win any naval combat, the landing may proceed. There is no possibility of movement of ground units by sea in the North, no ability to offer shore bombardment against forts or other targets; it's just sortie, intercept, fight, and disengage.

As the fleet concepts sortie and intercept are similar, I am thinking that a naval system closer to that employed in the

various incarnations of **Third Reich** might be workable here. Fleets would sit in port for the most part, except when they were assigned missions. The blockade would for all practical purposes be automatically in effect, since the Allies would have more fleets and ships, at least to start. As in **First World War**, the Germans could effectively break the blockade and receive bonus resource points if there are more German ships than the total number of British ships. But, let's give each naval power the ability to conduct different naval missions on both fronts. Furthermore, allow interception attempts by more than one fleet. The risk there, of course, is that while it might be possible for the British to overwhelm the Germans if the entire Royal Navy made the interception, bad luck could see an inferior British force find the whole High Seas fleet, while the bulk of the Royal Navy finds nothing. In this way we could give the Central Powers some naval ability, as all powers could at least attempt amphibious landings, with certain restrictions, shore bombardments (attacking forts and resources and causing demoralization points), and transport missions, all subject to enemy interception. When battle occurred, ships lost would still result in a significant demoralization penalty, somewhat dependent on nationality. Players will be allowed to construct additional ships as they can afford, giving more variability to the naval system. It may also cost some resource points in order to maintain the capital ships.

Using such a system would also allow the implementation of more interesting submarine warfare and commerce raiding, both of which were hallmarks of World War I. **First World War** provides U-boats for the Germans, but it is a one-player element of the game. U-boats are not deployed, merely counted. The number of U-boats is determined by a reinforcement schedule, and a die is rolled to determine the number of British resource points lost each strategic turn; different tables are used depending on whether submarine warfare is restricted or unrestricted, and U-boat losses are rolled for on the same basis. The British do nothing to oppose the U-boats during the game; it is all determined by die roll. The convoy system is implemented automatically once the U-boats have caused a 100 resource point loss, and then U-boat casualties are increased and resource losses decreased. Effective, but boring, and completely random.

So we make some additional modifications. Submarines would be relatively cheap to build in terms of manpower and resources compared to capital ships, less painful to lose, and would primarily be directed against Allied resources and manpower. Thus, submarines would be moved from port to a Strategic Warfare box, perhaps secretly. Allied naval units would move to the same box to defend. Quarterly, there would be combat between the forces and remaining submarines would attack Allied resources and manpower. The Allies could lose some ships to U-boat activity in addition to resources, but not many unless the U-boat strength gets to be overwhelming. The Germans can declare, or undeclare, unrestricted submarine warfare and gain a bonus in attacking resources, at the price of modifying the U.S. entry die roll. The British can implement the convoy system by committing resources and successfully rolling on the weapons development track. Once implemented, resource losses would go down and U-boat losses would go up, probably by allowing fewer Allied ships to be as effective as larger numbers without convoys. In theory, at least, the Germans could attempt to strangle Britain strategically, and the British could try to manage or eliminate the threat. As always,

there would be demoralization penalties associated with losing submarines and Allied ships in the Strategic Warfare (SW) box.

In addition, rather than making traditional naval sorties, the Central Powers could commit small numbers of surface ships to commerce raiding, which would impact resources in a manner similar to submarines, with the potential for more damaging demoralization losses on the Allies. Unlike U-boats, the British could attempt to intercept the commerce raiders, but at a greatly reduced probability of success (the ocean is a big place in which to find one ship, especially without air resources or radar). Raiders would move to the SW box and contribute separately to the attacks on British resources. Although resource losses would be lesser than massed U-boats, the British would suffer demoralization penalties for each strategic turn there was a commerce raider(s) in the SW box, and the longer a commerce raider remained at sea the greater the penalty would be. There was a lot of panic associated with the relatively few commerce raiders employed by Germany in the war. The British player could allocate some of his ships in the SW box to search and attack raiders instead of submarines. If the search was successful (like interception), a combat would ensue with the most likely result the destruction of the raider, but an occasional loss for the British. And, if a commerce raider is lucky enough to remain at sea for several strategic turns and make it back to Germany, the Germans would get a few demoralization points knocked off as a propaganda bonus!

This naval system will require the Allies to spread out their naval forces to hunt and contain multiple threats, while trying to support other efforts, just as in the real war.

**Conclusion:** That's it! A big game, necessarily, in order to effectively portray all of the essential elements of the war, but nothing overly complex, and we're talking hundreds, not thousands, of counters. In a lot of ways, the game is mostly proposed as a reworked version of **War in Europe Module 1: The First World War**, being of smaller physical size than that game and of moderately increased complexity. Particularly manageable in an electronic format. I certainly would play it. Would you??

## #5 Identify.



## The Battle of Lissa

We have made it to turn 9 in our forum game of **Wooden Ships & Iron Men**. Although *Amphion* has been captured by the French, *Active* continues her struggle against now four



Turn 9

Frenchmen, while her elite crew is locked in melee with the crew from the French frigate *Favorite*. Meanwhile, the Royal Navy frigates *Cerberus* and *Volage* have remained at anchor, holding off three Venetian frigates. The Venetians have suffered from poor sailing, with *Corona* now having run aground twice, this most recent time being permanent, taking her guns out of the game. A smaller Venetian frigate, *Carolina*, finds herself very close to the deadly (land) edge of the map, struggling to get back to the battle against the wind.

The question now seems to be whether *Active* can hold out against the French long enough for her comrades to defeat the Venetians and come to her rescue. Check out our forum game at your convenience at any time!

## Treasurer's Report

Here are the numbers for the last two months:

<b>Total balance, 11-29-14:</b>	<b>\$ 9,599.12</b>
<b>Dividend Earned 11-30-14</b>	<b>2.77</b>
<b>Dividend Earned 12-31-14</b>	<b>2.45</b>
<b>Duncan Rice, 2014 MC expenses:</b>	<b>-22.68</b>
<b>Print K subs and donations:</b>	<b>115.00</b>
<b>Total balance 1-31-15:</b>	<b>\$ 9,696.66</b>

It would appear that our interest rate has gone down a little bit, although I did not receive an announcement. Still better than most financial institutions. We also had our early-year surge in income, reflecting payments for subscriptions to the print version of *The K* (members without internet access only) and donations. Donations are accepted any time. The more donations we receive, the more likely it is that membership will continue to be free.

Until next time!





## Game News

### GAMES

#### Avalanche Press

**High Seas Fleet** is a supplement for the Great War at Sea series that studies this question with background essays, thirty new scenarios, and 70 new scorchless, sootless laser-cut playing pieces. It is not playable by itself; you'll need our **Jutland** game (and only our **Jutland** game) to play the scenarios. You can, of course, just read the essays and fondle the pieces without owning Jutland.

New pieces include German battleships designed but never built: the 1904 semi-dreadnought, the 1905 dreadnought, the 1912 dreadnought with 13.8-inch main guns, and the repeat Baden class super-dreadnoughts. There are additional cruisers and battleships to fill out the classes of the German program, and the full Blücher class of six armored cruisers.

