

## From the President Kenneth Oates

This is my final column of my tenure as the President of AHIKS. It has been a great privilege to serve in that capacity for the past four years. It is not the end of my service, as Bob Best has asked me to be his Vice President, so you will see more from me, especially as I work to complete a project for a future *K*.

I would like to take this opportunity to thank all the officers especially those on the Executive Committee, who have provided their time and efforts in running the Society from day to day and discussing the major issues that have come up in the course of running this organization.

Finally, thanks to the members for trusting me with this responsibility! It has been a true learning experience!

As we go into a new administration, we have money in the bank (no new taxes dues), ongoing games, a membership that is growing, and a terrific newsletter. But there is much more we can do as a group, and Bob has shared some of his plans for the next term. I will leave it to him to provide details.

We need a secretary for the new team, and it is an important responsibility. So, let Bob know you have an interest.

In the meantime, and with winter upon us once again, wipe the dust off a game or two and get them on the gaming table with another AHIKS member.

Good gaming to everyone,

*Kenneth*

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I did not receive any meet-the-member contributions since the last issue. Again, I would like to encourage all of you to write up a paragraph and tell us about yourselves and your gaming interests. I'm asking all of you to take five minutes and write a short profile of yourself. Tell us a little about yourselves and what kinds of games you like to play and what your hobbies are. Who knows, you might just find another gamer, who has your same interests.

Well, the holiday season is upon us. It is a busy time of the year for most of us, but if you are like me, it is kind of nice to carve out a bit of time for a game or two with friends or family members. Enjoying an adult beverage and playing a friendly game with someone is just what I need sometimes to relax a bit from all the hustle and bustle of the holiday season. I know I will be doing that this holiday season. I hope all you can find some time to enjoy a favorite game with friends.

No matter how you celebrate the season, I hope you receive that special game you have been wanting. I wish all of you a Very Happy Holiday Season!

So, until next time... Happy Gaming!

## From the Vice President... and Secretary, Too! Bob Best

Today is November 21, 2016. You may have noticed that "Secretary" was added to the column heading above. One of the duties of the Vice President is to fill a vacant officer's position temporarily until a replacement can be found. Unfortunately for AHIKS, Pete Menconi will be unable to continue as Secretary into the new term of officers, so I will be performing the Secretary duties until a replacement can be found for him. Anyone who is interested in taking over the Secretary's position, please contact me or any of the other Executive Committee officers. You can find our contact information on page 12.

Pete did a great job as Secretary during his tenure, and I would like to thank him for all the time and effort he put into the job. His volunteer efforts helped keep AHIKS functioning on a daily basis. We all own him a *big* Thank You!

This will be my last column as your Vice President. As of January 1, 2017, the new slate of officers will be installed, and I will be assuming the duties of President. I am looking forward to being your president. We have some interesting projects in the works that we will be unveiling as we move forward into the new term. One of the things we would like to do early on is get input from the membership about their experiences with AHIKS and where you think AHIKS should be heading. To that end, our editor Omar DeWitt has put together a survey. We would like to get each member to complete the survey and return it to Omar. I would also encourage all of you to give us your thoughts on what services you think AHIKS should be providing in today's gaming world. Let us know what you like about AHIKS and what you might want to see changed. Please tell us a little about how you game and what your gaming interests are. I'm hoping to hear from all of you. Thank you!

### From the Secretary

We had one new member join AHIKS since I took over the Secretary's job. I would like to welcome Jeff Patterson #1857 to AHIKS. Jeff calls Pleasant Hill, CA, home. Welcome to AHIKS, Jeff! Alex L. Martin, #939 has returned to AHIKS. Alex is from Stillwater, NY.

If you have a change of address or get a new email address please contact me at the address listed on page 12 so that we can get the membership roster updated. As the Secretary, I will update the roster and forward your new information to the Editor and the Match Coordinator to make sure your subscription to the newsletter and your game requests are uninterrupted.

I would like to welcome Jeff Miller to the officer corps. Jeff has accepted the position of multiplayer match coordinator. Thanks for volunteering, Jeff! If you are interested in multiplayer games and/or you want to run one, contact Jeff. His information can be found on page 12.

continued

# The Solitaire Game

by Bob Best

Welcome to The Solitaire Game column! Last time in the column I talked about **Paths to Hell** a new game published by Compass Games and touted to be very solitaire suitable. I posted Compass Games' description of **PTH** and its suitability for solitaire play report from their website.

Member Jim Williams purchased the game after reading their ad and then wrote to me about his findings. Here is Jim's review of the game and its suitability for solitaire play. Jim writes "I hope I have been thorough enough. I hate poison pen reviews; but, I hate design misrepresentation more."

## Review of **Paths to Hell** as a Solitary Play Game

Submitted by Jim Williams #1276

In the last issue, Bob Best suggested **Paths to Hell** by Compass Games as a good solitary play game based on the material on the [www.compassgames.com](http://www.compassgames.com) website. As a fan of WWII Eastern Front games and as a happy customer of other Compass offerings (**Fall Blau** and **Ardennes**), I immediately ordered the game.

To quote the Compass Games product info page, "**PTH** have a moderate complexity with good solitary suitability..." and they rate "Solitary suitability" as "8." The designers are Juan Carlos Cebrian and Niko Escubi.

Upon receipt of **PTH**, I opened the game and dug into the rules. I find **PTH**, which is the third offering of the War Storm Series, to be an interesting and promising game, but not very conducive to solitary play. When reading the rules, which are well written and have plenty of illustrations, my thought was: this feels like the old **Squad Leader** game, except with company level and some of **SL**'s needless complexity removed. The problem with it for solitary play is the "principle of simultaneous execution" where one side does one activation followed by actions, then followed by the other side until all units or leaders have been activated and actions performed. I find it difficult to set a strategy for one side then immediately shift to the other side.

At least in **SL**, one side does all its prep fires before you must shift to the other side. When you add to this that in 5 of the scenarios there are hidden minefields that one side knows and the other side doesn't, you begin to feel the difficulty to play solitary. I set up Scenario #1 and tried to play solitary, but gave up when I realized that I was responding as the Russians to Axis moves in anticipation of my next Axis plans.

My criticism of the game as a solitary game completed, I will say the game has promise as a two player game. I think it would be a fun, quick playing game if played face to face. The problem is that it is limited to face to face since there is no Vassal module, and I couldn't even find support for the War Storm Series anywhere on the ConSimWorld forum.

I sent an email to Bill Thomas on November 16, asking if there was a discussion site, if there was a plan for a Vassal Module, and how did they arrive at an "8" Solitary Rating. Niko Eskubi responded that the Solitary Rating is

"subjective". He did give me some hope by adding that a Vassal Module will be out in February.

There is a site on Board Game Geek. I just posted, "When will there be a Vassal Module?"

My recommendation: Save your \$ until Compass Games shows interest in supporting its game series with a Vassal Module unless you have FTF opponents.

I'm glad I waited on my purchase of the game now that I have read Jim's review. While it might be good for face-to-face play, its solitaire game play seems to be questionable. A Big Thank You to Jim Williams for writing this review.

Turning now to the arena of solitaire air warfare games I would like to talk about two new games that should be released by the end of 2016. The first game is Dan Verssen's (DVG) **B-17 Leader** game designed by Dean Brown. **B-17 Leader** is one of the Air Leader designs and seems to follow in the footsteps of the **Hornet Leader** and **Phantom Leader** games. I have played both games and I like them. I have the feeling that I am conducting a campaign from the perspective of the Squadron Commander when I play **HL** and **PL**. After reading DVG's webpage description of **B-17 Leader** I believe I will get this same perspective when I play **B-17 Leader**.

Quoting from DVG's website, here is their description of the **B-17 Leader** game.

**B-17 Flying Fortress Leader** is a solitaire game. You select and command Bomber Groups and Fighter Groups belonging to the US 8th Air Force as you carry out a strategic bombing campaign against German Occupied Europe. As you plan and carry out your missions, the game's AI controls the German Air Defenses, Technology improvements, and allocation of resources to the European, Mediterranean, and Russian campaigns.

**B-17** is a Dean Brown design. He has worked closely with us to make sure **B-17** is faithful to the Air Leader series, while at the same time having its own unique flavor! You begin by selecting a Campaign sheet. Each Campaign details the year of your aerial campaign, point values of different types, objective, and special rules that make the campaign unique. You then select your Bomber Group cards, Fighter Group cards, and any Renowned Commanders you would like to have command them.

It is then time to set-up the initial German resources and air defenses that you will be flying through. During each Mission, you select which Target card you wish to attack, plot a flight path to and from the target based on what you think the best path through the defenses is, and then resolve the Mission.

During the Mission, you'll move your Bomber Formation and Fighter Escorts one leg of the flight at a time to the target, checking to see if you encounter German fighters, "Bandits", and resolving the air engagements along the way. During these battles, your Escorts will do their best to shield your Bombers from the swarming Bandits, but some might slip through. At which point it will be up to your gunners to destroy the incoming fighters, or at least driving them off. While at the same time, the Bandits will be doing their best to shoot down your Bombers.

As you approach the Target, you'll lead your Bombers through deadly fields of flak guns before being able to drop your bombs. Once over target, you'll call out "Bombs Away!" as you

rain destruction down on the factories below! It is then time for the long flight home. Hopefully, the enemy fighters will not have had enough time to land, rearm, and take off again to intercept you on your home-bound journey. It is up to you to inflict maximum damage on Germany's war-making capability, while at the same time bringing your brave crews home.

At the Strategic Level, you will need to decide which Bomber and Fighter Groups to purchase. You will also need to decide how to spend your limited resources. Should you repair damaged aircraft? Purchase another Group? Purchase Technology upgrades to help you complete Missions? And more.

You will also see the German Air Defense strategy alter as they decide to either keep or replace their current Air Defense Commander. Each historical Commander has his own style, skills, and abilities. The AI will also move German resources around to add another layer of decision making to the game. Each Mission provides an attack by attack telling of the heroic action. Waves of enemy Bandits will clash with your Fighter Escorts in their desperate attempt to reach your Bombers. If any Bandits reach your Bombers, only the marksmanship of your Gunners will prevent the Bandits from shooting down your Bombers.

Each Mission unfolds like a classic WWII movie. B-17 provides enough details to bring you into the action, without adding so much complication that it takes you out of the story. Each Mission takes only 15 to 20 minutes to resolve.

This is a work in progress. We will update the Rulebook as we do format changes, add graphics. Here is the link to the prototype rulebook. All of the art shown is playtest art. We are building the final rulebook now. <http://images.dvg.com/www.dvg.com/b17rulebook.pdf>

Very easy to learn! Each Mission plays in 15 to 20 minutes! Solitaire Game! Command the greatest air offensive of all time!

I am impressed enough with the DVG Leader Series games that I have pre-ordered **B-17 Leader**. I hope to find that **B-17 Leader** will be as much fun as **Phantom Leader** and **Hornet Leader**.

The second solitaire air warfare game that I want to talk about is Legion War Games' **Target For Today!** Co-designed by Steve Dixon and your author, **TFT** is more of a tactical level game where the player controls a single B-17 or B-24 bomber in the daylight strategic bombing campaign in Europe. You can fly several different variations of B-17 and B-24 bombers both from England with the 8th Air Force or from Italy with the 15th Air Force. The game compares in style to Steve Dixon's **B-29 Superfortress** and **Hell over Korea** games. Optional rules cover German jets and there is also a squadron game option where you can control the squadron your bomber belongs to. I have posted Legion Wargames' website description of **Target For Today!**

**Target For Today! Bombing Missions over the Reich, 1942-1945** Game design by Steve Dixon & Bob Best  
estimated MSRP \$75.00

estimated CPO Price \$55.00 + shipping

**Target For Today!** is a solitaire game that recreates American's Daylight Strategic Bombing Campaign against Nazi Occupied Europe during the Second World War. Considerable research, including review of many oral histories gathered from veterans who flew heavy bombers in the Daylight Strategic Bombing Campaign was done to make **Target For Today!** function as closely as possible to reality. The game was designed to provide YOU, the player, with the ultimate gaming experience depicting the

same types of events and decision making processes experienced by our veterans who flew the real-life missions.

