

From the President Kenneth Oates

In the last issue of *The K*, I announced the opening of the 2016 election season for AHIKS. Since that announcement, I have had two members express their intention to run to retain their offices. Duncan Rice, the Matching Services Coordinator, and David Bergman, the Ratings Officer.

AHIKS exists due to the tireless effort of the members and especially the officers. The officers are not a hired management group but are members themselves. They volunteer their services, time, talent, and sometimes even money to keep AHIKS running smoothly. As I stated in my column in the last issue, I will not be a candidate for another term. I will leave it to the candidates to determine the issues and their positions. But, there is work to be done! So, once again, I invite those who may have an interest, to announce their candidacy by following the instructions in the last issue: notify me **and** Omar; no debates or caucuses required!

If you have benefitted from the services offered, met new opponents, played games you otherwise would not have, and a host of others too numerous to mention, you owe it to serve as one of the society officers and leave your mark on it.

Palo Alto National Historical Park

In the last issue I recounted the story of a visit, the first after all these years, to the local museum. Following the presentation, described in the previous issue, I learned about the reenactments held not far away at the Palo Alto Battlefield. These are held the first Saturday of each month and draw visitors from both sides of the border. So, I gassed up the Red Baron and spent a Saturday morning exploring.

The Palo Alto battlefield is not Gettysburg. It is comprised of only 3,400 mesquite and grass covered acres just outside Brownsville, Texas. There is a modern visitors' center, functioning as a museum, gift shop, and educational center. They have displays providing the historical context of the site. There is an audio visual theatre, where a 15 minute video is played on demand. There is also another conference room, which we will see used later. And there is the gamer's dream patio – complete with an inlaid map of the Battle of Palo Alto.

The list of participants is to say the least impressive. If I had started this article with their names, many would have anticipated a narrative about the Civil War. This battle occurred fifteen years before that one started. But on this coastal plain were no less than three future presidents, and an even mix of future commanders and leaders for both Confederate and Union armies.

Reenactment is a little misleading, as it is truly a living history presentation. On the day of my visit, there were four reenactors dressed in line infantry uniforms of Mexico and the U.S., as well as a uniformed gun crew (6 or 7) of a 6-pound brass artillery piece replica, which was fired for the assembled crowd of approximately 50.

It was an enjoyable morning, and I made plans to return to spend time and money (for books) towards the end of the month.

So, on to the sequel a few weeks later, which included a demonstration of ... a war game! You read that correctly! A group of miniaturists have developed a game to simulate Palo Alto. The morning was spent play testing the game, and the afternoon was to be used for actually experimenting to see if the battle could have turned out differently. The game was designed around the Amati (sp?) rules, for those of you who are involved in the miniatures wing of our hobby. 15 mm figures were used, I wish my eyes were good enough and my patience long enough to paint those small figures! Ironically, the inspiration came from a hex game, DG's **Palo Alto**.

The demonstration was with the full blessing of the Park Service. Part of the design purpose is to take the game to area high schools to provide examples of tactics to junior R.O.T.C. classes. There was much discussion about the scale, map size, portability, etc., as the game was tested. Knowing next to nothing about miniatures, I watched and kept my mouth shut. The mechanics were simple, actually familiar just no hexes (the use of sticks with colored bands for movement and range determination), and so I felt quickly at home. They had recruited a novice with no gaming experience to command the U.S. forces, and he seemed to have a good time. Following the game's conclusion, an After Action was held to review lessons learned and tweak the game. The result was very nearly that of the actual battle, with a U.S. victory.

As I said, I did spend money on some additions to my home library. These included "So Far From God," "On the Prairie of Palo Alto – Historical Archaeology of the U.S.-Mexico Battlefield," and "The Last Battle of the Civil War – Palmetto Ranch" (which is located a few miles away).

As a point of interest, the 170th anniversary of the battle is this May.

Kenneth

Book Review

Author: Charles M. Robinson, III

Title: **Shark of the Confederacy: The C.S.S. Alabama** (212 pages)

Plot: American Civil War

Reviewer: Kenneth Oates

We sometimes forget the Civil War on the oceans of the world, and many can only name the contest of the *Virginia* vs. the *Monitor* as a naval action. This small volume helps to alleviate the picture, telling the story of the men behind the creation of the *Alabama*, the espionage surrounding her construction and fitting out, her officers, and her men, as well as her

career as a commerce raider. It is forgotten that the *Alabama* cruised for approximately 24 months, touching the North and South American, African, and Asian continents before returning to Europe and destruction. In the course of this odyssey, 65 Union-flagged vessels came under her guns.

Most of the details of these are recounted, including its combat with the *Hatteras* in the Gulf. That ship has also been located but has not been fully documented. Pirate or legitimate navy action, you are left to decide. The book also debunks some of the mythology surrounding the ship's accomplishments and possibilities. Included are photographs and reproductions of newspaper artwork from the period, but strangely, there are no maps, so another source is needed to track her voyage, a serious deficiency for me.

The final chapters focus on the *Alabama* as she exists today, at least up to 1995. She is still considered a war prize by the United States government, although 195 feet below the sea in the English Channel, six miles off Cherbourg, France. In Britain, the buildings housing the Confederate agents have

been placed under historical preservation. Even the dock where she was built still exists and has had preservation interest.

The writing style incorporates contemporaneous accounts from the men who manned and commanded the *Alabama* and is an enjoyable read. Common sailors receive their due, as they were both profane and heroic. The postwar biographies are short, which is regrettable.

I have not seen many books devoted to this part of the war, so I am glad this made it to print. It may provide scenario ideas for individual ship to ship or strategic naval games of the era. The quality of my edition did suffer however, with many of the engravings over inked. And as I mentioned above, the lack of maps remains a mystery to me. A few years back there was a documentary on the salvage of one of the pivot guns, so this became a must-have for my library, especially at a bargain price.



From the Editor

Much has been happening at the AHIKS publication facility recently. Besides this newsletter, there was the IRS, getting ready to sell our house, and a trip to Japan. We seem to be almost back to our normal chaotic state.

In the upcoming elections, I will again run for editor. We do need a President, so please give that some consideration. We would ask you personally if we knew you might take the job, but, alas, we don't know who might be interested.

We went to Japan to see the cherry blossoms, and they were prolific and terrific. I am always interested in castles, so we visited three while in Japan. I saw the outside of the first castle, and I saw the line of people waiting to enter the castle disappearing into the distance.