This is a powerful fleet that can stand toe-to-toe with the British Grand Fleet – the fleet the propagandists boasted of but Tirpitz feared to actually build. \$30



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

#### Clash of Arms

**Legion of Honor** is an innovative card game that recreates the personal drama of the Napoleonic Wars.

Using a quick playing, card-driven game system, each player assumes the role of a French soldier, or grognard, starting out as a young sergeant or sous-lieutenant trying to make it in life starting in 1792. Fortunately for the enterprising grognard, he can look forward to over twenty years of continuous war provided courtesy of the Directory and Napoleon!

Against the historical backdrop of major historical events that span the period from the Brunswick Manifesto to The Hundred Days, grognards take advantage of the opportunities that Fate provides to advance their station in life. Or not!

Winning the game is achieved in a number of ways: having the highest award in the Legion of Honor, having the highest military rank or having the most glory or wealth.

The game is entirely suitable solitaire play through six players. \$75

<http://clashofarms.com/LegionofHonor.html>

#### Columbia Games

**Victory in Europe** puts you in control of Axis, Allied, or Soviet strategy in WWII.

Fight in the air, fight at sea, and fight on land with more than 160 hardwood blocks representing the forces of every nation involved.

The game is driven by 108 full color cards that control initiative, movement, and combat.

Every game plays differently. \$90

[http://www.columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product\\_id=3402](http://www.columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product_id=3402)



#### Compass Games

**La Bataille de France 1940** In May 1940, the Second World War took a turn which would change world history forever: the German armies invaded France across the neutral territory of Belgium and the Netherlands. Two months later France had surrendered and the British Expeditionary Force had only narrowly escaped destruction by a near miracle at Dunkirk.

**La Bataille de France 1940** recreates the events of those days and allows the players to reproduce the most famous battles of the Blitzkrieg on the Western Front. at a tactical level. Players take command of either the Allied or Axis forces (or can play solitaire) in the tactical battles of each scenario. \$80  
<http://compassgames.com/index.php/preorders/la-bataille-de-france.html>

#### Decision Games

**Napoleon at Waterloo** is a simple game of the Battle of Waterloo. The system uses the most common and basic wargame principles, such as hexagon movement, firepower ratings, terrain benefits, and a combat results table to allow you to quickly and easily determine the outcome of battles. The rules are only three pages, and the game is only 10 turns.

The game includes all the units present at the battle – French, British, and the Prussian – as well as extra units representing other nearby forces that arrived too late to participate historically. Not all pieces are the same; some are more powerful than others, and different types (like cannon) have different capabilities.

The game is easy and quick to play and can be completed in two hours. It's also a realistic and accurate representation of the Battle of Waterloo. Every hex and piece is printed with a number to make it easy to set up. The map is a beautiful rendition of the actual battlefield, and the pieces feature accurate icons of the uniforms of the units that fought at Waterloo.

Now includes complete computer version. \$30

<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=4201>



**Leningrad**, based on the award-winning **Panzergruppe Guderian** game system, features an easy-to-learn rules format. All the elements of mechanized battle—air power, armor, infantry, logistics, reserves—are present. Game mechanics are straightforward, but the situation facing the players in anything but simple. The strength of Soviet units is unknown to both players until they are first tested in battle, creating the possibility of nasty surprises for either side. The initial German superiority allows them to cut through the Soviets almost at will, but at times the drive must be curtailed to ensure protection of supply lines and to pull units out of the line to replace losses. Continuous Soviets reinforcements enable them to take the battle to the Germans, but strength must be held back to form new defensive lines. The player best able to balance means with objectives, and to avoid mistakes, will win. \$25

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=3004>



#### GMT Games

**1914, Serbien muß sterbien**, The Initial Campaigns on the Balkan Front in WWI realistically covers the battles fought in and around Serbia during the first year of World War One.

**1914, Serbien muß sterbien** (an Austro-Hungarian jingle that translates to “Serbia must die”) is a comprehensively researched model that explores the intriguing set of campaigns fought in Serbia in 1914. The game includes an accurate order of battle and detailed game map. The map encompasses the primary theater of war from Peterwardein in the north, Sarajevo in the west, to Niš in the south-east.

The game system used is the same as found in **1914, Offensive à Outrance** (GMT 2013). The game has a playtested, concise, well written and organized 24-page rules booklet.

**1914, Serbien muß sterbien** includes two short scenarios and a Grand Campaign scenario that covers the period from the initial Austro-Hungarian invasion in August, to exhaustion a stalemate in December. \$55/\$38



<http://www.gmtgames.com/p-430-1914-serbien-mu-sterbien.aspx>

**The Great Battles of Alexander: Deluxe Edition**, the updated, expanded, full-color-enhanced version of the best-selling, multi-award-winning game system that started the Great Battles of History series, includes new game counters, maps, packaging, battles, and scenarios that cover all the major battles from the original game and the Juggernaut module, plus five additional battles—ten in all. **The Great Battles of Alex-**

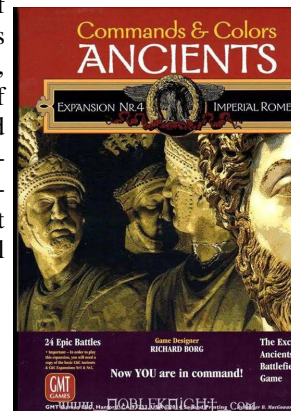
**ander: Deluxe Edition** is virtually the complete history of Alexander the Great and the Macedonian art of war. \$99/\$69



<http://www.gmtgames.com/p-327-great-battles-of-alexander-expanded-deluxe-edition.aspx>

**Imperial Rome** is the fourth expansion for **Commands & Colors - Ancients**. In this expansion we have taken the opportunity to present a number of battles that we just did not have room to include in prior expansions. The Romans fight in Britain at Medway 43AD, against Boudicca at Watling Street 61 AD, and later at Mons Graupius 84 AD. Antony and Octavian of the Second Triumvirate battle it out twice with Cassius and Brutus at Philippi 42 BC. But the main focus of this expansion is Rome's conflict against the Parthian Empire, Teutonic Barbarians, and internal turmoil of civil wars until Constantine becomes the undisputed Roman Emperor around 325 AD.

**Imperial Rome** is packed full of unique and interesting play concepts and new units: cataphracted cavalry, wagon laager forts, massed units of horse archers, light infantry, and more. Each of these concepts operates within the confines of the original system rules, with only slight modifications to reflect historical abilities and importance. \$50  
[http://www.nobleknight.com/ProductDetailSearch.asp\\_Q\\_ProductID\\_E\\_2147569518\\_A\\_InventoryID\\_E\\_2148193794](http://www.nobleknight.com/ProductDetailSearch.asp_Q_ProductID_E_2147569518_A_InventoryID_E_2148193794)



#### High Flying Dice Games

**Head Honcho: Jet Combat over the Yalu** is the Consim-world Donation Drive Gold Level game for 2015. An introductory level game on jet combat over the Yalu featuring the F-86, the F-84, and other aircraft battling the Communist MiG-15s for air supremacy.