Now, YOU are in command of an individual bomber on an individual mission over Hitler's Third Reich —flying either the B-17F or G Model Flying Fortress or the B24D, or J Model Liberator bomber. A series of individual missions are strung together in the campaign game to form the player's tour of duty. Just as it was in real life, the objective of the game for the player is to survive your tour of duty so you can rotate home.

The US Army Air Forces suffered one of the highest casualty rates of any branch of the military services including the US Marine Corps during World War II. The heavy bomber groups of the 8th Air Force flew a combined total of 10,631 strike missions over Europe during the period of this game. The 8th Air Force lost 4145 bombers on these missions. Surviving your tour of duty could be difficult!

**Target For Today!** is an advanced update of Glen Frank's classic game **B17, Queen Of The Skies**. Some familiarity with that game is assumed, but **Target For Today!** is a completely new game—you do not need to own **B-17, Queen Of The Skies** to play it. New tables are included and the rules are organized according to the sequence of play in any typical mission. **Target For Today!** is designed so that each individual mission is fast and easy to play. The campaign game that comprises your tour of duty offers the player a game that is rich in detail, making the game as realistic as possible while still remaining playable.

Look for a multiplayer game of **Target For Today!** to be played on the AHIKS Forum starting sometime after the release of **TFT**. It will be something on the order of our **Silent Victory** Campaign Game that is running now. I'm considering hosting the game, and it will probably be set up as a bomb group flying from England. More to come on this as we get closer to the publication date.

Needless to say, I have also ordered **TFT**. I am looking forward to getting both games, and I'm sure they will provide hours of fun for our solitaire gamers who enjoy aircraft games.

Moving on now to our **Silent Victory** Campaign Game that is running over on the AHIKS website forum. The game is moving into the final quarter of 1944. There are only four more game reports before we learn who will hold the title of Highest Scoring Submarine Ace of the Pacific War. You can find the latest Patrol Summary sheet for our players elsewhere in this issue. There is a good rundown on what is happening with our skippers in the "Around the Silent Service in the third quarter of 1944" posted with the patrol summary. I hope you all enjoy reading it. If you want to see more of the **Silent Victory** Campaign Game just go to [www.ahiks.com](http://www.ahiks.com), click on the forum button, and then select "on-line games" from the main Menu. You will find the **Silent Victory** Campaign Game listed there.

So, until next time I would like to wish all of you a Very Happy Holiday Season. I hope you all receive some exciting new wargames as you celebrate the Holidays. Enjoy!

Until Next Time, Happy Gaming!

## Meet the Officers

Name: Kenneth Oates, 1238.  
 Position: President.  
 Previous Positions: Ratings Officer, President.  
 Joined AHIKS: 1983.  
 First War Game: 1963, *Gettysburg* by AH  
 Gaming Areas of Interest: Land, sea, and air, WWII, WWI, American Civil War, Napoleonic-American Revolution, Ancients.  
 Currently Reading: *The Blitzkrieg Legend, the 1940 Campaign in the West*, by Karl-Heinz Frieser  
 Game Methods: Snail-mail, email, VASSAL.  
 Games most proficient in: PB, PL, RW, GCACW.  
 Favorite Game Companies: AH, MMP, GMT  
 Games/systems I want to learn/ play: Caucasus Campaign (GMT), OCS (MMP), SCS (MMP), GBOH (GMT), GBACW (SPI/GMT), ASL (MMP), The Hunters series (CSW), Ukraine '44 (MMP), A Victory Complete (MMP), Warriors of God (MMP), Battles of the American Revolution (GMT), Breakout Normandy/Other Area games(AH/MMP), Liberty or Death (GMT), and a host of others!  
 Available to teach the new member how to take advantage of the "benefits of membership."  
 I am also willing, if there is an interest, in running a PB/PL game family tournament (including the games by SPI based on the original) or a blind GCACW between two (or more) players. I have done blind play and it is a different and fun gaming experience.



You may recognize the background, and think you know where the picture was taken! Look closely in the background and you will see palm trees. This is the original plaster working model for the bronze casting for the memorial in Washington. Today it resides at the Marine Military Academy in Harlingen, Texas.

Kenneth Oates



Brian Stretcher

A decision was made by the Exec to update all of you about the officers, for better or for worse, and include a picture. Perhaps I should simply direct all of you to my business website, but I suppose that doesn't really speak as to my primary hobby.

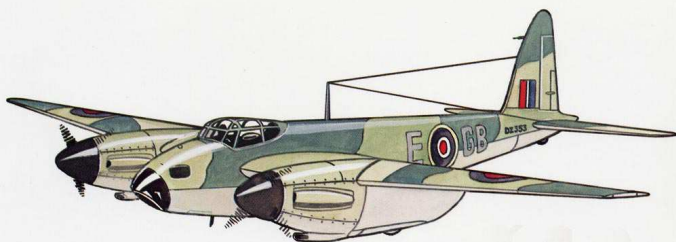
So let's see...I am an attorney by profession. I run my own one-man practice here in Brevard, NC, a massive city of 8,000 or so people. I live on a mountain about 30 minutes from my downtown office. I am in court a lot: criminal defense, family and juvenile law for the most part, although in a small town you do have to leave yourself open to doing other things

from time to time. But generally, I don't sue people for money. Don't like that area of the law.

I have been wargaming since 1975, and joined AHIKS when I was in college in 1982, as my high-school gaming friends were starting to drift away towards their own lives and locations. I mostly played the AH and SPI classics in those days, with a heavy emphasis on Third Reich. Kingmaker was also a favorite of ours in high school, with some Diplomacy as well. But I played a lot of different titles through the '80s and '90s, too many to remember. Graduate school, marriage, children, and a change in career (from scientist to lawyer) impacted my gaming little. Most of the time, I had 5-7 different games going on at a time, all by regular mail.

When my kids were little, someone called me and asked me if I would like to be Treasurer. Don't remember who called me then, but I said no. A few years later, Omar called me and asked again. The rest, as they say, is history.

I have reduced my game numbers somewhat since the kids got out of high school and we moved to North Carolina. I have almost completely switched from playing by regular mail to playing by Vassal and Cyberboard, if I can. It's a matter of space and work, and my tastes have changed somewhat. I no longer enjoy the work of writing out all those moves and combat by hand of the larger games, trying to anticipate all those advances and retreats; typing them all out for email games isn't a whole lot better. For several years I bought very few new games, but a few years ago I actually started collecting some new titles that were designed in the 2000s and even 2010s; I have no fewer than five titles within my line of sight right now that were published in 2015 or 2016. These games are much more interactive than the old ones and demand play by at least email if not the game support programs if they're going to work. And I don't have to keep things set up under a bed somewhere or play through a layer of dust. I still have five games in progress, but with most of them the turnaround time is no more



than 30 minutes most of the time: Kingmaker, Balance of Powers, Pearl Harbor, Jutland (see above), and Silent Victory, and working on maybe starting a small 6th by regular mail with a long time opponent-friend. But we'll see.

I do have other hobbies in addition to that job thing. I currently serve as President and Referee Director of our local recreational youth soccer program, and I enjoy building scale military models. My wife and I enjoy a lot of the local outdoor activities our area has to offer, like hiking and kayaking. We enjoy trips to the many local wineries and breweries, and local music venues. Enough so that I am considering taking up the fiddle, but I haven't yet committed to that one!

Brian Stretcher



Tom Thorsen

This is your friendly webmaster, a volunteer like everyone else who helps out with the membership. I joined AHIKS sometime around 1977, soon after I graduated college, got a real job, and found myself with more time on my hands for games. I still remember my first AHIKS match, a game of **Afrika Korps** with someone from Ohio...whose name I have forgotten!

I was introduced to wargames by my uncle when he brought home a game called **Gettysburg**. It was the old AH game with a hexagon map grid. I was only about 10 years old at that time (around the 100th anniversary of the US Civil War), and it took me a while to understand that this was a real place, and the names on the counters had been real people. It got me into reading about the US Civil War, and history in general is still something I like to read a lot. Games on the US Civil War are still my top thing to play, but Napoleonics and WWII came along eventually, and I go through spells of playing them quite a bit too.

I took a break from gaming in the 80s, but returned with the advent of Cyberboard and then Vassal software that made playing by email *so* much easier. Not having to leave the games set up while I played them was a huge benefit, given the limited game space one has in a house shared with family.

Most of my career was spent as an electronics engineer, then a project manager, so I know just enough software to get my hardware designs to work. I started playing with web-based software about 20 years ago, but simply as a hobby effort. I had volunteered to GM a game and it was much easier to create a web page for the players to reference when playing the game, rather than just sending some kind of report the them all.

AHIKS started on my old web hosting software, but the need for more services led to the one we currently use, with many thanks to Charles Marshall for setting up the services available to all members now. I am a bit of a caretaker, as our current web host has a lot of really nice features that I have no time to figure out how to use. If anyone out there is willing to serve as a back-up for me on servicing the web-site, just e-mail me, and I can show you the ropes!

Tom Thorsen



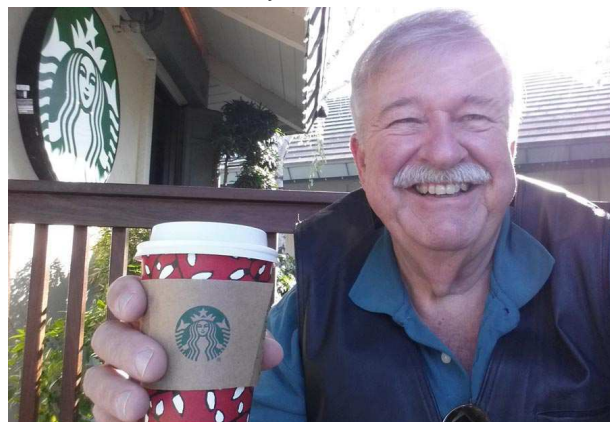
Jeff Miller



Duncan Rice



Brian Laskey Joined AHIKS 1993



Bob Best

# Eleventh Patrol Summary Report For Silent Victory

from Bob Best

The **Silent Victory** Campaign Game continues on the AHIKS Forum! Possibly a word of explanation is in order to explain just how this game is being played and what the results of each patrol report measure.

My goal when I began the game was to provide a background of information on submarine operations in the Pacific during World War II. The war ran 44 months, from December of 1941 until August 1945. By breaking the submarine war down into quarterly periods, I would make 15 reports to cover the progress of the submarine war from beginning to end. Those 15 reports provide the background material that anyone playing **Silent Victory** can use to enhance their **SV** game playing experience. These reports are posted on the AHIKS Forum and on Facebook.

Now to the campaign itself, I started the campaign when **Silent Victory** was first released. I knew that many of the people buying the game would want to play favorite time periods or command favorite submarines right away, so the question arose of how to accommodate everyone's desire to play many different time periods at the same time and still have a way to gage their performance in a game setting.

After doing some research, I saw that many accounts compared both submarine performance and skipper's records by the number of patrols they ran. Considering this I decided to allow the players to pick the time period and the submarine they wanted to play and start each player at their first patrol regardless of what time in the war they started play. In other words, Skipper A's first patrol might be December, 1941 and Skipper B's first patrol might be in April 1943, but it was the first patrol for each player and was reported as such on the first patrol report.