We got in line to view the second castle. It, too, had a long line. A slow moving line. Eventually we got in (after removing our shoes, which we carried with us in a plastic bag). The first floor had a few displays, mostly of clothing. The second floor was entirely bare, the thick, dark wood formed the walls, floor, and ceiling. There was also a long, slow moving, thick line of people waiting to climb up to the third floor. The stairs were steep with a long stretch to get to the next step. I have a callous on my left foot, which made walking on wood difficult. There was absolutely nothing on the third floor except that same line of people. After a brief discussion, Sue and I decided to take the down stairs.

The third castle was the best. After paying our fee, we took the elevator (!) to the top floor and walked down. There were displays on each floor, although nothing of much interest. Some exhibits were labeled "No photography," some were labeled "Photography OK." I could not figure out why.

Japanese castles all look the same to me. They are build on a hill surrounded by various walls and concession stands. The roofs arch at the eaves. The walls are wood, usually, and painted white, usually.

There are a lot of people in Japan. And every third or fourth woman we saw was carrying a small child, so we aren't going to run out of Japanese very soon.



Osaka castle and a wedding.



Open Match Requests from Duncan Rice

Note that new match requests are now listed in red.

2nd Fleet VG
3rd Fleet VG
5th Fleet VG
 1815: Waterloo Campaign GDW Tony Arena (1652) C
 Albion, Land of Faerie SPI Tony Arena (1652) C
 Adv. Squad Leader Starter Kit MMP Jim Sander (1339) V
 After the Holocaust SPI Tony Arena (1652) CM
 Afrika Korps AH Wes Coates (1823)
Air Assault on Crete AH **Tony Arena (1652) V**
Amateurs to Arms! CoA **Rod Coffey (1493) V**
 Armada 2ed SPI Tony Arena (1652) C
Anzio/Cassino WG **Duncan Rice (1394) VS**
 Axis and Allies MB Andre Polite (1799) F
Bastogne: Screaming Eagles
Under Siege MMP **Ross Jefferson (1836) EV**
 Battle Fleet Mars SPI Tony Arena 1652 C
 Bitter Woods Compass Michael Mitchell (1086) ETV
Bitter Woods L2 **Art Dohrman (1551) EV**
Bitter Woods AH **Mel Yarwood (36) P**
Borodino S&T **Mel Yarwood (36) P**
Breakout Normandy L2 **Art Dohrman (1551) EV**
Bulge '81 AH **Mel Yarwood (36) P**
Caesar's Legions AH **Tony Arena (1652) V**
 Chalons DG Albert Bowie (299) EP
 Churchill GMT Tony Arena (1652) VM
The Civil War VG **Tony Arena (1652) V**
 Constantinople S&T 66 Richard Passow (1453) EPS
Crimean War SPI **John Trosky (1554) CEV**
 Crown of Roses GMT Tony Arena (1652) VM
Descent on Crete SPI **Tony Arena (1652) C**
 Dragon Pass AH Tony Arena (1652) VC
 Dresden SPI Albert Bowie (299) EP
 Elric AH Tony Arena (1652) V
 Empire in Arms AH Time Dekker (1593)
Empires of Middle Ages SPI/DG **Tony Arena (1652) VM**
 Eylau SPI Albert Bowie (299) EP
 Federation and Empire ADB Tony Arena (1652) VM
First World War SPI **Tony Arena (1652) C**
 Flight Leader '86 AH Paul Pearson (1638) EPV
 Fortress Europa AH Jim Sander (133) V
Fulda Gap SPI **Tony Arena (1652) V**
 Gladiator AH 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**
 Imperium Romanum II WEG Tony Arena (1652) VM
Kursk SPI **Tony Arena (1652) C**
 Last Chance for Victory Bruce Gelinas (1668) VG
 The Longest Day AH Tony Arena (1652) V
 Midway AH Scott Saunders (1664)
 Mr Madison's War GMT Rod Coffey (1493) V
Napoleon's Last Battles SPI **Mel Yarwood (36) P**
Red Star White Eagle GDW **Tony Arena (1652) V**
Red Sun Rising SPI **Tony Arena (1652) C**
Republic of Rome AH **Tony Arena (1652) VM**
 Richthofen's War AH Scott Saunders (1664)
 Rock of the Marne MMP Ken Oates (1238) PEV

Russia Besieged L2
Russian Front AH
 Salerno MMP
Sealowe SPI
 Sorcerer SPI
Squad Leader AH
 Stalingrad AH
 Summer Storm: Gettysburg Campaign CoA Tony Arena (1652) V
 Sweden Fights On GMT Richard Passow (1453) EPS
 Third World War GDW Tony Arena (1652) V
 To Green Fields Beyond SPI John Trosky (1554) CEV
 Twilight Struggle GMT Chris Hancock (565)
 Twilight Struggle GMT Michael Mitchell (1086) ETF
U.S. Civil War GMT **Tony Arena (1652) V**
 Up Front AH Andre Polite (1799) F
 A Victory Denied MMP Ed O'Connor (1243) V
War Between the States SPI **Tony Arena (1652) V**
 War of the Ring SPI Tony Arena (1652) C
 Washington's War GMT Shannon McNamara (1639) V
 Waterloo AH Brian Britton (1582) V
 Waterloo AH Wes Coates (1823)
 Western Desert Europa GDW Tony Arena (1652) V

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

The Cabinet War Rooms

(A.K.A. The Match Coordinator's Office)
 by Duncan Rice

Thank you everyone for excellent communication and returning my emails. The match request list clean-up is ongoing, and the list is still growing. Get in there!

March had seven matches made, which is fairly normal for us. I have a stack in my inbox that I hope to get to before this issue of *The K*. AHIKS has two great multi-player games going on currently. Bob Best is running a **Silent Victory** tournament, and a five-player game of **Republic of Rome** is about to begin. AHIKS is an excellent venue for multiplayer games.

In my own little world, I have drifted into non-wargames, particularly cooperatives. My wife accompanied me to Trash Fest 2016. This is a small group that gets together to play highly thematic games with lots of dice. My wife enjoyed our game of **Firefly** so much she is asking when we can host an evening in our common space. I wouldn't pretend that she would enjoy any of the hundreds of wargames I own, but she sure has taken a shine to games like **Firefly** And **Sentinels of the Multiverse**. Maybe one day she'll look at my **Advanced Squad Leader** shelf and say, "Hey, how about that one?"



Game Review

Tigers on the Hunt

by Duncan Rice

Tigers on the Hunt by Matrix Games is outside AHKS usual mandate. However, it is so heavily influenced by **Squad Leader** and has significant enough interest from that community to warrant a review here. First I must warn you, I am going to say quite a few bad things about this game. Then I am going to tell you that I enjoy it and who should buy it.