**Head Honcho** is not meant to be the most accurate of air warfare simulations. Rather, players should find this an entertaining diversion that still captures the “essence” of the violent and tense nature of Korean War jet combat. Similar to other minigames using this design (**Dueling Eagles**, **Fighting Eagles**), **Head Honcho** serves to introduce newcomers to the hobby of simulation gaming. \$6

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



## Iron Maul Entertainment

**Siege Warfare** is a fully customizable card game based on actual military history. There are no wizards or monsters. Instead we have focused on the rich history of the great military leaders of our past.

Iron Maul Entertainment is proud to present **Siege Warfare** and our first set **American Civil War**. Choose from many cards like Abraham Lincoln, Robert E. Lee, Ulysses S. Grant, Stonewall Jackson, and Gettysburg.

<http://siegewarfare.com/index.html>

## Matrix Games

**Frontline: The Longest Day** 6 June 1944 D-Day is the Allied operation that launched the successful invasion of German-occupied western Europe during World War II.

Players command the Allied forces through some of the most famous battles of the war, freeing Europe from the hands of the German Army.

It includes several massive and very challenging battle campaigns, all inspired by historical missions which took place during operation Overlord: Utah, Omaha, Gold, Cherbourg, Sword, and Juno. For the PC. \$4 download; \$14 boxed.

<http://www.matrixgames.com/products/544/details/Frontline:The.Longest.Day>

**War in the West** 4 years after the release of **War in the East**, Gary Grigsby is moving the action to the Western Front with his new grand operational/strategy masterpiece: **War in the West!** In this monster wargame, players will take command of both Allied and Axis forces and relive the biggest operations in Italy, France, the Netherlands, and the other main battlefields.

Developer 2by3 Games has used all its talent and experience to create a deep historical simulation with an incredible level of realism. Order of Battle, logistics, air war, weather, terrain features... all of the ingredients that made this front unique are included in this wargame, and players can dig into all the details to make their plans come together. To help you get up to speed, five video tutorials and a Player's Handbook along with introductory scenarios complement the full game manual and grand campaigns. Defeating the German army or defending the Atlantic Wall is a very challenging task, and both players and AI have multiple assets and possibilities to rewrite history.

The game features 3 main campaigns and 7 smaller scenarios for a comprehensive coverage of combat in Western Europe between July 1943 and mid 1945. \$80 download; \$95 boxed.

<http://www.matrixgames.com/news/1571/>

## Minden Games

**Combat Leader: East Front '41** is the foundational game of the series, and contains all game components and standard rules (plus advanced options) necessary to play. Players command a single German or Russian squad in rural (and varied) terrain during the initial months of Operation Barbarossa in 1941. Besides the supplied scenarios, there is an almost limitless number of situations you can design on your own.

Soldiers are armed with various weapons. Each weapon has its own characteristics for range, penetration, effectiveness, and

reliability. Enough men are supplied (33 for each side) to fit out squads of many different varieties.

Supplied scenarios include: Clash of Squads (CL1), Meeting Engagement (CL2), Hotel Henn (CL3), Scamble at Dusk (CL4), Reconnaissance in Force (CL5), and Breakthrough (CL6). Each scenario has its own victory conditions, special rules, and play variants.

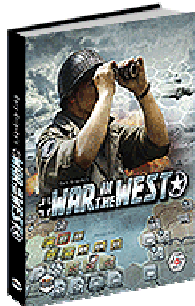
The game comes complete with two maps (8.5"x 11" each), German counter set (60 counters & markers), Russian counter set (60 counters & markers), two identical double-sided Reference Cards, three double-sided Scenario Cards (with six scenarios), and a 12-page illustrated rule booklet. \$19

[http://minden\\_games.homestead.com/CombatLeader.html](http://minden_games.homestead.com/CombatLeader.html)

## Red Raven Games

**The Ancient World** (boxed game). In an ancient world forgotten by time, enormous titans terrorize the land. Five tribes have been fleeing from the titans for centuries, but things are about to change. Growing city-states pledge to end the reign of terror, determined to take on the titans and make the world a safer place for all. Each city-state competes to attract the tribes, eager for the strength of the combined peoples, who are now leaving behind old traditions with the hope that the titans can be defeated once and for all. In **The Ancient World**, players compete to grow the largest and most influential city-state by managing citizens, treasury, and military and by defeating titans. Players take turns sending citizens to take special actions or using military cards to attack titans. One of the actions a citizen can perform is to build Empire cards, which give more citizens, money, and abilities. A city-state's influence in the world is measured by sets of tribe banners that it owns. Each Empire card has one or more tribe banners, and tribe banners can also be gained by defeating titans. Players gain victory points (VPs) for sets of tribe banners. After six rounds, the player with the most VPs from sets of tribe banners wins. \$55 or \$45 from Noble Knight.

<http://www.nobleknight.com/newsletter/newsletter.html#13>



## Vae Victis

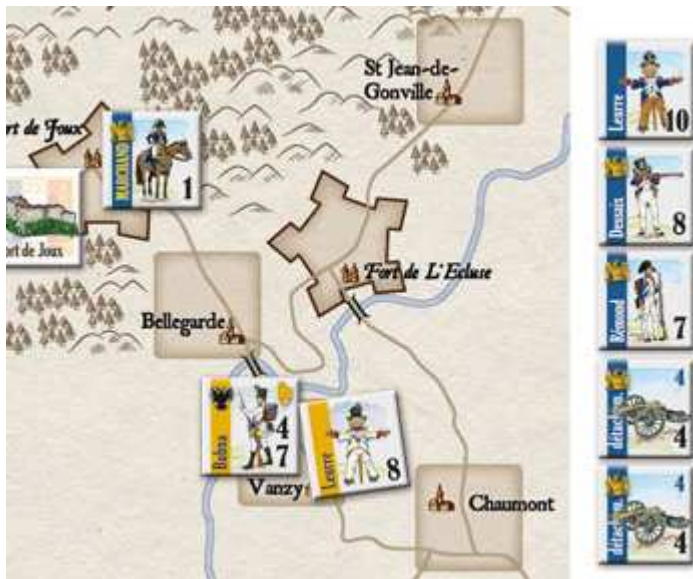
**The Marshals III—Augereau and Eugène 1814** covers the campaigns of winter 1814 that took place in France north of Lyon and in Italy on the Mincio. These theatres of operation are considered to be minor since they occurred far from the Emperor's view who was engaged in the north of France. Nevertheless, important and little-known battles took place there where the young Marie-Louise, the conscripts of the French army, displayed extraordinary courage. The first campaign, that of Marshal Augereau in France, recounts in three scenarios the march on the flanks of the Austrian army engaged against Napoleon.

In the first, the “Lion of Castiglione” must seize Geneva to cover his march on the enemy lines of communication. The second relates the Austrians’ offensive return from Dijon and the fall of Lyon after the battle of Limonest. The third covers the whole campaign from the beginnings of Augereau’s timid offensive to the loss of the “capital of the Gauls.”