There might be some advantage to the skipper starting later in the war as the torpedo problems had been resolved, and it was easier to get hits, but that is offset by the fact that each skipper is governed by the number of patrols his submarine can make during the war. If you start earlier you might get to run more patrols than a skipper who starts later in the war, thus balancing the odds a bit.

A look at patrol length shows that if you run a perfect patrol, (e.g. you take no damage that causes your submarine to extend its normal 1-month refit period), then a patrol will be two months at sea and one month in port in refit per the game rules. This fits well with the game length of 15 quarterly reports as no real-life submarine conducted more than 15 patrols during the Pacific submarine war. So, if you start in December 1941,

you possibly could run 15 patrols. If you started in April of 1943 per our above example, you could only get in 9 patrols until the end of the war. So that is a consideration for when to start your submarine. The patrol reports reflect those decisions.

History tends to compare the records of various wartime skippers and submarines by the number of patrols they ran. So that is how we are comparing the performance of our **Silent Victory** Campaign Game skippers, by the number of patrols they run. When you look at the quarterly patrol reports I am posting, the Patrol Date column tells when the patrol is being conducted by that particular submarine. With each skipper reporting on the due date specified for my patrol reports we all keep roughly on the same patrol number unless you lose your boat. The time the patrol was run is of no consequence except to provide historical context for his report.

If a player loses a skipper or his submarine, he can start another one, and that skipper is added to the list of skippers being reported on. For example, I have been running CDR Pete Jennings of USS Salmon and also CDR Sandy Sanderson who was just lost in Seal's third patrol. Players who like the game can continue to play that way with a new submarine until the patrol reports reach patrol report number 15 when the game ends.

At game's end, I will post a list of all player character skippers and their patrol totals at the end of the war. That will be for "bragging rights," and they can answer that question asked by their kids and grandkids, "What did you do in the war, Daddy?" :-)

We currently have four submarines on patrol in our **Silent Victory** Campaign Game. This is the July - September 1944 patrol report. It contains the latest "ships sunk" and "total tonnages" for our skippers. You can find it by visiting the AHIKS forum at [www.ahiks.com](http://www.ahiks.com). You can find the **Silent Victory** Campaign Game under the on-line games section of the main menu of the forum.

I hope you all enjoy reading the patrol reports; they make for some interesting reading and we have some talented writers playing in the game. Brian Stretcher, our Treasurer is running the USS "Tweety" crewed by Yosemite Sam and several cartoon characters. Reading his reports brings back some fun memories of watching those cartoon characters when I was a kid!

With that I present the Eleventh Patrol report for your review!

## The latest around the "Silent Service" as of 1 October 1944

LCDR Jim Williams completed his 9th war patrol commanding USS Seabass. He was promoted to Commander with the return of Seabass to Pearl Harbor. CDR Williams also received the Silver Star for sinking four ships on the current patrol, including the aircraft carrier Hiyo at 27,500 tons CDR Williams and Seabass has sunk 36 ships for a total of 156,800 tons. This places him in First Place in the tonnage war. Seabass has one more patrol before the end of the war.

CDR Dennis Sheppard and his "Lucky Lady" boat are now in second place with 154,900 tons of shipping sunk. CDR Sheppard has credit for 6 war patrols and 19 ships sunk. CDR Sheppard has completed the war and retired "Lucky Lady," so this is his final tally.

CDR Pete Jennings still holds a distant third place in the tonnage race even though he is currently assigned to the staff at Com-SubPac HQ. CDR Jennings sunk 16 ships for 70,410 tons.

## ELEVENTH PATROL SUMMARY SHEET FOR SILENT VICTORY - SEPTEMBER 1944

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 Sunk	Decorations Received
CDR Sandy Sanderson <b>MIA</b>	Seal <i>Missing - Presumed Lost</i>	2	Aug- JSep1944	5	17,135 Tons	2/S-39 12/Seal 14 toital	9600/S-39 55925/Seal 65,525	LCDR Sanderson: 3rd Navy Cross Seal - Battle Star (2)
LCDR Roger Mast <b>MIA</b>	S-43 <i>Missing - Presumed Lost</i>	(2)	Aug - '43	2	2700 Tons	2	3,600	S-43 Battle Star (2) Crew: Submarine Combat Badge
CDR Jennings Bob Best	ComSubPac P.H. Staff	(5)	Mar-Aug '43	0	0 Tons	16	70,410	USS Salmon - Battle Star (5) CMDR Jennings - ComSub Pac Staff Torpedo Committee. Crew Veteran Status
LCDR O'brein Brian Stretcher <b>MIA</b>	USS Tuna <i>Missing - Presumed Lost</i>	(8)	Sep - '43	3	9200 Tons	20	63,800	USS Tuna - Battle Star (8) Bronze Star for LCDR O'brein
CDR Sheppard Dennis Sheppard	"Lucky Lady" <i>Finished The War</i>	(6)	Finished the war	2	5100 Tons	19	154,900	Battle Star (6) Sheppard - PIO Assignment/Movie duty.
LCDR Williams Jim Williams	USS Sea Bass	9	Apr-May - '45	4	33,800 Tons	36	156,800	USS Seabass - Battle Star (8). LCDR Williams promoted to CMDR. Awarded Silver Star
LCDR Miller II Jeff Miller	USS Revenant (Tambor)	9	Aug-43	3	9100 Tons	18	63,800	US Revenant (Tambor) - Battle Star (7) LCDR Miller awarded Bronze Star
LCDR Yosemite Sam Brian Stretcher	USS "Tweety" Pearl Harbor	2	Jan-Feb 44	4	17,200	7	27,200	Battle Star(2) LCDR Sam- Silver Star

CDR Sandy Sanderson and USS Seal failed to return from their third patrol to the Sea of Japan. Post war analysis of Japanese shipping records by the US Navy determined that Jennings sank five ships totaling 17,135 tons on Seal's last patrol. This brought his total of ships sunk while commanding S-39 and USS Seal to 14 ships sunk for 65,525 tons putting him in fourth place in the tonnage war.

LCDR O'Brein commanding USS Tuna, on his eighth war patrol was forced to the surface before being sunk. LCDR O'Brein and his crew were captured and became prisoners of war. LCDR O'Brein brings his total ships sunk to 20 with total tonnage sunk being 63,800 tons for the war. He is tied for fifth place with LCDR Miller and USS Revenant (Tambor) in the tonnage war

LCDR Jeff Miller II commanding USS Revenant (Tambor) on his ninth war patrol sank three ships totaling 9,100 tons. This brings LCDR Miller's score to 18 ships sunk and 63,800 tons of shipping sunk. He is tied with LCDR O'Brein for fifth place in the tonnage war.

LCDR Yosemite Sam commanding USS "Tweety" returned from his second patrol. LCDR Sam sunk four ships for 17,200 tons on this patrol. He received a Silver Star for his actions. Sam has sunk 7 ships for 27,200 tons and is in sixth place in the tonnage war

LCDR Roger Mast, commander of S-43 and his crew are listed as Missing In Action

Mast in S-43 sank two ships for 3600 tons for his wartime total. He is in seventh place in the tonnage war.



Remains of USS Seal found in La Perouse Strait in 2006.

## Treasury Notes

### Brian Stretcher



### Great War at Sea Series: Jutland Again

A brief update on **Jutland** this issue. Graeme Dandy and I have started an Operational Scenario of the game since my last column. No contact or combat as yet but a heck of a lot of fun sneaking around and trying to confuse the Royal Navy! However, it is a bit harder to plot one's moves out two turns ahead than you might think, because it is necessary to visualize where all those fleet markers might be, not where they are. And the coordinate system used on the map to identify the boxes leaves just a little to be desired; instead of using a system of AAxx, BBxx, etc. when they ran out of letters for the box rows, they went with AAxx, ABxx, ADxx, etc.. It doesn't seem like much, but for those of us grognards who are used to the older convention, it makes it just a little bit more difficult to write out moves in advance without errors. It is much easier to make a mistake and write AD26 instead of AE26, for example, when under an older format it would be the simpler DD26 vs. EE26, a harder error to make. Just sayin'...

And a correction. Last issue I wrote that a ship in this system is sunk when all of its "hit" boxes are marked off. I meant that to read "hull" boxes. Of course, often times those Dreadnoughts will have almost all of their hit boxes marked off before they go under, being reduced to floating hulks first. All as you might expect.

### Yosemite Sam at Sea...Ooooo, I HATE that Rabbit!

For those of you with a fondness for the clearly politically incorrect Looney Tunes cartoons from the late '40s and '50s, I have assigned Lt. Commander Yosemite Sam to command the USS Tweety, a Balao class submarine in the online **Silent Victory** campaign game currently featured on the AHKS forum. Tweety replaced my USS Tuna, my first boat that was forced to the surface and successfully scuttled in October, 1943.

Tweety has completed two patrols, and Sam has been pretty lucky so far, outpacing Tuna's tonnage per patrol despite his somewhat mischievous Exec, Bugs Bunny, unfortunate Torpedo's Mate Wile E. Coyote, and overworked Chief Engineer Foghorn Leghorn, among others. Their abbreviated adventures can be found on the forum. And yes, it is a bit harder writing out sight gags than one might think! You will just have to use your imagination, I suppose. But, hey, if my boat sinks, I'll just bring it back for another episode, none the worse for wear!

### The Annual Dues Recommendation

Although we make very little in passive income these days, AHKS still continues to spend precious little of the money that we have tucked away in Scrooge McDuck's vault. Yes, I swim in our money bin at least twice a day. Well, maybe not, but as I have mentioned before, even if we collect nothing we have enough cash to operate as we have typically been for decades. The numbers are offered for your amusement below. There are no practical reasons at this time to resume charging dues to the collective membership. We do still ask for \$15 for those of you who **cannot** receive the emailed *K* to offset our printing and

mailing costs. But remember, a printed *K* is not available as an option to the membership at large. And any donation to the cause is always welcome!

### Treasurer's Report

Nothing other than passive income this cycle. And, despite some interest rates going up, ours continues to go down. From the 0.35 annual percentage rate when I opened this account in 2013, it's now down to 0.15. As this is little different from most other institutions, time to start looking for another bank, perhaps, one that will allow us to add other officers to the account.

<b>Total balance 9-29-16:</b>	<b>\$ 9,192.28</b>
<b>Dividend 9-30-16:</b>	<b>1.13</b>
<b>Dividend 10-31-16:</b>	<b>1.17</b>
<b>Total balance 11-29-16:</b>	<b>\$ 9,194.58</b>

For the year, we have:

<b>Total balance 11-29-15:</b>	<b>\$ 9,384.83</b>
<b>Print K subs:</b>	<b>75.00</b>
<b>Donations:</b>	<b>90.00</b>
<b>Dividends, 11/15 through 10/16:</b>	<b>20.33</b>
<b>MC expenses:</b>	<b>(21.95)</b>
<b>Webhosting and related expenses:</b>	<b>(253.63)</b>
<b>Brian Stretcher, Gift Certificate reimburse</b>	<b>(100.00)</b>
<b>Total balance 11-29-16:</b>	<b>\$ 9,194.58</b>

Now, let's compare this year to last:

<b>Total balance 11-29-14:</b>	<b>\$ 9,599.12</b>
<b>Print K subs:</b>	<b>90.00</b>
<b>Donations:</b>	<b>25.00</b>
<b>Dividends, 11/14 through 10/15:</b>	<b>25.10</b>
<b>MC expenses:</b>	<b>(22.68)</b>
<b>Webhosting and related expenses:</b>	<b>(253.71)</b>
<b>Ironman tournament:</b>	<b>(78.00)</b>
<b>Total balance 11-23-15:</b>	<b>\$ 9,384.83</b>

Because of the date of the last *K* of the year, annual reporting runs from not quite the end of November each year. As you see, our annual expenses changed little, essentially a swapping out of the Ironman expense for the Gift Certificate expense for our anniversary prize. I wrote a total of three checks this year. Donations were up some, which is nice. We therefore end at \$190.25 less than we had at the end of 2015. If nothing were to change, we have sufficient funds to support ourselves at our current pace for the next 48 years. The Exec debates periodically whether charging dues will improve the perceived value of being a member. I understand the concept that people might value a thing more if they have to pay for it, but in my opinion, if we are going to charge for our services there needs to be a need to charge. Until we have something significant to spend any theoretical dues on, there is little need to charge anything, since all that would do is fill the money bin. It was different when we used to print out and mail out some 200 *K*s six times a year.