I cannot recommend **Tigers on the Hunt** to most people interested in computer wargames. The included graphics are quite poor, the user interface is a nuisance, and, after playing just over half a dozen games, I am learning that the AI is not very good. There is also no provision for multiplayer. If you are looking for a straight computer wargame, there are many others to choose from that are better. If you are looking for a boardgame to computer game conversion I would suggest purchasing Mark H. Walker's **Lock 'n Load Heroes of Stalingrad** or **Conflict of Heroes**. Both are vastly superior to **Tigers on the Hunt**.

So, what do I have to say that is good about **Tigers on the Hunt**? It is almost a direct copy of **Advanced Squad Leader Starter Kit**. There are some noticeable omissions. For example, you cannot form firegroups unless the units are stacked. Rout works somewhat differently. But the basic flavour is there. It has good fog of war. You cannot see a unit on the map unless there is line of sight. And there is a command and control structure used to change difficulty. Another great thing about this game is the support from users. There are quite a few mods that improve the graphics and a large collection of user created (mostly converted ASL) scenarios available, with more coming all the time.

If I were just asked, "Should I buy **Tigers on the Hunt**?" I would have to say no. However, there is a group that will enjoy it quite a bit, as I do. If you play any of the **Squad Leader** games and are looking for something to fill the gap between face to face games this product is for you. But there are a couple of provisions. First, buy it on sale. Matrix Games has fairly steep prices, which is understandable being a niche hobby with a limited market. Second, the graphics mods are a must. I can't play using the original graphics. They are ugly and my bifocals without a zoom just can't handle it. The skin mods add counter information and flavour. Let's face it, the only reason you're playing this is because it reminds you of **Squad Leader**. You may as well get as much of the flavour as you can, and the mods are needed for this.

Tigers on the Hunt is not the holy grail of **Advanced Squad Leader** in a computer format that we were hoping for. It's not a game I can recommend to a non-ASL player. It is a good attempt at **Advanced Squad Leader Starter Kit**. **Tigers on the Hunt** has a limited appeal but will be enjoyed by those who play ASL and need a fix when they can't find a face to face player or have nothing cued up on VASSAL.



From the Secretary: Pete Menconi

I got curious: who are our most senior members? Since we've been assigning new members unique member numbers, a sort by member number shows the longest tenure in our membership:

Top Ten

- 2 Gaddis
- 8 Wen
- 12 Jolly
- 28 Perry
- 36 Yarwood
- 44 DeWitt
- 73 Johnson
- 111 Oleson
- 120 Seliga
- 134 Pharr

Our membership total now comes to 459. Ish. It strikes me that in the absence of charging dues, we actually have little feedback on, well, who is actually still a member (I was going to say, "who is still alive," but that's tacky.) (Too late.) I'm going to start sending emails to members, asking confirmation of ... existence! Theoretically if someone departs their email should "bounce," and Omar would thus be our canary in the coal mine, but I'm not sure if his ISP is completely reliable on that count. So, I'll gradually work my way through the list. If I don't hear back, we'll trim the list.



An Announcement on the Russian Campaign Tournament

from Robert Granville

The second round of the TRC tournament has completed. The results of the three matches were:

- Steve Duboyce (Soviets) vs. Ed O'Connor (Germans)
Final score: 12 = German victory
- Peter Martin (Germans) vs. Robert Granville (Soviets)
Final score: 8 = German victory
- Art Dohrman (Germans) vs. Tony Arena (Soviets)
Final score: 4 = German victory

Ed, Pete, and Art move on to the third round as victors. Tony has the best score as the Soviets, so he secures the wild card spot and also moves on to the third round.

Congratulations Ed, Pete, Art, and Tony, and thanks to everyone who participated.



The Solitaire Game: **Silent Victory** by Bob Best

Well, April 15 is upon us, and I imagine all of you reading this have finished and filed your 2015 taxes for another year! You've all waded through the government's IRS tax "rulebook" and probably with less enthusiasm than any of the rulebooks found with our favorite wargames! The government's rulebook is probably much more complicated than any of the rulebooks that come with our wargames too. But that should all be behind you now. You can breathe a big sigh of relief and turn to a more relaxing endeavor, like reading the rule book for that **Silent Victory, U.S. Submarines in the Pacific, 1941-45** game that arrived a couple weeks ago. You know, the one you just haven't had time to open yet because you were doing taxes! Well, I can guarantee the rulebook for **Silent Victory** is *much* simpler than the IRS rulebook!

Now that you have your taxes out of the way, it's time for some *fun* with **Silent Victory**! In the last issue, I gave a game review on **Silent Victory**. If you missed the review and want to read it, go to the Archives section in the Members Only section of the AHIKS website at www.ahiks.com and you can find that article in issue 51-1 of *The K*.

I also suggested in that article that everyone who purchased **Silent Victory** should go to the ConSim Press website and download the current errata sheet for the game. Like any new wargame, **Silent Victory** has its share of rules corrections, additions, and clarifications. You can find this errata sheet along with several other interesting downloads for **Silent Victory** at: www.consimpress.com/silent-victory. This is important as there is a major change in the game play. Patrol Times for the submarines have been increased from one month to two months in the game errata.

I also mentioned in the last article that I thought a campaign game of **Silent Victory** would be starting soon on the AHIKS website. Well, the game is underway, and we have five players so far. Anyone interested in playing is welcome to join in.

If you are interested in playing **Silent Victory** with Vassal, you should read Brian Stretcher's excellent patrol report that he posted in the forum game. He goes into detail on how to use Vassal to play the game, and it should be helpful to any of you who are thinking of using Vassal to play **Silent Victory**.

The rules for the campaign are simple. Just as in real life, the object of the game is to survive the war and rack up as much Japanese tonnage sunk as possible.

To get started, pick your submarine, starting base location, and the beginning patrol date and run your first patrol. Record the results of the patrol and post them to the game on the AHIKS forum. Continue running patrols until the war is over, your skipper is killed, or your submarine is sunk. The maximum game length is 15 patrols when you figure a patrol will last for 2 months, and there is a one month minimum for refit if your submarine receives only minimum damage each patrol. The game could be considerably shorter if your submarine takes heavy damage requiring a longer refit period, your submarine is sunk, or your skipper is killed or wounded.

Be sure to post total tonnage sunk on each patrol, any awards decorations etc for your crew and submarine, and when your next patrol date starts with each patrol report you post along with any story line you have for your characters and crew. I am a big fan of role playing games, so feel free to generate your crew characters and their history, and post the history/story of your boat and crew members as we go.