The second campaign, led by Eugène de Beauharnais, describes the fierce combats for the supremacy of northern Italy. Threatened at his rear by the betrayal of Murat who is moving up from the south of the “boot” with his Neapolitans, Eugène withdrew from Verona to Mantua. The first scenario, very brief, simulates the about-turn of the French on the Mincio to counter the Austrian advance. The second covers the whole campaign from the evacuation of Verona to the victories of Eugène against various enemy threats.

With this new volume, **The Marshals** series evolves. The more imposing strengths of these campaigns required some adaptations that allowed for simulating the march of an entire army corps. These new rules are compatible with the previous modules with some minor adaptations.

Designed by Denis Sauvage. 24,60 €. Rules in English.

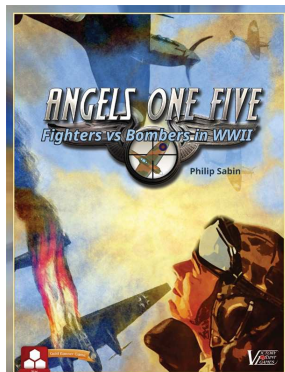


<http://vaevictis.histoireetcollections.com/en/publication/3423/the-marshals-iii-augereau-eugene-1814-pre-order.html>

### Victory Point Games

**Angels One Five** puts players in charge of British and German Squadrons as they duke it out for air superiority over the battlefields of Europe. Unlike other air wargames, this one is not tactical (individual dog fights), nor strategic (conducting bombing campaigns); **Angels One Five** is uniquely operational in scale with combat conducted via squadron-size units.

The game comes with fourteen scenarios covering famous battles between the RAF and the Luftwaffe, as well as a scenario generator for infinite replay ability. The game is easily played solitaire, or by multiple players, each commanding one or more flights of escorts or interceptors.

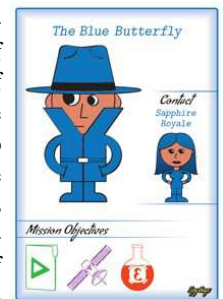


Wargames author, professor, and designer Philip Sabin introduced **Angels One Five** in his book, "Simulating War," and this Victory Point Games edition has polished the game's original components to bring you a great simulation game experience. \$45

<http://www.victorypointgames.com/angels-one-five.html>

Tovarich Pizann's **Spy Guys** is a deceptively simple hand-and-tableau game of deduction and "take that!" where each of the 3 to 6 players is a spy trying to be the first to collect a set of four cards needed to complete their mission and escape! Since not everyone needs the same cards, players will discover fascinating moments of cooperation and conflict. Players with a hint of good memory, a good read of human nature, and a dash of luck can get their spy safely home first. \$14

<http://www.victorypointgames.com/spy-guys.html>



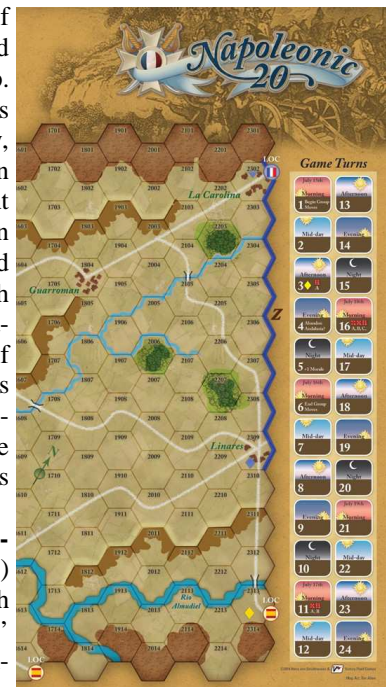
### España 20: Volume 1

The **Napoleonic 20 Series** features games of only modest complexity, each with a focused scope and low unit density (typically fewer than twenty pieces per side). The dramatic, fast-playing turns feature compelling historical narrative told through random event cards and the exciting ebb and flow of military units maneuvering and engaging in battle on the map. Considered one of Wellington's finest battles, **Arapiles 20** (July, 1812) from Lance McMillan focuses on the hard-fought meeting engagement between his veteran British forces and Marshal Marmont's French army in the hills south of Salamanca. With two armies of equal strength, victory requires careful planning, precise maneuvers, and exact timing to take advantage of the opportunities offered by unexpected events.

**Hans von Stockhausen's Bailén 20** (July, 1808) showcases the stunning triumph of General Francisco Castaños' Spanish army over French General Pierre Dupont's *Corps d'Observation* operating in the mountains of Andalusia. This game challenges both players: The Spanish must struggle to coordinate the actions of their large and enthusiastic but mostly untrained army, while the French must decide whether to try and hold against superior numbers or conduct a fighting withdrawal back to Madrid. With Spanish guerrillas, a baggage train full of looted treasure, and treacherous Swiss mercenaries who might change sides in the middle of the battle, **Bailén 20** offers players plenty of military adventure. \$45

**Bailén 20** offers players plenty of military adventure. \$45

<http://www.victorypointgames.com/espana-20.html>



## Wargame Vault

**Centuria**, from Massimo Torriani, is a wargame for two players or more that lets you simulate battles set in the Ancient Period. The game uses our well-known Action/Reaction mechanism but now includes exciting new rules to better simulate the dynamics of these battles and will allow you make many strategic and tactical decisions that will help you on your way to victory. Closing ranks at the right time, charging the enemy when he's disordered, and making the most of his hesitation to break his lines, these are just some of the new ways of fighting that you'll find in these pages. The system allows you to play with any scale of miniature and keeps the base sizes fixed while just changing the number of miniatures that are on them. As well as a points system to help you balance your games, each unit also has a Training Value, a value that shows its prowess in Melee, an Armour Value and a number of losses that it can take. The rules also contain three classic scenarios, Vanguard, Ambush, and Sacking the Camp which will test your command skills. The game is easy to learn and a normal game will last a couple of hours. Inside you can find 6 armies but you can download another 20 for free on this site. \$13

<http://www.wargamevault.com/product/143059/Centuria>

## Z-Man Games

**North Wind** Pirates are raiding the nearby cities that are part of the Trade Alliance. The battered harbor towns call on your help. Your tasks will be numerous, and some more dangerous than others. From supplying the towns with various goods to surviving encounters with deadly pirates, your ship will be your life.

In this game for 2 to 4 players, you will arm and crew your ships with cannons, sails, and gunners to return calm and prosperity to the Trade Alliance. \$45  
<http://zmangames.com/product-details.php?id=1593>

**The Stauffer Dynasty** The Stauffer family proved itself a great dynasty in the 12th and 13th centuries, as it produced several Roman-German kings and emperors. The most famous of these was Duke Frederick I, also called Barbarossa for the redness of his beard. Yet, it was his son, Henry VI, who was crowned and succeeded in expanding the family's empire. Because of him, this great empire stretched from the North and Baltic seas all the way to Sicily in southern Italy.