Until next time!



# Upcoming Events

**Dec. 9-10, Gautier, MS**

NARBYCON

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

**Dec. 10, Winslow, AZ**

TRANSCONTINENTAL 2016 GAMING CONVENTION

[okerr@wusd1.org](mailto:okerr@wusd1.org)

**Jan. 6-7, Memphis, TN**

SHADOWCON

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

**Jan. 20-22, Clarks Summit, PA**

BETACON 5

<http://betacon.dracowolf.com/Betacon/>

**Jan. 27-29, San Antonio, TX**

PAX SOUTH

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

**Feb. 3-5, Warwick, RI**

CAPTAINCON 2017

<http://captaincon.com/>

**Feb. 18-21, New York, NY**

NEW YORK TOY FAIR

[http://www.toyfairny.com/ToyFair/Home/Toy\\_Fair/Toy\\_Fair\\_2015.aspx?hkey=a497f930-9acf-4dd5-a591-bac08bf3037a](http://www.toyfairny.com/ToyFair/Home/Toy_Fair/Toy_Fair_2015.aspx?hkey=a497f930-9acf-4dd5-a591-bac08bf3037a)

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>

## 12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1853 Jaime Puig, Ermua, Spain

1854 Joe Ryan, Elkton, MD

1855 James M Parks, Newark, DE

1856 Mike D Mason, Portage, KS

1857 Jeff Patterson, Pleasant Hill, CA

1858 Tom Tow, Bellevue, WA

Returning member

0939 Alex Martin

## Unit Counter Pool News and Approach the Bench

from Brian Laskey

Wow, soon yet another year will have passed, and I will once again think back on all the games I had hoped to play but never did. So, I'll just put them on the list for the New Year and hope for the best.

On the UCP business front, I'd like to thank members William Byrne, Thomas Ten Eyck, Chris Geggus, and Randy Heller for their generous donations to the UCP. The UCP is always looking for donations and greatly appreciates the time and expense of those that do donate. The UCP has successfully helped several members recently, so your donations do help. From the Judge, I'd like to thank Specialists Randy Heller (twice) and Paul Koenig for their help.

And for the benefit of the newer members, I'll go over the UCP and Judge's role. The UCP is a *free* service to members to replace a lost counter or two or missing game part. It is *not* designed to replace entire counter/variant sets or the majority of parts to a game. The UCP counter/parts lists are posted on the AHIKS website and are always available from me. When you make a UCP request please be as specific as possible, and you must include your AHIKS member number and address. Doing so will make it easier all around.

As for the Judge's role, the Judge rules on questions of rules interpretations and issues regarding members/opponents. On the former, the Judge makes use of Specialists on various games to assist the Judge on making a ruling. On the latter, if you have a problem regarding an opponent and the issue can't be resolved between the two of you in a friendly manner, take it to the Judge. A good way to avoid this action is to be perfectly clear with each other at the start of a match as to exactly what is agreed upon. This can involve what rules are to be used, what specific edition of a game, expected turn times and so on. Also, please communicate with your opponent if you will be going on vacation and/or going to have problems finishing the game or need more time on a move. I've found that most issues are cases of simple miscommunication.

That all said, it has been a pleasure this past year serving as Judge/UCP and dealing with the members and the Officer Corps. I'd like to wish everyone a very safe, healthy, and Happy Holiday Season and Best Wishes for the New Year!

Be of Good Cheer.



Just off Brian Stretcher's assembly line. 1/72

## Open Match Requests from Duncan Rice

2nd Fleet VG Thomas Ten Eyck (0826) PE  
 3rd Fleet VG Thomas Ten Eyck (0826) PE  
 5th Fleet VG Thomas Ten Eyck (0826) PE  
 1776 AH Bob Herbst 1442 E  
 1815: Waterloo Campaign GDW Tony Arena (1652) C  
 1940 GDW Stuart Helm 1528 PEL  
 Albion, Land of Faerie SPI Tony Arena (1652) C  
 Afrika Korps AH Wes Coates (1823)  
 Amateurs to Arms! CoA Rod Coffey (1493) V  
 Armada 2ed SPI Tony Arena (1652) C  
 Anzio/Cassino WG Duncan Rice (1394) VS  
 Battle Fleet Mars SPI Tony Arena 1652 C  
 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  
 Constantinople S&T 66 Richard Passow (1453) EPS  
 DDay '77 AH Tom Walsh 1427 P  
 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 Tim Dekker (1593)  
 Eylau SPI Albert Bowie (299) EP  
 First World War SPI Tony Arena 1652 C  
 Flight Leader '86 AH Paul Pearson 1638 EPV  
 Fulda Gap SPI Tony Arena 1652 V  
 Golden Horde/Kulikovo 1380 ATO Albert Bowie (299) E  
 To Green Fields Beyond SPI John Troskey #1554 CV  
 Great Medieval Battles SPI Albert Bowie (299) E  
 Hitler's War AH Stuart Helm 1528 PEVL  
 Imperium Romanum II WEG Tony Arena (1652) VM  
 Kursk SPI Tony Arena (1652) C  
 Last Chance for Victory Bruce Gelinias (1668) VG  
 The Longest Day AH Tony Arena (1652) V  
 NATO VG Ross Jefferson 1836 FEV  
 Napoleon's Last Battles SPI Mel Yarwood 36 P  
 Operation Typhoon SPI Thomas Ten Eyck 826 EP  
 Pacific War VG Ross Jefferson 1836 FEVG  
 Red Star White Eagle GDW Tony Arena 1652 V  
 Red Sun Rising SPI Tony Arena (1652) C  
 Rock of Marne MMP Ken Oates (1238) PEV  
 Russian Front AH Mel Yarwood (36) P  
 Salerno MMP Ken Oates (1238) PEV  
 Sealowe SPI Tony Arena (1652) C  
 Sorcerer SPI Tony Arena (1652) C  
 Squad Leader AH John Carpenter (1830) EV  
 Stalingrad AH George Phillias (697)  
 Storm over Arnhem AH Andrew Patience 1646 V  
 Summer Storm: Gettysburg Campaign CoA Tony Arena (1652) V  
 Sweden Fights On GMT Richard Passow (1453) EPS  
 Third Reich AH Dan Johnson 1816 V  
 Third World War GDW Tony Arena (1652) V  
 Twilight Struggle GMT Chris Hancock (565)  
 Twilight Struggle GMT Michael Mitchell (1086) ETF

The U.S. Civil War GMT Tony Arena (1652) V  
 A Victory Denied MMP Ed O'Connor (1243) V  
 A Victory Lost MMP Ed O'Connor (1243) V  
 War at Sea AH Tom Walsh 1427 EP  
 War Between the States SPI Tony Arena (1652) V  
 War of the Ring SPI Tony Arena (1652) C  
 Waterloo AH Wes Coates (1823)  
 Western Desert Europa GDW Tony Arena (1652) V  
 Wooden Ships + Iron Men AH Bob Herbst 1442 E

### Match Codes

A: ADC2	P: Postal Mail
C: Cyberboard	S: Slow Play
E: Email	T: A.C.T.S..
F: Fast Play	V: V.A.S.S.A.L.
G: Will Gamemaster	X: Non-rated Game
L: Learning Game	Z: Zuntzu

### Match Coordinator

To accept one of the listed matches or have a new match listed, email to: [DUNCANR@TELUS.NET](mailto:DUNCANR@TELUS.NET)

## Multiplayer Games

If you are interested in playing any of the following games, contact Jeff Miller (address on page 12).

A Distant Plain GMT – Duncan Rice (1394) VM  
 After the Holocaust SPI - Tony Arena (1652) VM  
 Churchill GMT - Tony Arena (1652) VM  
 Crown of Roses GMT - Tony Arena (1652) VM  
 Dune – Jeff Miller [1303] V  
 Empires of the Middle Ages SPI/DG - Tony Arena (1652) VM  
 En Garde – Jeff Miller [1303] EG  
 Federation and Empire ADB - Tony Arena [1652] VM  
 Gladiator AH - Tony Arena (1652) VM  
 Gunslinger AH - Tony Arena (1652) VM  
 Gunslinger AH - Matt Scheffrahn 1844 VMG  
 Kremlin – Jeff Miller [1303] V  
 Republic of Rome AH - Tony Arena (1652) VM



## Multiplayer Coordinator: Jeff Miller

Hi Gang,

Well I finally tossed my hat into the ring to try and help support AHIKS and our hobby.

So you are now blessed [??] with me taking over the multiplayer coordinator role for our club.

In the way of introduction I started off in the hobby back around 1970 or so when my aunt gave me a copy of Avalon Hill's **Gettysburg** for Christmas. Which I played solo, although there was one game with my step father who was a huge Civil War buff. As I recall I won that game, and we never played after that. ;-)

From there I picked up **Panzerblitz** and **Blitzkreig** and eventually subscribed to the *General*. Then in 9<sup>th</sup> grade – 1973 – I met a guy through the chess club with an interest in WWII, and things really took off. Nice thing is we still get together once a month or so for a weekend of FTF gaming.

Fast forward to today with a collection of 400+ games, retired sooner than planned, and with more time to devote to the hobby. Not to mentioned blessed with a wife who enjoys playing Euros and attending WBC.

So why multiplayer games through AHIKS?

First, boardgaming/wargaming is a social activity, and multiplayer games certainly add to that. Usually the more players, the more interaction and hopefully the more fun.

However, try getting 4 players for a game of **Advanced Third Reich** when you have to work around everyone's schedule, not to mention kids, holidays, and vacations; then throw into the mix that when it does happens, it is pretty rare and no one is as sharp on the rules as they used to be [at least in my case] so it takes longer to play the game.

This is where I would like to see us use the AHIKS services to help out.

Back in the day, some of my best gaming memories are of playing **Third Reich** and a few other games via postal mail, yes before Email – darn I'm starting to feel old now!!! Back then, a lot of games were run through newsletters where everyone sent their moves in and the GM would publish everything in the newsletter and send it back out to everyone so the next person could take his turn etc. Yes it actually worked. ☺ As a shout out, the newsletter I liked the most was called the *Buzzards Breath*. I'll have to dig out the copies of that one at some point.

Today we have programs like Vassal, Cyber board, ACTS, and a host of others that allow us to basically play via Email and see the moves play out on the game board itself. For those who want "live" play, you can use Vassal to play in real time with everyone sharing the same board. Tie in a voice program like Skype and you are as close to FTF as possible. In a lot of cases you no longer even need a GM to run the game, just the players with the help of the programs.

So the technology is there and quite a few people make good use of it.

However, multiplayer games are still faced with the same three main issues, as I see it, of playing by postal mail.