I will post background material on the general course of the war as we go along and a general storyline for the game, but each player should write up a patrol report for his boat and post it on the forum. I will keep track of the tonnage statistics for the players so be sure to post them in your reports. I will periodically post the results in the game thread on the forum, also on the AHIKS facebook page and in *The Kommandeur*. The first patrol report is posted elsewhere in this issue and is already posted on the AHIKS facebook page and in the game thread on the AHIKS forum.

The following rules regarding tournament play will guide the course of the game. Rules Section 13.0 outlines tournament play. Section 13.2 Top Tonnage Tournament will be used with the following modifications: The winner will be the skipper with the most tonnage sunk (dead or alive). But remember, if you survived the war you are definitely a winner! Feel free to use or not use any of the optional rules and skippers. Rule 13.4 allows mixed boats, so pick any submarine you want to use in the game. Total tonnage counts will appear in each statistical report for each skipper. That will be the tonnage used to determine the winner. You need to have your patrol reports in by the next due date to have your submarine included in that report, otherwise I will include that patrol in the next statistical report. I will notify everyone with sufficient notice to get your patrol reports in so you can be included on the statistical reports.

Should your submarine be sunk and you want to start a new boat, just let me know. You can set up a newly commissioned boat and start your patrols. Tonnage sunk reverts to zero for the new boat. Just as in real life, you're the new kid on the block!

Players can join the game in progress. If you want to play, please drop me an email at b52bob@prodigy.net and let me know.

This is an easy laidback system to provide background for your **Silent Victory** games and to give each game skipper a feeling of being involved in the war as they play. It also gives each of you a chance to run patrols that interest you and be able to compare your scores against other skippers fighting alongside of you. Your goal to survive and be the best skipper to come out of the war and to have a fun gaming experience while you do it!

If you are interested in finding more background material for your **Silent Victory** games, check out the book review on Clay Blair's book "Silent Victory, The US Submarine War Against Japan" elsewhere in this issue.

If you would like an example of the types of patrol reports and what information you should be posting, see Duncan Rice's excellent Top Tonnage campaign games for **The Hunters U-Boat** game already on the forum. Or you can read any of the five game reports posted for the first patrols in the **Silent Victory** campaign. The AHIKS website can be found at: www.ahiks.com.

I hope to see all of you out there on station! Good Luck and Good Hunting!

If you've read this far and this sounds like fun and you do not own the game, you should make an effort to buy your copy *now* rather than putting it off. ConSim Press has announced their stocks of **Silent Victory** games are running low, and they expect the game to sell out and go out of print in the next month or two. Just a word to the wise.



Book Review

Silent Victory—The U.S. Submarine War Against Japan

by Clay Blair, Jr.

©1975 J. B. Lippincott Company

2 Volumes, 1055 pages, photos, maps, diagrams

Reviewed by Bob Best

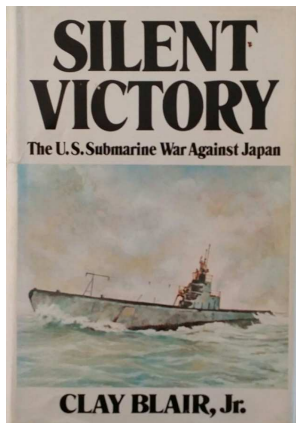
"Silent Victory—The U.S. Submarine War Against Japan" tells the story of the U.S. Navy submarine force's fight against Japan during World War II. Blair starts this story off with a description of the events leading to unrestricted submarine warfare during World War I and how this action affected U.S. policy and training on the deployment of U.S. submarines during the period of peace between the wars. This sheds considerable light on why many of our submarines in the early months of World War II had poor performance ratings. Blair also gives a great narrative on the reasons behind the torpedo problems encountered with the Mark 14 torpedoes and how it was finally corrected.

The meat of the two volumes is the well written submarine patrol reports of all U.S. submarines deployed in the Pacific during the war. Blair really gives the reader an inside look at what happened with each submarine as it conducted its assigned patrols during the war. The reports tell the story of the war from the submariner's perspective. Blair writes the patrol reports against the backdrop of the action happening in the entire Pacific theater of operations, making it easy to follow the progress of the war as you follow the progress of the submarines on their patrols.

This is a great reference work for the person interested in World War II U.S. naval history, or the gamer who is interested in the details of the U.S. navy's submarine operations in the Pacific during World War II. If you are playing a game such as ConSimPress' **Silent Victory**, there is a wealth of detail for background to your war patrols or for your patrol reports, especially if you are playing in the **Silent Victory** campaign game being run on the AHKS Forum.

If you like U.S. navy submarines, or are interested in submarine operations in the Pacific War you need to find a copy of "Silent Victory—The U.S. Submarine War Against Japan ." It's a great read!

★★



The Ascension of the Bots--?

by Pete Menconi

As mentioned before (about a year ago), GMT took its very popular game **Twilight Struggle** (highest rated wargame on BGG, with about 22,000 ratings), and decided to morph it into a computer game with an AI (artificial intelligence). They financed the effort with a Kickstarter campaign: the goal was something like \$80k, and the campaign closed with about \$300k in the kitty. Quite a success. They're in the third round of Beta testing, and perhaps some of our members are participating. So, that's ... One.

A recent GMT mailing mentioned the game **Liberty or Death** (BGG 127), apparently published last year, sold out, in for reprint. I read a (BGG) post about solo gaming with this title, and what I gleaned was that this 1—4 player game uses some charts (called Bots) to provide non-player competition, a form of charted AI. (And if any of you have experience with this game, I'd sure like to get a bit more insight on the Bot process.)

Another GMT game **Navajo Wars** (BGG 52) was designed as a solo, with an option for a second player. The "bot effect" was built into the events charts. Since I live in Arizona, the title (and its ranking) appealed to me. I'm going through the tutorial on Vassal.

I discovered a couple years ago that virtually every game published these days is first modeled in the Vassal Engine software; in other words, the map, the counters, special charts, special windows, are all programmed into the V-Module because this allows much more intense playtesting, literally using people from all around the world during the development cycle.

Of course, even the oldest among us recognize the popularity of "in person" computer based games, played on platforms ranging from dedicated mini-processors (game consoles) to smart phones. While my kids all display an intimacy with such gaming platforms, I realized that such facility is a generational attribute: I'm simply in the wrong generation! My oldest got his first computer when he was about 8 (and now he's a forensic investigator specializing in data recovery from hard drives). I watched a room full of 10-year-olds (about 1984) using early Apple computers, and seeing them (according to the Apple personnel) find capabilities in the hardware that Apple had not found. The newer generations have an intuitive understanding that their predecessors lack.