You travel with Henry VI throughout his realm. With skill and foresight, you and your entourage strive to hold the reins of power, which in turn provide exciting benefits. If you can keep your opponents at bay, you might become an influential prince. \$60

<http://zmangames.com/product-details.php?id=1695>

## MAGAZINES

### Battles Magazine

Now available for preorder from Battles Magazine. Issue #10 weighs in with no less than 132 pages, including reviews, analysis, interviews, general articles, and featuring the following insert game.

**War of Tank: France 1940, The Breakthrough at Dinant** covers the very beginning of the infamous sickle cut, the incredible German blitz that would end two weeks later at Dunkirk. Scale is battalion (with some companies), 1 hex equals 1 mile, and each turn represents one day. Preorder Price: €24 (a savings of €5).

<http://battlesmagazine.com/eshop/index.php> At this site, issue #9 can be downloaded free.

### Boardgaming Life

A survey of games on the Battle of Gettysburg.  
<http://theboardgaminglife.com/2014/12/20/gettysburgs-gettysburgs-a-boardgaming-life-review/#more-5408>



### Take me to your Leaders!

An essay on how some of the great commanders of history (as well as some passing references to some absolute McClellans) have had their greatness (or utter hopelessness) represented in pure cardboard form. Paul Comben @ The Boardgaming Way  
<http://theboardgamingway.com/take-leaders-alexander-caesar-napoleon-counters-wargaming-essay/>

*C3i Magazine*, #28 will be a 64-page, full-color issue. **Unconditional Surrender! Case Blue** is a 2-player game covering the World War II military campaigns fought in southern Russia from mid-1942 to early 1943. One side controls the armies and air forces of the Axis, while the other side controls those of the Soviet Union. Using simple mechanics, players focus on the strategic action. Armies move and fight in an integrated movement/combat activation system. Air wings suffer reduced effectiveness based on their level of activity. And all force action and replacements are dependent on basic production system. Game designed by **Salvatore Vasta**. \$25/\$17  
<http://www.gmtgames.com/p-522-c3i-magazine-issue-28.aspx>

*Modern War* #16 **Visegrad: The Coming War in Eastern Europe** covers a hypothetical conflict between the forces of the Eastern NATO and Russia. With the US in retreat in the world, and the Russians getting overly aggressive, it could be that a resurgent Russia could make an attempt to take back its classic sphere of influence. This, factored in with the fact that Russia is the primary energy source for much of Europe, has made them overly powerful. The biggest threat to the Russian energy dominance is amazingly the country of Poland. Recent technological breakthrough in 'Fracking' has made the Polish shale resources the number one competitor to Russian energy domination. So, once again, the two nations may well be on a collision course to destiny. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW16>

### Obscure Battles

**Kolin 1757, Seven Years War** 18 June 1757. A battle analysis. This was Frederick's first unmitigated defeat in battle, one that even his own subsequent propaganda couldn't disguise. Where Lobositz the year before had been more or less a tactical draw, and to the Austrians a strategic victory, this battle, fought on the home maneuvering grounds of the Austrian Army, was an unmistakable victory for the Habsburgs. Moreover, Kolin was also strategic in that it demonstrated to Austria's new allies, the French, the Russians, and the Holy Roman Empire, that Austria was a major force and could defeat the "invincible" and terrible Frederick.

And for wargamers who like to play the underdog, or who find more affinity with the Austrians, Kolin is a good subject. It has plenty of room to maneuver, plenty of opportunities for both sides to make blunders, and the ground was hard and relatively easy to move across. Also, the Austrians were at their peak of combat performance this century, every bit the match for the ferocious Prussians. (See the section on War Gaming Kolin toward the end of this article.)

<http://obscurerattles.blogspot.com/2014/11/kolin-1757.html>

*Paper Wars* #79 features the insert game, **Thunderbirds at War**, a solitaire game based on the operational diaries of RCAF 426 Sq. during its first five months of night operations from January to June 1943. \$35

<http://compassgames.com/index.php/paperwars/issue-79-magazine-game-thunderbirds-at-war.html>

*Slingshot* #297, Nov./Dec. 2014, contains articles on:

Alexander's Army at the Hydaspes, by Duncan Head

The Ancient Indian Army of Poros, by Jeff Jonas

Command & Colors on the Tabletop (2), by Steven Neate

Emperors, Elephants & Electronic Discussions, by David Kay

The Elephant in the Room, by Mark Fry  
An Anglo-Irish Urban Militia, by Mick Hession

When Caesar's Away, the Gauls Will Play, by Chris Hahn

The Classical Indian Archer, by Richard Lockwood

<http://soa.org.uk/joomla/>

*Strategy & Tactics* #291 contains **Warpath**, covering the campaign for control of Indian Territory during the American Civil War. The map covers all of the ostensibly neutral Indian Territory, plus part of the neighboring Union and Confederate states. The playing area has spaces in lieu of hexes; each space is classified according to its dominant terrain which affects movement, combat, and supply. Some of the 204 counters represent the infantry and cavalry regiments and artillery batteries used by each player to create forces on the map. Each turn represents six months of real time.

The action is driven by players alternately drawing campaign markers. Most markers enable the drawing player to conduct one or more operations, one operation being (1) moving and fighting with one force, (2) recruiting a unit, or (3) building a fort. Other markers allow the drawing player to control the "wild" Kiowa and Comanche Indians raiding from the west; they represent a danger to both sides and control switches back and forth as the control markers are drawn. The length of a turn is variable and unknown to either player; it ends after two "End" markers have been drawn from the campaign marker pool. \$35

[http://shop.strategyandtacticspress.com/ProductDetails.asp?](http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST291)

[ProductCode=ST291](http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST291)



*War Diary* Winter 2015 When you subscribe (or resubscribe) beginning with issue number four, you will receive at no additional charge, a copy of John Poniske's newest game, **Ball's Bluff**. Published jointly by *War Diary* Magazine and Legion Wargames, this game features a full color 17" x 22" mapboard, 96 die-cut counters, and complete rulebook. Units for this American Civil War battle are company level, and each hex represents 40 yards.

All subscribers will receive a discount code good for 25% off any purchase from Revolution Games.

<http://wardiarymagazine.com/>

*World at War* #40 contains **Rampage & Stalingrad Cauldron** in a Special Two Game issue.

**Rampage** is a purpose-designed solitaire wargame that covers the fighting in northwest Europe from the time of the Argentan-Falaise encirclement in mid-August 1944 through the end of September. You actively command the Allied forces, while the rules system directs you in the handling of German forces. You win by accumulating victory points via seizure of key areas on the map.