First, you need to find enough players; here, AHIKS offers a good pool of players. If we can develop a strong multiplayer base, I believe it would pull in even more players. Simply put, there is no organization that offers a match making service for multiplayer gaming. Now, a lot of games have well developed groups that make it fairly easy to line up opponents – ASL springs to mind as I'm very familiar with it ☺, but no one offers a matchmaking service for any game.

Second, you need players who know the game, or do you? If you play via Email you can study the rules without making everyone sit there and watch you flip pages and look confused. ☺ There are games I am learning while playing. Will I win? No, but I'm learning the game and hopefully not making enough mistakes to drive my opponents crazy.

Third, and this is where I believe AHIKS has the most to offer, a reliable set of opponents. Let's face it, there is nothing so annoying as having an opponent just vanish because they are losing the game or just don't want to play anymore. We have a very reliable pool of opponents and this is more important in a lot of ways than having opponents who have great rule knowledge.

In short, if you have reliable opponents and a good turn around, multiplayer can be great fun. One side note when it comes to turn around time; do try and agree as a group as to what the expectation is. I have games running where I can count on an Email a day and others where it's every 3-4 days. Both work because that was what the expectation was going in. Although of course one should expect to deal with vacations and real life events cropping up at times. Communication is the key here. ☺

So where do we go from here?

If you have an interest in any multiplayer game, please let me know. We may have others who always wanted to try that game and just haven't had the players to make it work.

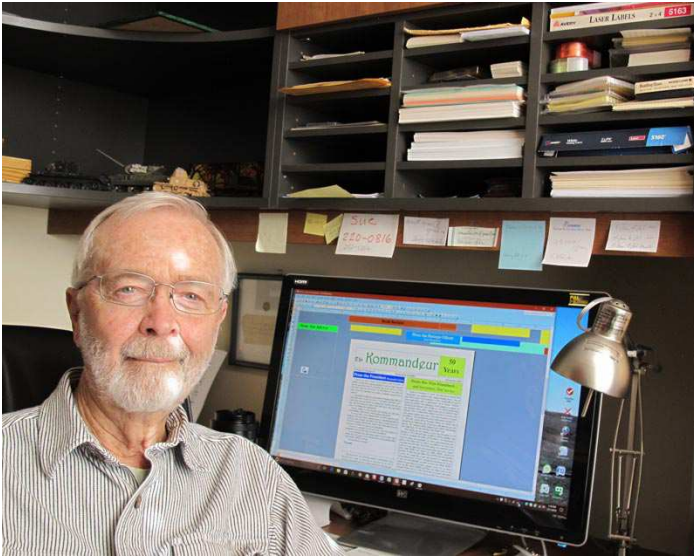
If you want to GM a game, let me know. There are some games that even with the aids of today can work better with a GM running it. A blind game of **Flattop** from my past comes to mind. ☺

For those of you who haven't played multiplayer games, feel free to jump in and try something new. Gamers are a very friendly group in my experience. There is nothing quite as fun as a multiplayer game where you can add a bit of color to the events – ask those who are in the **Kingmaker** game that I'm currently in. Although anyone who sides with the Sun King should be drawn and quartered! ☺

I'll kick things off with the offer to set up and run a game of **En Garde**, for those who liked the Three Musketeers. Now for those I would be looking for, as in not that experienced with, **Kremlin** and **Dune** spring to mind. Both have a good following at WBC btw.

You can reach me at Blachorn@comcast.net.





Omar DeWitt

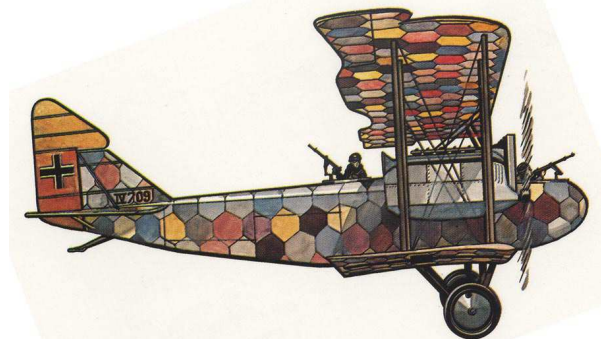
I've been playing games most of my life. One of the favorites my brother and I used to play was **Gusher**, an oil drilling game. I was introduced to wargames in 1959 or 1960. I was looking for a present for my brother for having been best man at my wedding. He was interested in the Civil War and I happened across **Gettysburg**. I found it intriguing, and after playing it a few times, I mailed it off to him. I, of course, bought a second copy.

I don't remember how I heard of AHIKS, but it must have been around 1968. I joined up immediately. Henry Bodenstein lived in southern New Jersey; Sue and I lived in northern New Jersey. I drove down to meet him and play a game. While we were playing, he asked, "How would you like to be Judge?" I drove north being the Judge of AHIKS!

We moved to Buffalo, NY. Chris Wagner, another AHIKS member, lived within driving distance, and I drove over to meet him. He was answering the Avalon Hill nut mail at the time, and he was working on his new magazine *Strategy & Tactics*, which was taking up much of his time. He asked, "How would you like to take over answering the nut mail?" Tom Shaw had no objection, so I was now the Avalon Hill answer man.

We eventually moved back to New Jersey, and I was President of AHIKS for a few years, then Vice President. In 1986 Sue and I moved to New Mexico and I dropped out of AHIKS for a few years. I got back in touch with Les Deck, who was still Match Coordinator of AHIKS and kind of ran the whole thing. I became active again and was Secretary for a while, then took over as Editor.

To me it is amazing that this organization is still strong and active after fifty years. It is due, of course, to the dedication of a few volunteers. The officers.



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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: January 31, 2017.**

### **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.

## Game News

### Academy Games

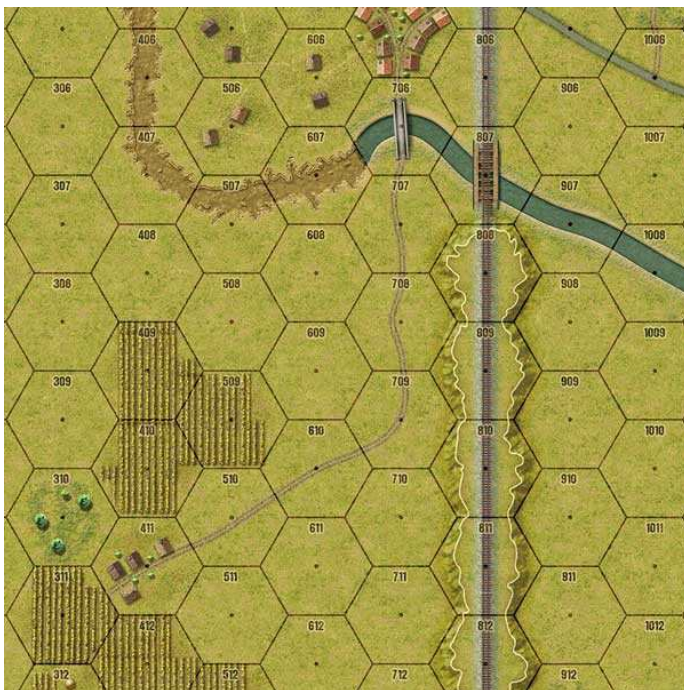
**1775 - Rebellion** now available for iOS, Android, PC, and Mac. The American Revolution has begun. Now you and your friends can command the armies of the British Redcoats, English Loyalists, German Hessians, American Regulars, Patriots, French Regulars and Native Americans to decide the fate of the Americas. Players from each faction cooperate to gain control of key towns and forts. Share the fun in this light and fast paced game vs. the AI, hot seat, or online.

<https://academygames.com/>



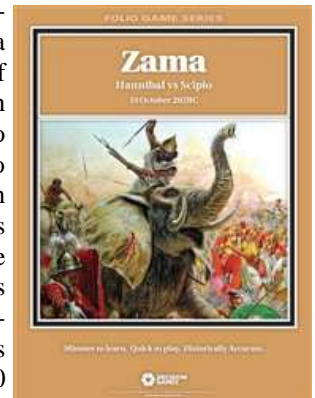
### Compass Games

**Paths to Hell (PTH)** (Volume III) is a stand-alone game in the **A las Barricadas! (ALB)** game series. Recreates the events of those days and allows the players to reproduce the most famous battles of the Blitzkrieg on the East Front at a tactical level. Players take command of either the Allied or Axis forces (or play solitaire) in the tactical battles of each scenario. \$80  
<http://compassgames.com/index.php/preorders/paths-to-hell.html>



### Decision Games

**Zama** is a simulation of the climactic battle of the Second Punic War: the decisive struggle between the Roman Republic and Carthage for control of the Western Mediterranean. The war began in 218 BC, with the Carthaginians led by Hannibal, one of history's greatest commanders. The two nations clashed for over a decade, with each experiencing triumphs and defeats. Following the Battle of the Great Plains in 203 BC, a ceasefire was negotiated. It was broken following a Carthaginian attack on a stranded Roman fleet in the Gulf of Tunis. Determined to finally win the war, Roman General Scipio Africanus led an invasion force into North Africa, the Carthaginian homeland. The opposing armies met near the town of Zama. Despite being outnumbered, the Romans were able to defeat the Carthaginians. With that victory the Romans had effectively won the war. \$20  
<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1639>



### Europa Simulazioni

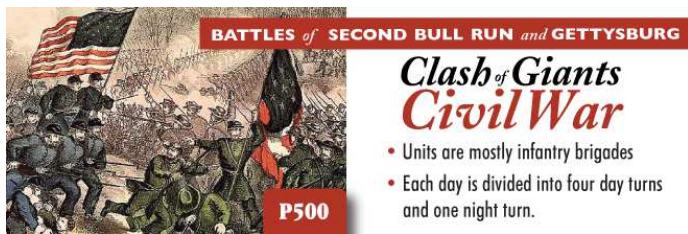
**1813: Napoleon's Nemesis** is strategic in scope. Combat units represent all the divisions (categorised as veterans, line, or conscripts) which took part in the campaign, together with the most important commanders. The game presents strategic options corresponding to those available to Napoleon and the Coalition forces, and replicates the consequences which flow from each. At the same time, it captures the essence of campaign warfare during this period – sweeping manoeuvres, feints, and deceptions, forced marches, and the greater flexibility and cohesion of seasoned troops – as well as the crucial matter of logistics. The Basic Rules are simple and can be learnt very quickly minimising the amount of time players need to spend consulting the Rulebook. Optional Rules and Advanced Rules (including cards) add even more realism and sense of period. €39  
[http://italianwars.net/games/1813\\_napoleons\\_nemesis](http://italianwars.net/games/1813_napoleons_nemesis)

### GMT Games

**Clash of Giants: Civil War**, takes the game system from Ted S. Raicer's popular and critically acclaimed Clash of Giants WWI series to two of the storied battles of the American Civil War: Second Bull Run and Gettysburg. **CoG: Civil War** uses a modified version of the chit-pull activation system of **Clash of Giants II: Campaigns of Galicia and First Ypres, 1914**, while retaining the **CoG** combat system. Every (mostly brigade-level) unit has a Tactical Efficiency Rating based on its morale, training, leadership, and experience, but even a poor unit can have a heroic moment, while the Iron Brigade might not always be made of iron. It is a true player's system, which produces realistic results without a lot of fiddly procedures and allows players to concentrate on the game rather than the rules.

Units in **CoG: Civil War** are mostly infantry brigades, (with the odd cavalry brigade or demi-brigade). Each day is divided into four day-turns and one night turn. The maps depict woods, hills, steep hexsides, railway cuts and embankments, roads, rivers, creeks, bridges, towns, marshy ground, and the Devil's Den at Gettysburg.