So I wonder if we're witnessing the conversion of the boardgame industry into a solo/AI/bot medium (in whole or in part)? I bet that the AI platforms are increasingly generic, with stock solutions (modules) for the majority of game functions, requiring only a few tweaks of the software to adapt a game. And of course the initial modeling of the game and all its graphics in Vassal provides a very easy conversion platform.

I find myself turning more toward on-the-computer games with AIs, particularly "dial-in completion" levels. If I can tolerate low-life cheating dirt-dealing scum as opponents, then I fit the recipe! Look no further than my own desk!

I don't think we'll see the disappearance of face-to-face games (beer and pretzels industries seem safe), but over the next decade the ftf version could take second seat during development.

★★

Treasury Notes

Brian Stretcher



Brian will be back in the next issue.

First Patrol Summary Sheet For Silent Victory from Bob Best

Five skippers have posted their first patrol reports for our **Silent Victory** campaign game being run on the AHIKS Forum. You can find the **Silent Victory** game playing on the AHIKS forum at www.ahiks.com. Just enter the forum and select On-Line Games from the menu. The game is listed under the title "Silent Victory Campaign Game."

So far, Lt. Cmdr Dennis Sheppard in his "Lucky Sevens" boat is leading the tonnage war with 51,700 tons of shipping sunk. Dennis' boat found the IJN *Kirishima* and sank her at great personal risk. He was awarded the Navy Cross for his gallantry! Check below for news about each of our skippers.



Player's Name	Submarine Name/Base	Patrol Number	Patrol Dates	No. of Ships Sunk this Patrol	Tonnage this Patrol	Total Ships Sunk to Date	Total Tonnage this Patrol	Decorations Received	Next Patrol Date
LCMDR Jennings Bob Best	USS Salmon Cavite - P.I.	1	Dec '41 to Jan '42	3	9100 Tons	3	9100	USS Salmon - Battle Star Crew - Cmbt Patrol Badge Jennings - Bronze Star	Feb '42
LCMDR Stretcher Brian Stretcher	USS Tuna Pearl Harbor	1	Dec '41 to Jan '42	3	5300 Tons	3	5300	Stretcher - Bronze Star	May '42
LCMDR Sheppard Dennis Sheppard	777 - "Lucky Seven" Brisbane	1	Dec '41 to Jan '42	2	51700 Tons	2	51700	USS 777 - Battle Star Crew - Cmbt Patrol Badge Sheppard - Navy Cross	?
LCMDR Williams* Jim Williams	USS Tilapia Brisbane	1	Apr-May '42	1	2700 Tons	1	2700	Williams - Purple Heart	Dec '42
Note: * - Wounded Hospitalized thru Nov '42									

The latest around the "Silent Service!"

LCMDR Sheppard's 777 "Lucky Seven" was awarded the Navy Cross for sinking the Japanese Battleship *Kirishima*. "Lucky Seven" is living up to her name! As LCMDR Sheppard has become the "Fair Haired Boy" of the elite Silent Service for his actions.

LCMDR Williams was awarded the purple Heart medal for wounds sustained in action against the Japanese during a depth charge attack.

LCMDR's Stretcher and Jennings were awarded Bronze Stars for sinking 3 Japanese ships each.

In other news, submarine skippers throughout the war zone continue to report torpedo problems. The Navy's Bureau of Ordnance—Torpedo Section denies defective torpedoes and claims submarine skippers are improperly maintaining the torpedoes and are not adequately trained in correct firing procedures. CIC Pacific orders submarine commanders to continue using the Mark 14 torpedoes.



Game News

Avalanche Press

Broken Axis: The Invasion of Romania, 1944 Having driven the Hitlerite invaders out of Soviet Ukraine, the Red Army turned its sights on Axis-allied Romania in the spring of 1944. Powerful mechanized armies were met by German and Romanian forces along carefully-prepared defensive lines, which initially held off the attacks. But by late summer the Red Army had broken through, and Romania left the Axis to join the Allies in the liberation of Eastern Europe.

Broken Axis is a complete boxed game in the Panzer Grenadier series based on these battles. You do not need any other game to play any of its 50 scenarios. Design is by Mike Perryman, creator of our **Kursk: Burning Tigers** game. You can play those scenarios individually, or in one of four "battle games" that link them together.

The Germans bring strong armored forces to the party, including Tiger and Panther tanks, Panzer IV medium tanks, and the usual array of assault guns. At least that's what they have when they show up instead of leaving the fighting to the Romanians. The Romanian Army has been rebuilt from its 1941 and '42 disasters, with German-made tanks and modern Romanian-made anti-tank guns. The Germans do provide the elite Grossdeutschland Division, and its epic stand at Tirgu Frumos is a centerpiece of the game's scenario set.

The Red Army is powerful: the new JS-2 heavy tanks are in action, along with the first examples of the T34/85. These are the first large-scale battles fought outside the pre-war borders of the Soviet Union, and the Red Army is eager to take the fight to the Romanian "mush eaters."



The game includes four semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from **Panzer Grenadier (Modern)** and **Infantry Attacks**, too). Plus 517 playing pieces: silky-smooth and die-cut. And 50 scenarios with four battle games. \$80

<http://www.avalancheexpress.com/gameBrokenAxis.php>

Kursk: South Flank In July 1943, history's greatest tank battle erupted when the German Army hurled 50 divisions at the Red Army around the city of Kursk, including 17 panzer and panzer grenadier divisions with over 3,000 tanks. Long aware of German plans, the Soviets were ready and waiting, with heavily fortified lines backed by 3,600 tanks of their own.

Kursk: South Flank is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 40 scenarios. Design is by veteran Mike Perryman.

In this game the German SS Panzer Corps assaults the lines of the Soviet 40th Army, only to meet fierce counter-attacks from the Sixth Guards Army and First Tank Army. Pieces include masses of tanks: Lend-Lease Grants, T-34 tanks in



three models, T-70 light tanks and more. The SS counter with Tigers, mobile artillery, and a whole lot more. \$90
<http://www.avalancheexpress.com/gameSouthFlank.php>

Compass Games

War In The Wind In June 1942, forces of the Japanese Northern Army occupied Attu Island as part of its Midway campaign. Attu, at the far western end of the Aleutian Archipelago, was American soil. In May 1943, American forces landed on Attu to liberate it. They were unprepared for the tenacity of the Japanese defenders and the brutality of the environmental conditions. What was expected to be a week-long clean-up exercise became a month-long, nose-to-nose meat-grinder whose casualty levels would not be exceeded until Iwo Jima.