**Stalingrad Cauldron** is a purpose-designed solitaire wargame that covers the fighting in the areas of German Army Groups A and D from the time of Sixth Army's encirclement late in November 1942 through to its destruction at the end of January 1943. The single player actively commands the Soviet forces, while the rules system directs the player in the deployment of the Axis (German, Italian, and Hungarian) forces. The player wins by accumulating victory points by achieving the destruction of Sixth Army's component corps and the seizure of key areas around the map. \$35

[http://shop.strategyandtacticspress.com/ProductDetails.asp?](http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW40)

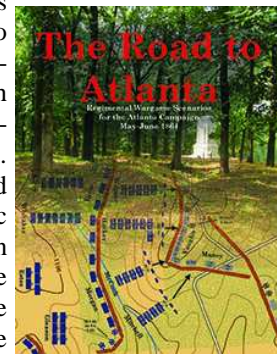
[ProductCode=WW40](http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW40)



## BOOKS

**The Road to Atlanta: Regimental Wargame Scenarios for the Atlanta Campaign May-June 1864.** The Atlanta Campaign was a decisive moment in the American Civil War. From Rocky Face Ridge to the slopes of Kennesaw Mountain, fight your way south just as the generals and soldiers did. See if you can do better on the game table! These scenarios are designed to be used with almost any American Civil War regimental or brigade level set of rules. Rules are included for figures based on 20, 30, 40, 50, and 100 historic men per figure/stand. Times are given for 10, 15, and 20 minutes per game turn. Maps are in full color, as are the numerous color photographs of the modern battlefield. This book does not contain rules for playing miniature wargames. \$14

<http://www.wargamevault.com/product/143011/The-Road-to-Atlanta-Regimental-Wargame-Scenarios-for-the-Atlanta-Campaign-MayJune-1864>



# Upcoming Events

**Feb. 13-15**, Plymouth, MN  
CON OF THE NORTH  
<http://www.conofthenorth.org/>

**Feb. 13-16**, San Ramon, CA  
DUNDRACON  
<http://www.dundracon.com/index.php>

**Feb. 13-15**, Los Angeles, CA  
STRATEGICON: ORCCON  
<http://www.strategicon.net>

**Feb. 13-16**, Los Angeles, CA  
ORCCON  
<http://www.strategicon.net/>

**Feb. 19-22**, Morristown, NJ  
DREAMATION 2015  
<http://www.dexposure.com/d2015.html>

**Feb. 20-22**, Toledo, OH  
BASHCON  
<http://www.bashcon.com/>

**Feb. 21-22**, Auckland, New Zealand  
THE BATTLECRY CONVENTION 2015  
<http://www.battlecry.co.nz/>

**Feb. 19-22**, Mansfield, MA  
TOTAL CONFUSION  
<http://www.totalcon.com/>

**Feb. 23 - Mar. 1**, Charlottesville, VA  
PREZCON  
[www.prezcon.com](http://www.prezcon.com)

**Feb. 27-Mar. 1**, Victoria, BC  
GOTTA CON GAMING CONVENTION  
<http://www.gottacon.com/>

**Feb. 27-Mar. 1**, Roanoke, VA  
MYSTICON  
<http://mysticon-va.com/>

**Feb. 28-March 1**, Kenosha Junction, WI  
MIDWEST OPEN  
If you like **Victory in the Pacific**, this is the place to go.  
262-654-5044  
AREA1@ATT.net

**Mar. 6-8**, Boston, MA  
PAX EAST  
<http://east.paxsite.com/>

**Mar. 13-15**, Stamford, CT  
CONNCON  
<http://www.conncon.com/>

**Mar. 13-15**, Midwest City, OK  
TWISTERCON 2015  
<http://www.twistercon.com/>

**Mar. 13-15**, Austin, TX  
SXSW  
<http://sxsw.com/exhibitions/gaming-expo>

**Mar. 13-15**, Monterrey, Nuevo Leon, Mexico  
CJMC 46  
<http://www.ecreativo.com/>

**Mar. 13-15**, Sacramento, CA  
CONQUEST SAC  
<http://www.conquestsac.com/>

**Mar. 13-15**, Covington, KY  
A&G CON  
<http://cartooncon.org/>

**Mar. 13-15**, Franklin, TN  
TENNESSEE GAME DAYS  
<http://tngamedays.com/>

**March 19-22**, Portland, OR  
GAMESTORM  
<http://gamestorm.org/>

**Mar. 20-22**, San Diego, CA  
HANADOKI CON  
<http://www.hanadokicon.org/>

**March 27-29**, Vancouver, BC Canada  
TRUMPETER SALUTE  
<http://www.trumpetersalute.com/>

**Apr. 10-12**, Glen Ellyn, IL  
CODCON XX  
<http://www.codcon.com/>

**Apr. 10-12**, Detroit, MI  
MIDWEST MEDIA EXPO  
<http://www.midwestmediaexpo.com/>

**Apr. 17-19**, Winchester, VA  
1D4CON 2015  
<http://1d4con.com/>

**Apr. 17-19**, Lexington, KY  
LEXICON TABLETOP GAMING CONVENTION  
<http://lexicongaming.com/w/>

**Apr. 24-26**, Richmond, VA  
RAVEN CON  
<http://www.ravencon.com/>

**April 24-26**, St. Charles, IL  
LITTLE WARS  
<http://www.hmgsmidwest.com/>

**June 20-27**, Tempe, AZ  
CSW EXPO 2015 [15TH ANNIVERSARY]  
MonsterGame.CON XV (2015)  
<http://expo.consimworld.com/register>

**August 3-9**, Lancaster, PA  
WORLD BOARDGAME CHAMPIONSHIPS  
<http://www.boardgamers.org/>

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>



## Many Years in Wargaming by Omar DeWitt

[There are undoubtedly errors in dates and names in the following. Please excuse them.]

Although I was always interested in games in my youth, my first introduction to wargaming came in 1959 when I was looking for a gift for my brother for being my best man. He was interested in the Civil War, and I somehow happened on a copy of Avalon Hill's **Gettysburg**, perhaps in Macy's. I gave him a copy and soon bought one for me. They were \$5 each at the time, and that was when a dollar was real money. [My first job in 1959 brought in \$4,900 a year.]

Wayne never did much with his game, but I was intrigued. I talked Sue, my wife, into playing a game. I was the Confederates and was wiping the board with my clever tactics. I had driven the Union south of Gettysburg when the Union cavalry came on. You probably don't remember the rules of the original game, but if the defenseless counter of the general was captured, his entire army/corps/division was eliminated. Sob. My generals were all at a bar in the town celebrating victory, when the Union cavalry galloped in.

Despite that ugly defeat, I bought **Tactics II** and played mostly by myself. For three years I worked in publishing in New York City. During my lunch hour I would walk around town visiting book stores mostly. One day I walked into Brentano's on Fifth Avenue. They had a room on a side street that was piled with real **games!** The one that caught my eye was called **D-Day**, but there were others: **Dispatcher**, **Management**, **Le Mans**, **Verdict II**, and **U-Boat** (I think this is correct, but **Baseball Strategy** and **Football Strategy** might have been in the mix, too). I eventually bought them all, but what a *bonanza!* (An aside: for a short time, AH published two religious games: **Journeys of St. Paul**, and **Year of the Lord**.)