The activation rules, which combine random formation activation (mostly corps for the Union and divisions for the Confederates) with variable movement allowances, create the fog of war and friction so important to Civil War battles. Ordering your corps commander to take a hill is one thing; getting him to act as you wish is another. And because these effects are achieved without hidden counter/dummy unit mechanics, **CoG: Civil War** is not only a fast-paced two-player game, but excellent as well for solo play. Some Activation markers also allow you to coordinate more than one formation, such as Longstreet at Gettysburg. \$38 <http://www.gmtgames.com/p-463-clash-of-giants-civil-war.aspx>



**Wing Leader** allows you to play out large-scale aerial combats in World War II. Based on a unique side-scrolling view, **Wing Leader: Supremacy 1943-1945** lets you recreate the climactic air battles at the end of the war. Scenarios feature fights above the Reich, Normandy, Italy, Romania, the Eastern Front, and the Pacific. Players fly squadrons and flights, attempting to intercept raids or fend off marauding fighters in fast-playing games that take between 90 and 120 minutes. Rules cover late war armaments such as air-to-air rockets and jets.

**Wing Leader: Supremacy 1943-1945** is a stand-alone game and features more aircraft, more squadrons, and more battles. When combined with its sister game, **Wing Leader: Victories 1940-1942**, this second volume creates an experience that spans the entire war. \$53 <http://www.gmtgames.com/p-549-wing-leader-supremacy-1943-1945.aspx>



## Grigling Games

**Quartermaster General: 1914.** Each player may have numerous prepared cards to help in battle or attrition. The players have much greater control over how fast they move through their decks, always looking to find some advantage to wear down the opponents. In **1914**, each card has two different uses, one when played, the other when prepared. On your turn you'll have the opportunity to both play and prepare a card. You can also spend cards to draft more troops, or use cards to degrade your opponents by attrition. However your deck represents your overall resources, so moving too quickly through your deck

early might result in your unsupported armies being swept away in the final rounds of the game. Worth it, if you can capture Berlin or Paris in 1915, but if your gambit fails, you may have a tough road ahead. The game ends after 17 rounds of play, or earlier if one side has a commanding lead. Because the deck is reshuffled each game, no two games are alike!

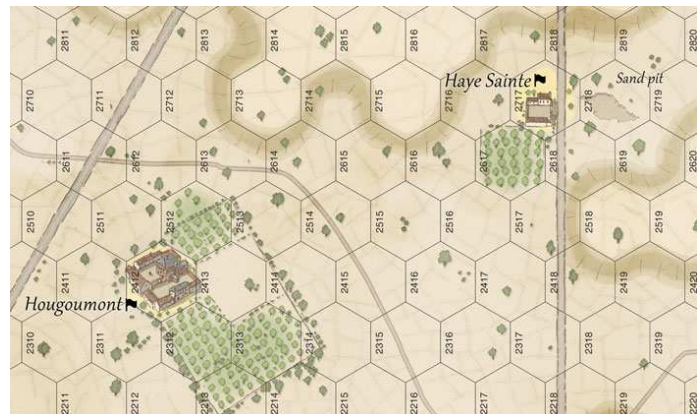
<http://www.griglinggames.com/shop/euro/quartermaster-general-1914/>



## Hexasim

**Waterloo 1815, Fallen Eagles**, is a regiment/battalion level game of the famous battle. The game includes 440 counters (French, Anglo-allied, and Prussian order of battle for June 18, 1815), a 108 cm by 75 cm map (200 meters per hexagon), various play aids, a rule book, and a playbook. It is a one hour of real time per turn game that can be completed in 5 to 10 hours of play. Beside the full battle game, several scenarios are available (Hougoumont, D'Erlon attack, Plancenoit). In addition, what-if options will allow players to simulate alternate history variations to the battle. €55

<http://www.hexasim.com/en/1365-Waterloo-1815-Fallen-eagles.html>



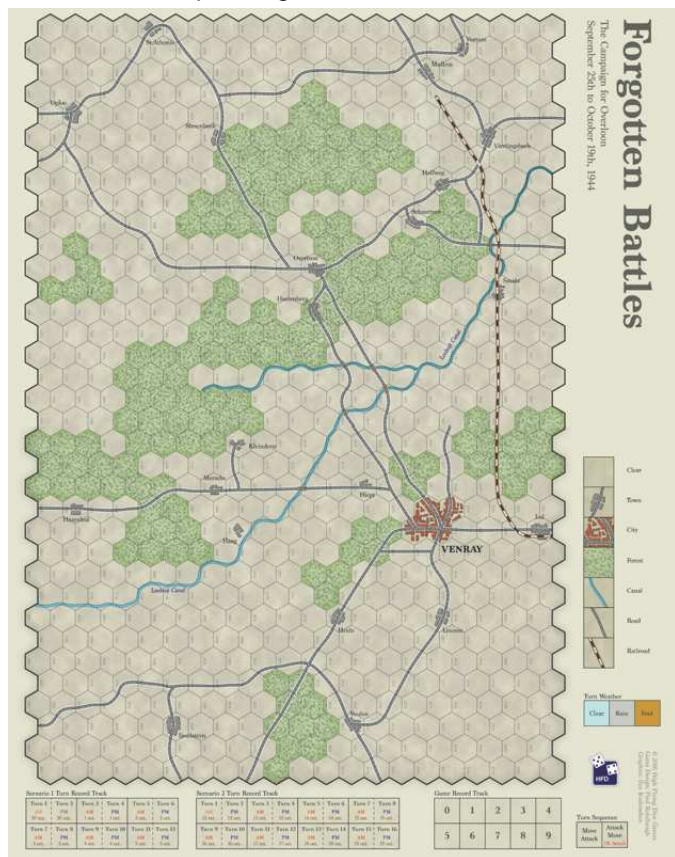
## High Flying Dice Games

**Forgotten Battles, The Battles of Overloon** September 25-October 19, 1944 (Game Design: Paul Rohrbaugh)

**Forgotten Battles** is a low to moderate complexity game on the largest tank battle fought in The Netherlands during World War II. The Allied Market-Garden offensive in September ended in a frustrating loss and the Germans occupying a salient in the Allied lines east of Nijmegen. Seeking to destroy the German threat that was centered on the crucial crossroads town of Overloon, as well as possibly resuming the drive to the Rhine, the British 2nd Army launched a series of offensives that took place throughout the last week of September and the first three weeks of October. The battles that occurred were often

fought in torrential rains and marked by heavy casualties on all sides. \$21 <http://www.hfdgames.com/fights.html>

Your editor purchased this game. Sue and I visited Overloon many years ago, but I was not able to find out much about the battles that took place there, except from the book "The Forgotten Battle: Overloon and the Maas Salient." I bought the game more out of curiosity than anything else. I paid \$5 extra to get the counters mounted; they come on a solid sheet of cardboard; it will be tough to get them separated. The rules are printed on one side and stapled together.



**Blood And Carnage, The Battle of Komsomolskoye**, March 6-20, 2000. Soon after the Custer-like destruction of the Russian 6th Paratroop company on Hill 776 at Ulus Kert, another major battle in Chechnya was developing. In early March a Russian 200 man security force seized the town of Komsomolskoye (5000 people). Located near the foothills of the Black Mountains. The Chechen forces were already hiding in the foothills and, in desperation, attacked the town with 500 men. This attack quickly forced the Russian security force to retreat.

Each turn consists of an Impulse Phase that is further subdivided into two Action Impulses. A new turn begins when all of the Activation Markers (AM) have been drawn from an opaque container. When an AM is drawn, the owning player is the active player for that Action phase. Some Russian AM chits will have a designation on the counter. This indicates that only units having the same designation may conduct an action in the phase. Leaders are exempt and may always be selected to conduct an action if not already marked as Fired or Actions Complete. When a Chechen chit is selected, the Chechen player immediately rolls a D10 die, the result is the number of units that may conduct an action in that phase.

Combat consists of Fire Combat, Indirect Fire, and Melee. Units have a Firepower Rating and a Movement Allowance. The game uses various random events to simulate what occurred at the time and victory is based on a points system. \$18 <http://www.hfdgames.com/bnc.html>



**Hollandspiele**

**House of Normandy** is centered on the dynastic struggles of William the Conqueror's extended family. The earliest of the four battles collected herein saw two of William's sons duking it out. The other three battles are all drawn from the reign of Stephen of Blois, the Conqueror's grandson, and the long period of instability and intermittent civil war that has come to be called The Anarchy. During the twelfth century, armies tended to avoid giving battle to one another, and when it did come to blows, neither side exhibited much endurance; there's none of that "they fought from sunrise to sunset" stuff here. Nor was anyone involved particularly renowned for any special military genius. As a result, the battles here are short, small, and uncomplicated affairs, ideal both for solitaire study, and for a quick game with a friend. That's not to say the battles are lacking in flavor, however, as each brings something unique to your table.

**The Battle of Tinchebray** (1106) gives each player wings composed of both cavalry and foot soldiers and arrayed in echelons. S & S vets know that horse and non-horse units don't support the other's attacks, which makes things tricky. The battle turns on the timely (or not) arrival of a hidden English wing.

**The Battle of the Standard** (1138) is a matter of English quality versus Scots quantity. The English have a good defensive position and are mostly arrayed into a single wing (with all the pluses and minuses that come with it). Successive waves of Scots will usually be forced to attack the English piecemeal. The English have the advantage in the early game, but the longer the game runs, the more Scottish numerical superiority will rule the day. To recreate the spectacularly lopsided victory that the English enjoyed historically, the English player will have to seal the deal in the early going.

**The Battle of Lincoln** (1141) might be described as a game of "press your luck" for poor King Stephen. He has some good units, but as soon as one wing defects, the others might follow, turning an even contest into a slaughter. His Angevin opponent must make good use of not only his horse, but also his Welsh infantry, which is fearsome but brittle.

**The Battle of Wilton** (1143) commences at dusk, and ends at nightfall. This means the battle has a time pressure element, quite unusual for the S&S system. Neither player knows exactly when the battle is going to end. Will the Blesevins break through the Angevin line, or will Stephen's retreat be covered by his gallant rear-guard? \$30

<https://hollandspiele.com/products/house-of-normandy>



## Legion Wargames

### Target For Today Bombers Over the Reich, 1942 - 1945

Designers: Steve Dixon & **Bob Best**

**Target For Today** is a solitaire game that recreates America's Daylight Strategic Bombing Campaign against Nazi Occupied Europe during the Second World War. Considerable research, including review of many oral histories gathered from veterans who flew heavy bombers in the Daylight Strategic Bombing Campaign was done to make **Target For Today** function as closely as possible to reality. The game was designed to provide YOU, the player with the ultimate gaming experience depicting the same types of events and decision making processes experienced by our veterans who flew the real-life missions.

Now, you are in command of an individual bomber on an individual mission over Hitler's Third Reich—flying either the B-17F or G Model Flying Fortress or the B24D, or J Model Liberator bomber. A series of individual missions are strung together in the campaign game to form the player's tour of duty. Just as it was in real life, the objective of the game for the player is to survive your tour of duty so you can rotate home.

The US Army Air Forces suffered one of the highest casualty rates of any branch of the military services including the US Marine Corps during World War II. The heavy bomber groups of the 8th Air Force flew a combined total of 10,631 strike missions over Europe during the period of this game. The 8th Air Force lost 4,145 bombers on these missions. Surviving your tour of duty could be difficult!



**Target For Today** is an advanced update of Glen Frank's classic game **B17, Queen Of The Skies**. Some familiarity with that game is assumed, but **Target For Today** is a completely new game. You do not need to own **B-17, Queen Of The Skies** to play it. New tables are included and the rules are organized according to the sequence of play in any typical mission. **Target For Today** is designed so that each individual mission is fast and easy to play.