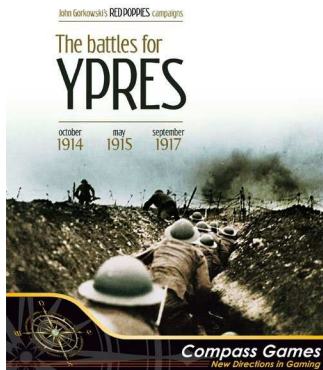
War in the Wind is a low-to-moderate complexity game (roughly eight pages of rules) depicting the brutal combat and conditions on Attu. The design focuses on the challenges faced by the American forces in the form of extremely variable weather conditions and logistical hurdles posed by nearly insurmountable terrain. The Japanese must use these conditions to their advantage in order to survive the overwhelming American numbers.

In addition to the campaign game covering the entire battle, **War in the Wind** also includes three smaller scenarios focusing on separate phases of the battle. \$57

<http://compassgames.com/index.php/preorders/war-in-the-wind.html>



Red Poppies Campaigns: The Battles For Ypres enables players to game WWI battles from the perspective of battalion and regimental command posts. Players unleash opening bombardments and then maneuver infantry companies against machine gun fire to fight battles on historically accurate maps of actual battlefields. The streamlined system for fire and movement enables a rapid ebb and flow with minimal dice rolling and lots of historical chrome. Generally speaking, units can move or fire once per turn – machine gun fire is the notable, unpredictable exception – and can initiate melee after a move. Fire resolution requires only one dice roll, made by the target and modified for the relevant circumstances such as incoming firepower, terrain, visibility, etc. Throughout, players must effectively manage the dynamic tension between top down control and bottom up initiative to get their units onto the objective before their ever-eroding control crumbles.



A tragic irony of WWI unifies all aspects of game play. For most of the war, effective command and control of tactical units required a degree of concentration which threatened their survival. In other words, the game illustrates the inverse relationship between a unit's responsiveness to orders and its durability. So players must "form" infantry units to get them moving and then "disperse" them at the right moment to hold the ground

gained. Enemy fire can force premature dispersion which must be remedied to get an attack moving again. For infantry, the formed condition represents troops arrayed for the convenience of top down command such as those deployed in skirmish line or a column-of-march while the dispersed condition represents troops spread out and hunkered down for their own survival.

The game illustrates the evolution of tactics during WWI. In time, gas wafts across the battlefield, unit statistics change to show better performance while dispersed, a new method of tactical command and control (the "blob") emerges, mortars pop up like mushrooms after the rain, and artillery becomes more responsive. In addition to short, standalone scenarios, RPC has a "campaign" mechanism so players can link a series of interdependent scenarios to simulate battles that spanned days, and nights. During these campaigns, the results of one scenario affect the start of another so conservation of force, supply lines, and replacements all become issues. Players will get a sense of slogging forward in yards per day - at great cost - as they plot days of grinding combat. \$80
<http://compassgames.com/index.php/preorders/red-poppies-campaigns.html>

GMT Games

Operation Dauntless is a moderately complex wargame that covers the actions of the British 49th Infantry Division "The Polar Bears" near Caen during Operation Dauntless. Opposing these lads are elements of the 12th SS Panzer Division "Hitlerjugend" (Hitler Youth) and Panzer Lehr—elite panzer-grenadier units. The goal of the British division is to seize the town of Fontenay, then press onward to secure the high ground near Rauray in time for the impending Operation Epsom, to be launched the next morning.

The game by designer Mark Mokszycki uses the same system as **Red Winter**, his game on the Battle of Tolvajärvi from the Russo-Finnish Winter War of 1939. The scale and key mechanics of **Operation Dauntless** are the same as **Red Winter**.

The scale is grand tactical—90 minutes per game turn, 425 yards per hex, and mostly company sized infantry units with platoon sized armor units. Gone are the **Winter War** specific rules such as ski movement and night raids, and in their place we have a more detailed armor/anti-tank subsystem.

Special rules for **Operation Dauntless** include: British creeping barrages, hidden German unit setup, the 12th SS Fanatical Defense Table, British sabot ammo, assault guns, combat engineers, troop transport, British air strikes, British "funny" tanks (including the dreaded bunker-busting Churchill AVREs with their 290 mm "Spigot" mortars, Sherman Crabs, and the flame-throwing Crocodiles), infantry anti-tank weap-

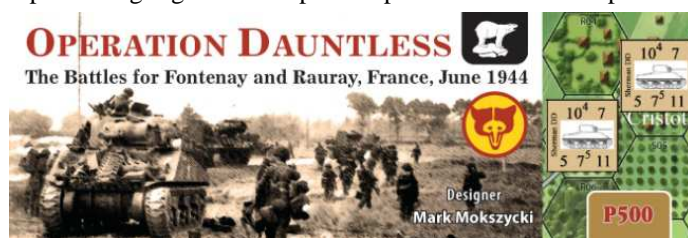
ons, German ammo shortage, and abstracted effects of the immense British opening barrage by 250 artillery and naval guns. Optional rules include: minefields, mine removal, Luftwaffe nuisance raids (night bombings), inaccurate German rocket artillery (the infamous Nebelwerfers), German signal platoons, and rules for linking chronological scenarios into a single "mega-campaign."

Terrain is a mixture of corn and wheat fields, orchards, woods, hedgerows, and small stone farm houses and villages. The map covers the area from le Haut d'Audrieu and Cristot in the north, to Monts, Noyers and Missy in the south, extending west to Tilly sur Seulles and beyond, and east to Le Haut du Bosq and the outskirts of Cheux. The Germans begin the game dug in, and they may place a limited number of strongpoint markers during setup. A handful of strongpoint hexes are printed on the map; these represent walled farms, châteaux, and manors which are key to the German defense.

The Germans are on the defensive overall, but they are armed to the teeth with many powerful panzer formations—including Panzer IVs, Panthers, and Tigers—and will find themselves able to counterattack frequently and effectively. Some of the shorter scenarios feature the Germans on the offensive to recapture lost ground.

In general, the German infantry companies start with better Combat Strength and Ranged Attack values, relative to their British counterparts. The terrain heavily favors the Germans as well. But the British enjoy superior numbers, a more lenient recovery mechanic, and extensive offensive support from airstrikes and artillery. Furthermore, the German infantry companies are, on their reduced sides, inferior to the reduced British infantry. This simulates a key dilemma for the German combatants: excellent weapons and technology, but a desperate lack of manpower and supplies.

Operation Dauntless was designed for 2 players, but works very well solitaire. \$59
<http://www.gmtgames.com/p-315-operation-dauntless.aspx>



Silent Victory is a solitaire tactical level game placing you in command of an American submarine during WWII in the Pacific. Your mission is to destroy as much Japanese shipping and as many warships as possible while advancing your crew quality and decorations—all while remembering you have to make it home.