After three years in publishing, I entered the profession of teaching, and for the next three years I taught in Passaic, NJ. We lived in Elizabeth, NJ, all the time. By subtle manipulations I was able to interest a few of my students into playing wargames. I had visited a/the distributor of Avalon Hill Games in New York City and somehow he let me buy the games for half off, in groups of six, shipped from Baltimore. I continued doing that throughout my teaching career.

While teaching in Passaic I lost my first game of **Afrika Korps**. To a student. Sigh. I had to attribute that to my grand teaching abilities. The next game I remember losing was to Bill Perry, our archivist. Over the years, however, I was fairly fortunate in that game.

**The Battle of the Bulge** first came out then. I remember spending a Saturday in Passaic playing a game with one of my students. I was heartless with (most of) those poor guys. Did I mention the school went through the eighth grade?

I don't remember how I learned about AHIKS or when exactly I joined as number 44, but in the only *Kommandeur* of 1967, a mimeographed issue, my name is on the first page. I had run for Secretary and received one vote (mine, I assume). We were teaching in Buffalo, NY, but we often drove back to New Jersey to visit Sue's parents. On one such visit I looked up Henry Bodenstedt, the AHIKS' Judge who also printed the newsletter. He ran a hobby shop selling model trains, games, and many other models. He wasn't too excited about being Judge; when I drove back to Buffalo, I was the Judge of AHIKS! This was announced in the spring issue of 1968.

It is amazing what happens when one visits people. Chris Wagner, an AHIKS founder and publisher of a magazine titled *Strategy & Tactics*, lived somewhere I visited. At the time he was the Avalon Hill answer man. Buyers bought AH games and often had questions. They mailed them to Baltimore, Tom Shaw collected them (affectionately called "the nut mail") and mailed them to Chris, who answered them and mailed them back to the sender. Chris was busy working and putting out his magazine and wanted to drop answering AH questions. I, being the AHIKS' Judge, had no aversion to answering questions. I'm sure he did not just hand over the answering to me, but we arranged with Tom Shaw that I would take over the job. It paid 20¢ a letter, and some letters had many questions. I was then answering queries from AHIKS' members and from Avalon Hill customers in the fall of 1968. *What power!*

Sometime around here I visited the Avalon Hill offices in Baltimore. From all I could gather from what I saw, there was one full-time employee: Tom Shaw. The rooms were empty of people; I remember no games set up. Tom had designed **Baseball Strategy** and **Football Strategy** outside of Avalon Hill. When AH picked up those games, Tom went with them. He was a gracious host.

Poultron Press started up, led by Jim Dunnigan. When I first visited them in New York, they were in a basement down a long hallway, in a fairly large room. Metal shelves on the walls held the game parts for the Test Series Games. The counters were printed on sheets of paper; one had to mount them by hand. As I remember, everything was in black and white. Tom Dunnigan was not there, but the two or three fellows working there told me where he lived. So I went up to his apartment to meet him. The biggest problem any company has when first starting up is getting customers. I was the Avalon Hill answer man. I could not give him the addresses of those who queried, but I felt it was OK to insert a Poultron Press ad in the answers I sent out. Which I did. I kept careful records so that I sent out only one ad to a customer. Some of these customers, I found out later, wrote Tom Shaw asking about the ads. Tom never said anything to me, but years later it came up between the two companies. I believe AH wanted somehow to be recompensed. Nothing came of it as far as I know. While not shinningly bright, I did not think my actions were bad—helping a new company get customers.

As well as answering questions for AH, I edited the rules for **Luftwaffe**, designed by Lou Zocchi. I also corrected the rules for **Kriegspiel** and **The Stock Market Game**.

Sue and I have traveled since the early 70s. When I told Tom we would be away for a couple of weeks, he said that Avalon Hill would take over answering the queries. Randy Reed would take on the questions (although he did not seem eager to do so).

A few years after I had first visited Poultron Press, I was back in New Jersey. I wanted to stop by, and I phoned them. They were there. It was after sundown when I got to New York and found the building where they had basement lodgment. I walked down the long hallway thinking it was strange. A single light bulb hung from the ceiling, but there was no noise. Odds and ends were on the floor. The door was ajar. I opened it. The room was empty.

And I had phoned. I went back on the street and found a pay phone (this was long before cell phones). Yes, they were there,



but they had moved. With directions I did find them, up a couple of floors, with several well-lighted rooms. Business was picking up. They moved again a few years later. Business was good.

All this time I was playing games with AHIKS' members. The basement in Buffalo was half mine. There was a desk, typewriter, and a four by eight foot desk in the middle of the floor. It was supported by two two-drawer file cabinets. Underneath was a kind of shelf that would accept the **Blitzkrieg** map board. There was a wooden cabinet I had made that held around seven set up AH-size games. On the wall was a map of SE Great Britain with pins in it: **The Battle of Britain**. You may remember that it did not use the hexagon grid; it was of squares with every other row shifted; like a brick wall. I had thought of the design when I was giving a math test and was looking at the cinder-block wall. I don't know if anyone else came up with the idea; no one ever claimed to have that I know. I had no desire or expectation of any remuneration for the idea, but a thank you nod would have been nice. I wrote the publishers a query. No answer. After another letter or two, they did send me some printed sheets with the staggered squares on them. But no acknowledgement.

In 1971, I was elected President of AHIKS and held the office until 1976. Dieter Cordes became Treasurer, Tom Oleson Judge, Tom Mohrmann Editor, and Gene Gardner ICRK-Meister. What in the world is an ICRKMeister? In the old days, when one had to carry water into the house in wooden buckets, things were tough. One of the drawing cards of AHIKS in those days was a simple means of resolving combat between people on different continents. At the start of a game, each participant was sent a sheet of paper on which were some two dozen columns labeled with letters. The column contained the numbers 1 through 0; next to each number was a die face (1-6). The member attacking would write out his attack and pick a number, say B-6. The opponent would check his ICRK and find out what the result was. Members played differently; some had the column (B in this case) mailed back with the opponent's next move; some waited until the end of the game.

When I became President, I found out how the ICRKs were generated and that more were needed. The letters at the top of the column could be changed for different members, but we wanted a larger group to choose from. I remember making new ICRKs, sitting at the table in the basement rolling dice! With the help of Carl Benton, we did devise a computer-generated ICRK.

Along the way, Poultron Press became Simulations Publications, Inc., and acquired *S&T* from Chris Wagner. The great graphics guy, Redmond Simonson, joined SPI. Game after game was turned out by SPI, and Avalon Hill put out one or two quality games a year.

In 1975 we moved from Buffalo back to Elizabeth. I had burned out as a teacher. Sue went back to the school she had graduated from, in an administrative/teaching role. I drove a school bus and worked in maintenance.

But before I took that up, I worked for SPI.

I went down to their new location, a whole floor in a business building, with hat in hand, and Jim Dunnigan and Howie Barasch were good enough to hire me. They moved a desk into the back room next to the graphics people. Time has clouded most of what I did, but I do remember Jim calling me into his office. [He had a corner room with book shelves on one wall

and a maze of plastic tubing running over it for his gerbils to move through.] He said he wanted me to design a game [*design a game!!*]. The Russian side would have six counters and the U.S. side would have four counters. There would be some woods and a couple of towns. Go for it. [*Huh!!*] He had just designed the game; now I had to develop it. I'm afraid I did not do a very good job. Redmond eventually took it over and turned out **Strike Force One**, an introductory game that was given away free.