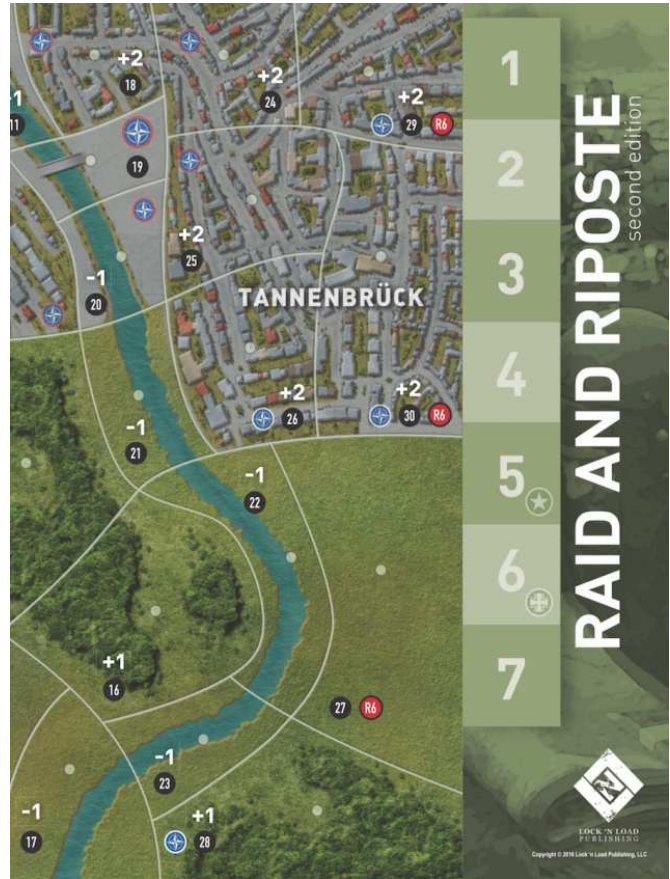
The campaign game that comprises your tour of duty offers the player a game that is rich in detail, making the game as realistic as possible while still remaining playable. \$75 (\$55 Pre-Order) [http://www.legionwargames.com/legion\\_TFT.html](http://www.legionwargames.com/legion_TFT.html)

## Lock 'n Load Publishing

**Raid and Riposte Second Edition (The Battle for Tannenbruck, West Germany 1985)** is an area-combat system of the Cold War in 1985 turning hot. The Soviets have invaded West Germany, and the ferocious battle for the crucial city of Tannenbruck, West Germany, is underway. The battle depicts the defense by the Soviet 1st Paratroop Regiment in its attempt to hold off repeated assaults by Bundeswehr and U.S. Army forces.

**Raid and Riposte Second Edition** is a quick-playing game with easy-to-learn rules and low counter density. This edition has been updated to include new map and counter design and updated game manual. This seven-turn game is played on a lush area-movement map. Units represent companies, platoons,

leaders, and ATGM and artillery batteries. The Soviets had the element of surprise but NATO has plenty of armor and determination. Tannenbruck and its key river crossing is at stake. Infantry, tanks, helicopters, snipers, leaders and special-forces units are all involved. Here a unique look at a deadly "what-if" scenario: will the Soviets hold on until their reinforcements arrive or will the West Germans and Americans have the fortitude to retake the city? \$20 [https://store.lnlpublishing.com/index.php?route=product/product&product\\_id=243](https://store.lnlpublishing.com/index.php?route=product/product&product_id=243)



## Matrix Games

**Sengoku Jidai: Mandate of Heaven** for the PC. **The Mandate of Heaven DLC** brings players of Sengoku Jidai to another "country at war." The expansion contains four dynamic historical campaigns set in the 16th and 17th centuries. These chronicle the decline of China's Ming Dynasty and its conquest by the Manchu Qing Dynasty. It also includes the Mandate of Heaven sandbox campaign that enables players to freely choose the opposing forces fighting for supremacy over the Chinese mainland and Mongolian steppes.





**Mandate of Heaven** also introduces new factions and their unique units. These include the Tibetan lords and their rivals who possess heavy lancer cavalry who also use bows. Also included is Ming loyalist Koxinga's army and his famous Tie Ren (Iron Men). Finally, the later Western Mongol army is updated to include dismounted troops as employed by the Dzungar Khanate.

**Mandate of Heaven** is a DLC for **Sengoku Jidai: Shadow of the Shogun** and it requires the base game to be played! \$10  
<http://www.matrixgames.com/products/644/details/Sengoku.Jidai:.Mandate.of.Heaven>

**Scourge of War: Ligny** is an expansion for **Scourge of War: Waterloo** and requires the base game to play.

Following and expanding on the scope of the base game, **Scourge of War: Ligny** focuses heavily on realistic units, formations, tactics, weapon ranges, and more.

In an extremely accurate Order of Battle, you will find all of the historical units that originally fought. Each unit has its own commander and objectives: whether you choose to give orders as the Emperor Napoleon or Prince Blucher, you can lead your army to victory in five new scenarios covering all the critical phases of the battle of Ligny.

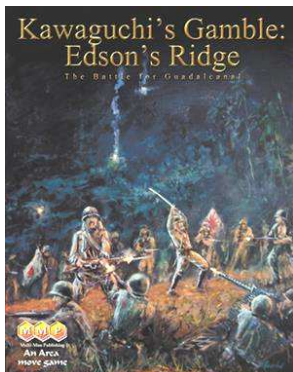
The battlefield is meticulously represented in an extensively researched, historically correct 5-mile by 5-mile map. You will be pleased to find all of the features that have made **Scourge of War: Waterloo** the best simulation of Napoleonic warfare ever created. \$20

<http://www.matrixgames.com/products/646/details/Scourge.of.War:.Ligny>



## Multi-Man Publishing

**Kawaguchi's Gamble: Edson's Ridge** covers the area of Edson's Ridge and the surrounding jungle just south of Henderson Airfield on the island of Guadalcanal during September 1942. The Japanese, as part of a complicated multi-pronged attack, sent three battalions, nearly 3,000 men, charging towards the ridge protecting the airfield. Almost 800 Paramarines and Raiders defended the ridge with amazing courage and, despite suffering horrible casualties, kept from being overrun and saved both the airfield and possibly the Marine presence on Guadalcanal.

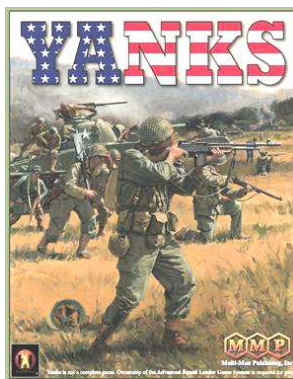


The Japanese are often cited as having lost nearly 80% of their men attacking the ridge.

Banzai charges, important leaders, gas attacks, even hastily assembled riggers, are represented in **Kawaguchi's Gamble: Edson's Ridge**.

**Kawaguchi's Gamble: Edson's Ridge** is five turns long, each turn is a variable length of alternating impulses. The game length between experienced gamers is 2.5 to 3 hours. \$44  
<http://www.multimanpublishing.com/tabid/58/CategoryID/18/ProductID/75/Default.aspx>

**Yanks** is back, and better than ever, as it now includes the essential elements of **Paratrooper** and 24 additional scenarios. **Yanks** contains the entire United States Army order of battle for ASL, including five different squad types, their half squads, leaders, and all the varied vehicle, ordnance, and support



weapon and crew counters, thus enabling you to command every type of combat unit used by the American Army in every theater throughout the war. Chapter H contains over 20 pages of detailed notes on the guns and vehicles, complete with some minor updates to the original. Also included are eight mapboards: 16-19, 24, 40-41, and 46, which will help you play many of the 40 scenarios inside **Yanks**: the 16 original scenarios from **Yanks** and **Paratrooper** (all re-balanced) as well as 24 more out-of-print scenarios, re-numbered and re-balanced, all with existing errata incorporated. (New errata have been issued for the old scenarios to reflect the balancing changes made in these updates.) \$128

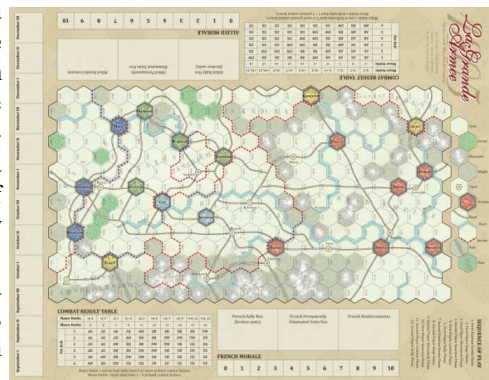
<http://www.multimanpublishing.com/Products/tabid/58/ProductID/319/Default.aspx>

Folio No. 11: **La Grande Armee 1805** Game Design: Joseph Miranda. **La Grande Armee** covers Napoleon's 1805 campaign in Germany-Austria, a campaign which culminated in his great victory of Austerlitz over the combined Austro-Russian armies.

The new **La Grande Armee** wargame system recreates entire Napoleonic campaigns using a small number of pieces, largely corps and armies. Each player has a set of cards which bring in their army's special capabilities as well as random events. The game contains standard rules that apply to all games in the series and special rules that apply specifically to the campaign being explored. \$23 or \$30

[http://ossgamescart.com/index.php?](http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=96&zenid=v8e7d2dvg7cnnngiji9n9d3kio0)

[main\\_page=product\\_info&cPath=6&products\\_id=96&zenid=v8e7d2dvg7cnnngiji9n9d3kio0](http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=96&zenid=v8e7d2dvg7cnnngiji9n9d3kio0)



Folio No. 12: **Huzzah! Honey Springs** Game Design: Richard Dengel. **Huzzah!** simulates American Civil War combat at the grand-tactical level. The system features encounters little known yet strategically significant. These are fights that, had they concluded differently, might well have transformed a campaign, a reputation, or both. So, although the battles in **Huzzah!** were little more than scrimmages compared to, say, Gettysburg or Stones River, they were not insignificant, bearing weight well beyond what mere numbers suggest.



The Battle of Honey Springs, July 17, 1863, was an important victory for Union forces in their efforts to gain control of the Indian Territory. The largest confrontation between Union and Confederate forces in the area that would eventually become Oklahoma, the engagement was unique in that African and Native Americans made up significant portions of each of the opposing armies. \$22 or \$29

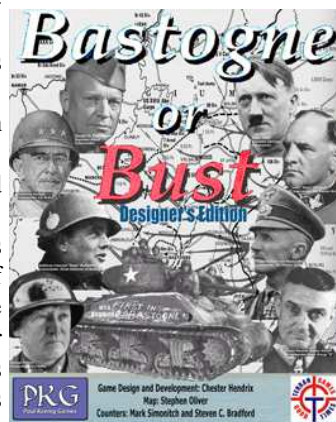
[http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=6&products\\_id=97](http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=97)

### Paul Koenig Games

**Bastogne Or Bust** is a single-map, regimental treatment of the Battle of the Bulge. This is a player's game! Designed on purpose to be more of a warGAME than a simulation. Referred to affectionately by wargamers as BOB, but the designer prefers the moniker "The World's Finest Bulge Game." It addresses a number of issues common to most Bulge games. Some of these issues include:

- Off Board Movement Chart [what happens to all those pieces that 'exit the map?']
- Stacking Points [one of the greatest mechanics of all time - why don't designers use it more often?]
- Command & Control [divisional bonuses for unit cohesiveness]
- Supply Differences [different effects on Allies vs Germans]
- Initiative [essentially, the 5-1 column on the CRT is gone]
- No Overrun [squads held cross-roads against regiments]
- No Weather Rules [weather is reflected in air support]
- Von Der Hydt [always gets on the board]
- Streamlined Play [I don't need water allocation points]

One aspect being explored is to incorporate much of the Off Board Movement Chart onto the sides of the game board, rather similar to Off Map Displays used in Market-Garden games such as **Hell's Highway**. \$85 <http://paulkoeniggames.com/>



### Udo Grebe Gamedesign

**Medieval Conspiracy** introduces players to the Holy Roman Empire of Germany. That Empire is divided into numberless small earldoms, principalities, and bishoprics.