Silent Victory is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command of one of the major U.S. Fleet submarine types in service. Patrols will take you to differing parts of the Pacific as time progresses in the war. The most successful commanders will be those that can manage the risks they take while prosecuting as many targets as possible.

The game engine is built upon the successful **The Hunters** design and has proven to be a solid, playable experience. All the major U.S. Fleet boat types are accounted for with every

level of detail including period of service, armaments, crew makeup, damage capacity, and more.

As a Fleet submarine commander, you will be confronting many decisions during your patrols. To begin with, seven U.S. Fleet submarines are profiled and available for you to choose from. Patrol zones reflect the changing operational areas as the war progresses, from the Philippines to Midway, the Solomons, and even patrols to the waters just off the coast of Japan and China.

Conducting patrols is the heart of the system, as you will be resolving encounters against individual ships, convoys, or even enemy aircraft and submarines. Situations you face and decisions you make suddenly come in quick succession:

\$55 <http://www.gmtgames.com/p-474-silent-victory.aspx>

The Glory That Was Greece, This is Sparta, Battles of Nemea and Coronea, 394 BC, Volume 2 of the Series.

The Glory That Was Greece is a series of games depicting several battles from the ancient world. The games are introductory in level and complexity, designed for fun and competitive play, while also depicting the history of the battles.

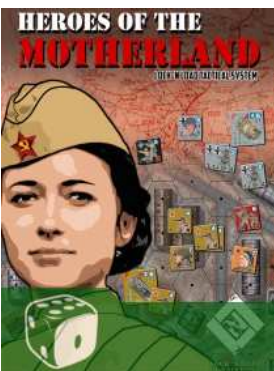
Battle of Nemea: A battle in the Corinthian War, between Sparta and the allied cities of Argos, Athens, Corinth, and Thebes. The battle was fought in Corinthian territory, at the dry bed of the Nemea River. The battle was a decisive Spartan victory, which, coupled with the Battle of Coronea later in the same year, gave Sparta the advantage in the early fighting on the Greek mainland. Although the Spartans held the field at the end of the battle, they were unable to force their way past Corinth and enter central Greece.



Battle of Coronea: A battle in the Corinthian War, in which the Spartans and their allies under King Agesilaus II defeated a force of Thebans and Argives that was attempting to block their march back into the Peloponnese. What followed was evidently one of the worst blood baths in the history of hoplite battles. \$12 <http://www.hfdgames.com/greece2.html>

Lock 'n Load

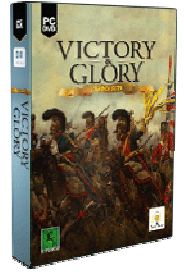
The Lock 'n Load Tactical Series advances into World War II's Eastern Front with **Heroes of the Motherland**. The fate of the Soviet Rodina is at stake in 12 scenarios depicting ferocious battles across the Russian steppe, in the ruins of Stalingrad, and in Partisan-infested woods. From infantry spurred on by Commissars to intrepid Guards and stoic Partisans, the Soviets are poised for anything the German Wehrmacht and SS throw at them.



Heroes of the Motherland is a complete module, utilizing all the scenarios from the expansion module **Not One Step Back**, and containing all necessary components from **Band of Heroes** and **Swift & Bold**, as well as new maps that eliminate the need for overlays—that's 14 maps in all! \$85 <http://store.lnlpublishing.com>

Matrix Games

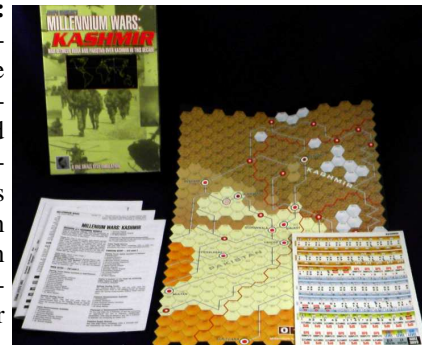
Victory and Glory: Napoleon is a game of grand strategy and fast-play tactical battles where you take the role of Napoleon Bonaparte and attempt to dominate the entire continent of Europe. You will move armies and navies, fight great battles, recruit new troops, and add new regions to your empire. The AI controls Great Britain and the other allied nations and troops that comprise an ever-changing alliance bent on stopping you! \$27 <http://www.matrixgames.com/products/596/details/VictoryandGlory:Napoleon>



One Small Step

Folio Series 7: Battle of the Atlantic Solitaire game. With the British and French entrance into World War II on September 3, 1939, the German Kriegsmarine moved to implement strategies similar to those used in World War I. Unable to challenge the Royal Navy in regard to capital ships, the Kriegsmarine began a campaign against Allied shipping with the goal of cutting off Britain from the supplies needed to wage war. Overseen by Grand Admiral Erich Raeder, German naval forces sought to employ a mix of surface raiders and U-boats. \$25 http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=54&zenid=99v3b0li9dk66b1mqrocei5ce1

Millennium Wars: Kashmir presents potential war in the near future between India and Pakistan over this disputed region. While the international community agrees that Kashmir is Indian territory, hardliners in Pakistan have other opinions. They've gone to war over this issue in the past, and the situation can heat up once again. \$20



http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=23

Folio Series 3: Kandahar is a game on the conflict in this province of southern Afghanistan, 2008-10. Players take the role of regional commanders (Afghan National Security Forces and Taliban, yes, not the ISAF) striving for the resources to allow them to earn Victory Points, which are granted in accordance with objectives set them by the same higher authorities that provide them with those resources. Players will find themselves in the position of having, if they wish to continue to get high levels of support, to follow courses of action that are maybe not the most effective in opposing the enemy but are more valued by their superiors, and which themselves change from time to time during the game. When you run out of support, the game ends. \$25

http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=50

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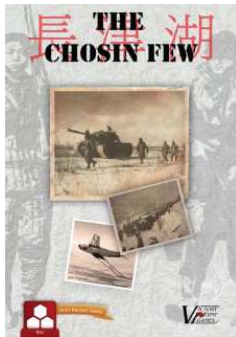


Victory Point Games

The Chosin Few. On October 25, 1950, with General Douglas MacArthur's United Nations forces closing in on what would have otherwise been a quick victorious end to the Korean War, Communist Chinese forces began pouring across the border. In northeastern Korea, the U.S. X Corps, led by Major General Ned Almond, was strung out with its units unable to support each other. Those units near the Chosin (Changjin) Reservoir included the 1st Marine Division and elements of the 7th Infantry Division.