The entire staff (except for Jim, I believe) went to Baltimore for Origins I that summer. SPI had recently published **War in the East** and that game was on the roster. The monitor, Oktay Oztunali, was not able to get there the first day, and I was assigned to cover for him. I knew absolutely nothing about the game. However, the game was so huge, 4 or 5 maps and pounds of counters, that the first day was spent setting the game up. I think Oktay showed up before there were any questions. That was almost 40 years ago. About all I remember of it was the excitement; the *first* wargaming convention!



Origins I

During that summer, I ran into Sid Sackson quite often. He was a great game designer, and he wrote a column in *S&T*. A hanger-on was a fellow named Richard Berg. Jim had advertised an offer to teach game design (for a fee, of course). There was only one person who showed interest: Richard Berg. It must have been a great course. Among the many things Richard has done in wargaming was being a member of AHIKS. He was editor of *The Kommandeur* in 1974-5.

My game **Hamburger Helper** was published in Vol. 9 No. 3 of *The K*. It was about the Donner Party with an idea stolen from Dennis P. O'Leary. After seeing the member reaction, I decided not to mount the counter and go "public."

In September of 1975 I left SPI to drive a school bus, but I kept in touch on a somewhat regular basis. On one visit, Terry Hardy called me into his



Sid Sackson 1972

office and asked me if I would be interested in designing a quad-size game of the Battle of Eylau. I had never heard of the battle, but I said, "Yes." (I am sure you know it was a Napoleonic battle in the middle of the winter of 1807 against the Russians.) I visited New York's fabulous libraries to get data for the game. We playtested it, and, when it was ready, SPI put it on the shelf. It was several years before a hiatus in game production brought it up for publication. Redmond did some changes to the game, which I disagreed with. (I wrote a game review panning the game.) However, it is the only game on the battle that I am aware of that admitted it took place in winter. Some of the other games I looked at had marshes, lakes, and rivers. Not true. Everything was frozen over.

I worked on another game for SPI's mini-game series, which included **The Beast That Ate Sheboygan**. It was a western shootout using my staggered square grid. The western gunmen, such as Wyatt Earp, could load a bullet, take a shot, or move. The gunmen were rated in these actions.

In 1976 I was cured of my burn-out and went back to teaching. SPI ran the third Origins in 1977 on Staten Island. I presented a history of wargaming on about a dozen 3 by 4 foot sheets of cardboard along one wall. I took it to a few other Origins in the next few years.

Sometime around here I started hosting an annual gaming get together, primarily for AHIKS members. It lasted a weekend, and I was able to sleep several members at our house. For some reason, Sue often was away visiting her parents during these gatherings. It was great fun, although I didn't sleep very well. One night I did get to sleep early...and the phone rang. Some young wife wanted to know if her husband had made it there OK. I did not get back to sleep.

Is there anyone else around who saw the softball game in Ann Arbor, Michigan, in 1978 at Origins between the Avalon Hill Swallows and SPI? It was an exciting game, and I have forgotten most of it. Toward the end of the game, Avalon Hill was well ahead, 5 or 6 runs. SPI came to bat and started chipping away at the lead. At one point, Jim Dunningan, who did not know the rules of the game!, was sent in to run. I think he knew what direction to run, but that was about it. Did he score? I don't remember, but SPI did tie the game, and it ended in a tie.

In 1986, Sue and I quit our high-paying jobs (\$25,000 a year *each*) and moved to New Mexico. For a year or so before the move, I started selling my giant game collection. I had been in wargaming since its inception and had collected most of the games published as well as many non-wargames. I kept some games and didn't sell all those I wished to, but a great many games went to other gamers.

It was in January of 1991, I believe, that I dropped out of AHIKS. Sue and I were on one of our frequent travels in December of 1990, and the dues notices were late. When we returned, I sent in my regular dues (there was a dollar penalty if one was late). The Treasurer sent back my check, saying it was late and AHIKS needed the money (the extra dollar). I was irritated, considering what I had done for AHIKS, and the fact the notice came late, and the fact I was away. I did nothing, the Treasurer did nothing but drop my name from the membership.



My return to AHIKS eight years later is a bit vague. It had to do with Les Deck. Les and I had both lived in Elizabeth, NJ, and had often played face-to-face. He had been Match Coordinator when I dropped out, and he still was, although my impression was that he was running AHIKS now. I was reinstated, paid my dues, and was again a member of AHIKS.

Being essentially retired, I had free time. The office of Treasurer became open, and I took over the job. A year or so later I expressed a desire to edit the newsletter. This was OKed by whoever OKed such things, and I was to help the current editor, Tom Pavy, for a few issues, then take over. However, as soon as I showed interest, Tom stepped down and did not renew his membership, which I thought was rather strange. I've been the editor since June 2002.

In the early days, it was hard for me to find material to fill up the twelve pages of the newsletter, which was printed and mailed to all members. I used large type, lots of illustrations, and material from back issues. As time went on, I found more people I could talk into writing; the officers have always been a good source. The success of an editor, I believe, is finding people to write interesting material. I've been fortunate.

To cut down on expenses, I started looking into the internet to distribute copies. For several years we gave the option of getting *The Kommandeur* via email or via the post office. When we eventually determined that all but six of our members were on the internet, we stopped printing the newsletter (in December 2011) and used the internet. That meant: no dues.

I have always put together the "Upcoming Events" column. I didn't know if anyone was reading it until we held an evaluation of the newsletter (back when we charged dues and people would answer an evaluation because they were sending in money anyway). It rated almost as high as Alan Poulter's column "Game News," so I kept it.

I approached Alan after I saw his column in the AHIKS UK *Despatch* newsletter. It looked like great stuff to me, and Alan was gracious enough to let us use it, too. After the *Despatch* stopped printing, he kept writing for us. When Alan retired, I frantically asked for a replacement. Of course I received the usual AHIKS reply to requests for aid. Dead silence.

If I were not retired, I would not have the time to write Game News. I have trimmed the time a bit and have the web addresses of most of the game publishers. Some publishers are coy about when a game was first published, and it takes some time for me to determine the new games. Normally I copy the information or ad and put it in my column, along with a copy of the map or box or counters. I later go through what I have copied and delete some of the material. When the column goes into the newsletter, the pictures have to be trimmed.

All of the articles submitted are read by me and Sue, who is my proofreader. I correct any grammatical errors I find and try to clear up sections that do not read well. I bug people for articles, and many are gracious enough to write something. Still, I write more articles than I should. Many of the photographs I receive have too many pixels to put directly into the newsletter, so I use Adobe Elements to reduce the number. I use Microsoft's Publisher, which is very good. It allows me to size any picture, for instance. When the issue is finished, I "print it" to PDF form.

And here it is.