The Ruler of the Empire is the Holy Roman Emperor who is elected by the 7 electoral princes.

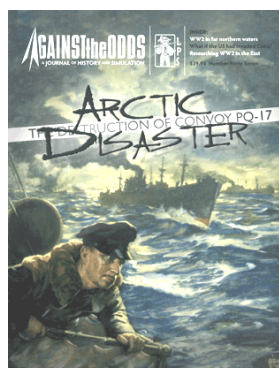
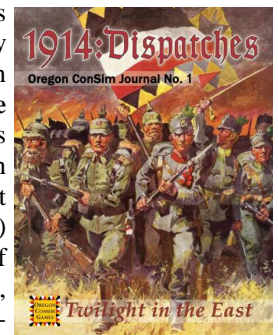
In **Medieval Conspiracy** you take the role of a mighty noble family. Increase your power, gain new countries, get votes of the electoral princes to finally be elected the new Holy Roman Emperor. €59 <http://www.ugg.de/>



### MAGAZINES

*1914: Dispatches*, the *Oregon ConSim Journal* is the award winning support magazine for the historical simulations designed and produced by Oregon ConSim Games. The Journal's purpose is to expand the depth and playability of these games by providing accurate historical articles, engaging new scenarios, game analysis, player's notes, and play aids.

The debut issue of the Journal focuses on the Eastern Front during 1914 by expanding on the WWI simulation game **1914 Twilight in the East** (GMT, October 2007). During this game's design a great deal of research material was accumulated that was not incorporated due to space (and time) limitations. The Journal allows some of this material to be brought to light, more thoroughly covering the fascinating 1914 time period. The centerpiece of the publication is a collection of three well-researched historical articles that are paired with new scenarios allowing the subject to be accurately simulated. \$35 <http://www.consimgames.com/products/ocj1/>



*Against the Odds* #47 includes **Arctic Disaster**, which re-creates the voyage of PQ-17 as it transits Arctic waters en route to northern Russia and challenges the Allied player to use his assets wisely to run the convoy through and exact painful losses on the Germans.

The game system is built around the uncertainty of task force activation, replicating the weak command

and control evident on both sides. **Arctic Disaster** features individual counters for every ship and submarine, while the Luftwaffe is represented by 9-12 aircraft groups. Surface to air combat, surface combat, and anti-submarine combat is modeled with a clean system steering the players clear of an elaborate combat resolution process—permitting quick play and multiple game iterations. Detection is also handled in a manner so as not to overwhelm other game functions.

Special rules include convoy scatter and the reluctance of both sides to commit heavy ships in the area of play. Four issues cost \$85.

<http://www.atomagazine.com/Details.cfm?ProdID=143>

*Lone Warrior* is the magazine of the Solo Wargamers' Association and is published quarterly. It can be viewed on the Internet via MagWeb. It is produced by amateur wargamers for wargamers, and is comprised of articles on solo wargaming, letters and comments, news and reviews of interest to members. The scope of *Lone Warrior* embraces all aspects of the hobby, from tips for beginners to soloing, to how to run a full scale solo campaign.

<http://theminiaturespage.com/ref/clubs/clubgl.html#swa>

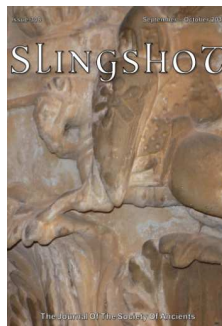
*Modern War* #27. Players control actual and hypothetical combat units utilizing a wide range of technologies and forces to gain objectives. Modern Battles includes two games: **Kaliningrad**, covering a hypothetical Russian clash with NATO forces at the Russian Baltic Fleet forward base, and **Mosul**, a clash between ISIS and Coalition forces in Iraq. There are two players in each game, commanding opposing forces. Both games use a main body of shared rules, and each also has its own scenario special instructions. \$35



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW27>

*Paper Wars* #84 includes **Finnish Civil War**, by Brian Train, a simulation game of the civil conflict in Finland in the early months of 1918. The game is for two players, one representing the recently elected government of the recently independent state (the White player) and the other the perhaps-irresistible forces of proletarian revolution (the Red Player).

The game comes in two versions: a detailed company and battalion-level version, called the “standard version,” and a brigade-level version with a smaller number of counters and a different combat resolution procedure that plays in less time. Both versions use the same map, basic concepts, and sequence of play. \$42 <http://compassgames.com/index.php/preorders/issue-84-magazine-game-finnish-civil-war.html>



*Slingshot* 308, September/October 2016

Contains articles on  
In Defence of Khmer and Cham Chariots,  
by Nicholas Spratt

It's A Long Way To Tibareni – Part 5, by  
Alastair McBeath

The Element is Dead. Long Live the Element!  
by Steven Neate

Etruscan Warfare, by Periklis Deligiannis  
King Karl has a Danish, by Dave Beatty &

Jesse Lowe

The First Act in Alexander's Persian Play, by Chris Hahn

On the Ground at Arsuf – Part 1, by Nick Harbud

Campaigns without Players, by Paul Innes

*Strategy & Tactics* #302: **Great Northern War** is a wargame covering the Swedish-Russian War of 1700-09. This period of the war ended with the decisive battle of Poltava. Scenarios show various periods of fighting. There are two sides in the game, the Swedish Empire (Empire for short) which is defined as Sweden and its allies, and the Russian Coalition (Coalition for short), which is defined as Russia and its allies. Players conduct *Actions* which generate discrete movement, combat, and other operations. Each turn represents a season of operations. During each turn, players take various Actions, alternating one at a time with the other. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST302>



*World at War* #51: **Pacific Battles: Malaya** is a wargame series of several campaigns in the Pacific Theater of Operations in World War II. The system emphasizes the operational level of these campaigns, and deals with land and air operations. This is a two player game. **Pacific Battles Malaya** is the fourth game in this series, and it covers the entire land-air campaign for the lower peninsula of Malaya, and the city of Singapore, December 1941 to February 1942. The other games in the series are **Guadalcanal** (#23), **Nomonhan** (#32), and **Shanghai** (#42). \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW51>

## BOOKS

"Barbarossa: Germany's Assault on the Soviet Union, 1941-1942." The 1941 German invasion of the USSR ignited a firestorm that engulfed some 26 million Soviet and 9 million German lives, making it the decisive European theater of World War II. Arguments as to whether the Germans had a realistic chance to win their war in the east continue among historians to this day.

Barbarossa is written by well-known military historian John Burt. Presented in 116 pages a chronologic textual and cartographic analysis of that terrible conflict's first half, from the day the Germans first crossed the border to the surrender of their Sixth Army in the Stalingrad pocket early in 1943. There are over two-dozen full-color and highly detailed maps, along with orders of battle and dozens of period photographs, to further support text. \$10 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=SIP-001>



★★

## From the Editor

Unfortunately, we need another officer in this election year. For Secretary. We do thank Pete Menconi sincerely for his help in that position, but now we need a replacement. Calls have gone out before for volunteers. One would hope that with some 400 members that at least one member could spare an hour a week to help out the Society. Please give it some serious thought.

There is a rare questionnaire on page 21. We would really appreciate some feedback on the newsletter and the Society. Please, again, take a few minutes to fill it out. It will be much appreciated.

Our new multiplayer coordinator, Jeff Miller, would like to get some action going in his area. Check out the games available on page 10.

Sincere best wishes to all of you for the holiday season. May the new year be good to you.

*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  
117 Camellia Trail  
Brevard, NC 28712

## Book Review

**The Secret War, Spies, Ciphers, and Guerrillas**

by Max Hastings

\$35 Harper ©2016

610 pages, photographs

Reviewed by Omar DeWitt

This is a large book and may tell one more than one wants to know. The exploits of many spies are described. The efforts of the code breakers is explained.

The interesting thing is that Hastings agrees pretty much with John Keegan in his book on intelligence in war. It really has very little effect on the outcome of the war.

On the German side, although they had no big breakthroughs like the British, they were able on a lower level to break codes and evaluate situations rather well. Part of the ineffectiveness of intelligence is not having the military strength to do anything about it. The Germans did have some excellent information (Cicero is one example), but Hitler was sure his personal assessment of a situation was better than that of spies. Anyway, spies might be run by the enemy and be given false information to pass on. As a result, German intelligence was quite low.

Before the war with the U.S., Japan did good intelligence work in the Pacific. After the war started, the Japanese worked on pure fantasy. It is interesting that one of the best sources of information on Germany came from decoding the messages of the Japanese ambassador to Germany.

Britain, of course, is justifiably famous for the work at Bletchley Park. (Take the movie "The Imitation Game" with a few grains of salt.) It was an amazing, but not thorough, achievement. The Germans had hints about the enigma machine being broken but were too confident in it. In the military, code work is not a very good field for advancement. The British were able to work around this by employing civilians.

The U.S. broke the Japanese purple code, but there were others used by Japan that were not broken. Although there were hints about the German attack at "the bulge," they were overlooked by the overly optimistic Americans.

Although much of the data was overlooked and ignored by the Russians (Stalin had much warning about Barbarossa, but he ignored it), they were the most successful of all. The Russians had spies everywhere, but most successfully in Great Britain and the United States. They achieved the greatest success: the secrets of the atomic bomb.

There is much information here. Hastings is a good writer. I enjoyed most of the book. If you think of reading it, decide how much you are interested in espionage. It's not all drinking aperitifs in the corner bar.

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## Questionnaire

Except for the very rare comment, the officers hear nothing from the membership. We would like to hear from you. You can be very helpful by completing this questionnaire and returning it to the editor (address on page 12). You can print the page and mail it; you can email it; you can find a more clever way to transfer it. Please. **Your input is important.**

### *THE KOMMANDEUR*

Please rate the following items in the newsletter. Circle the appropriate number, where **1 is poor** and **5 is very good**.

#### 1. Articles from the officers

- A. President      1 2 3 4 5
- B. Vice President    1 2 3 4 5
- C. Treasurer        1 2 3 4 5
- D. Match Coordinator   1 2 3 4 5
- E. Secretary        1 2 3 4 5
- F. Judge            1 2 3 4 5
- G. Rating Officer    1 2 3 4 5
- H. Editor            1 2 3 4 5

#### 2. Upcoming Events article (conventions). 1 2 3 4 5

#### 3. Book reviews            1 2 3 4 5

#### 4. Game reviews            1 2 3 4 5

#### 5. Open Match Requests    1 2 3 4 5

#### 6. Game News

- A. Length of items    1 2 3 4 5
- B. Illustrations        1 2 3 4 5

Do you prefer (circle your choice)

- i. Box covers
- ii. Maps
- iii. Counters
- iv. Mix

#### C. Text descriptions; do you prefer

- i. Long
- ii. Short
- iii. Whatever

D. List any game company or magazine not covered that should be covered.

7. Trips: Members and the editor have visited battle sites and museums and have written up these visits, with photos, for the newsletter.

Rate these articles. 1 2 3 4 5

8. Is there anything you would like to see in the newsletter that is not there?

### *AHIKS in general*

What do you like about AHIKS?

How would you like AHIKS to change?