You lose the game if you are unable to achieve the third Order Objective, or if one or more of your Units is completely destroyed; you win the game if you are able to successfully complete all the Order Objectives. \$30

<http://www.victorypointgames.com/chosin.html>



Empires in America is created by designer Joe Miranda on the French and Indian War. With solitaire gameplay action, you must command the beleaguered colony of New France, from Halifax to the Ohio Valley, while Britain and her American colonies press in from all sides as war rages from the fortress of Québec to the Monongahela. Employing Leaders to command opposing Armies, **Empires in America** presents a new focus on the important historical personages of this era such as Montcalm, Wolfe, and even a young George Washington. These Leaders establish their reputations as their fortunes wax and wane on campaign across the far-flung frontiers of colonial North America.



Now in an upgraded boxed edition, which includes the first edition content along with the expansion kit. \$33
<http://www.victorypointgames.com/empires-in-america-2nd-edition.html>

White Dog Games

Solitaire Caesar, The Rise and Fall of the Roman Empire 350BC – 1453AD In **Solitaire Caesar**, the player commands Roman forces attempting to build an empire that will last as long as possible. Threats come from a variety of Civilized and Uncivilized Barbarian (non-Roman) opponents, while the internal stability of the empire is reduced. A typical game should take about 60 minutes to play. \$36

<http://www.whitedoggames.com/#/solitaire-caesar/c253f>



MAGAZINES

Modern War #23 Fallujah, 2004: City Fighting in Iraq is a solitaire wargame system covering the Coalition fight to retake the city of Fallujah from Iraqi insurgents in 2004. This led to two battles, the first in April and the second in November. These became some of the biggest engagements of the Gulf



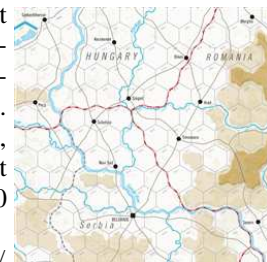
War. The player controls Coalition forces while the game system controls the Opposition forces (the Insurgents), known in the game as OPFOR.

This game includes scenarios for both battles for Fallujah, as well as a scenario allowing you to fight the entire campaign. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW23>

Slingshot 304, January/February 2016
<http://www.soa.org.uk/joomla/>

Strategy & Tactics #298 Balkan Gambit is a wargame exploring the alternative-historical premise that the Allied powers have chosen to invade southern Europe via Greece, Albania, and Yugoslavia in the latter half of World War II. Nothing like this actually happened, though the Allies went to great lengths to convince the Axis powers that such plans were intended in order to mislead them as to their true intentions. Some Allied strategists and leaders, including Winston Churchill, believed that an invasion of Europe via the Balkans was a legitimate and war-winning activity.

Each hex on the map equals about 20 miles. Each game turn represents 2-5 days, depending on the scenario chosen and the weather currently in effect. Every ground unit represents a division, division-equivalent, or brigade of about 5,000 to 20,000 men and/or 50 to 350 armored fighting vehicles. \$35
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST298>



World at War #47 Crete 1941 is an operational level wargame of the German airborne assault on the island of Crete in May 1941. This is a solitaire game; the player controls German forces (including the Italian forces) and the game system controls the opposing Allied (British Commonwealth and Greek forces) reaction. The objective of the game is for the Germans to capture Crete at the lowest possible cost in terms of casualties. You have the option to maneuver German units as you desire within the rules' allowances. But, when a rule calls for the Allies to do something, you the player must execute that action.

There are two general types of turns in the game: Preparation and Operational. Preparation turns gives the players additional Operations Points (markers) that can be used to enhance actions, as well as refitting reduced units. In Operational turns, the player executes movement and combat with German forces. The map shows Crete and the surrounding seas, with displays representing the German staging areas in mainland Greece and each unit represents anything from a battalion to a brigade. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW47>





Hiroshima, with the iconic building in the rear.



Announcement

Tom Oleson has quite a few paper issues of *The Kommandeur*. If you would like any of these, contact him at olesontaa@aol.com.

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PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: May 31, 2016.

GENERAL INFORMATION

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

Upcoming Events

Apr. 15-17, Dearborn, MI
MIDWEST MEDIA EXPO
<http://www.midwestmediaexpo.com/>

Apr. 22-24, Burlingame, CA
BABSCON
<http://www.babscon.com/>

Apr. 22-24, Boston, MA
PAX EAST
<http://east.paxsite.com/>

April 28-May 1, San Diego, CA
KINGDOMCON
<http://www.kingdom-con.com/>

Apr. 29-May 1, Omaha, NE
PRETZCON
<http://www.pretzcon.org/>

April 29-May 1, St. Charles, IL
LITTLE WARS
<http://www.hmgsmidwest.com/>

Apr. 29-May 1, Toronto, ON
AD ASTRA
<http://www.ad-astra.org/>

May 6-8, Columbus, OH
MARCON
<http://marcon.org/>

May 13-15, Portland, OR
PDXAGE
<http://www.pdxage.com/age/>

May 13-15, Round Rock, TX
CHUPACABRA CON
<http://www.chupacabracon.com/>

May 27-30, Milwaukee, WI
NEXUS GAME FAIR
http://www.nexusgamefair.com/#!/page_home

May 27-29, Tacoma, WA
EVERGREEN TABLETOP EXPO (ETX)
<http://etxwa.com/>

May 27-30, San Francisco, CA
KUBLACON
<http://www.kublacon.com>

May 27-30, Los Angeles, CA
STRATEGICON: GAMEX
<http://www.strategicon.net>

May 27-30, Dallas, TX
BGG.CON SPRING
<https://boardgamegeek.com/thread/1429885/announcing-bggcon-spring-98-full>

June 3-5, Birmingham - The UK
UK GAMES EXPO
<https://www.ukgamesexpo.co.uk/>

June 3-5, Brandon, Manitoba
PRAIRIECON
<http://www.prairiecon.com/>

June 4-5, Wellington, New Zealand
WELLYCON
<http://www.wellycon.org.nz/>

June 9-12, Fargo, ND
CORECON
<http://www.fargocorecon.org>

June 10-12, St. Louis, MO area (Collinsville, IL)
DIECON
<http://www.diecon.com>

June 15-19, Columbus, OH
ORIGINS
<http://www.originsgames.com/>

June 16-19, Portland, OR
GEEKLYCON
<http://www.geeklycon.com/>

June 18-19, Schaumburg, IL
BRICKWORLD
<http://brickworld.com/brickworld-chicago/>

June 23-26, Hurst, TX
TEXICON
<http://www.texicon.net/>

June 24-26, Reno, NV
RAGECON 2016
<http://www.ragecon.com/>

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>