



From Your President Bob Best

"The State of AHIKS"

Today is Monday January 28, 2019. I just sat down at my desk with my morning coffee, logged on to my computer, and now I'm watching a beautiful sunrise as I consider what I am going to say about "The State of AHIKS." And, as I watch the sunrise, I cannot help but see the parallel between this sunrise brightening a new day and the advances in electronics and the internet brightening the future of our board gaming hobby. It was just a few years ago (Heh-Heh!... Well, 25 or 30 years ago now, but it only seems like yesterday to us "older gamers" who are "graying" a bit) that I worried that my gaming hobby was going to go the way of the dinosaurs. Things were really spiraling downward in the hobby then as game companies disappeared along with the retail stores that sold them.

The internet along with social media has certainly reversed that downward spiral from my point of view. Gamers are flocking to social media groups and "finding" one another now as they never were able to before. Gaming groups (in the old days we called them Game Clubs) are forming left and right and we are seeing many of these game groups that specialize in one particular game such as Member Randy Heller's "**Bitter Woods** Wargame Fans" or the "Avalon Hill **Blitzkrieg** Fans" group. Avalon Hill's "**Advanced Squad Leader**" group also has a big following. And there are other groups that specialize in just Avalon Hill games or just SPI games and others. Well, I've been writing about these groups over the past couple years, so you get the idea.

The point is that board wargaming is experiencing a big boom. Game companies are offering new games in record numbers, and massive numbers of the wargamers are connecting to buy these games and play them.

And, along with this Wargaming Boom, AHIKS is flourishing as well. Our AHIKS Facebook group has attracted a lot of new members over the past year, which in turn has caused membership in AHIKS to swell. In the last 12 months alone, AHIKS has gained 37 new members.

Individual game matching requests in AHIKS are also up. With many of our members being able to find and contact each other in real time now through the AHIKS facebook page, it has never been easier to find an opponent and arrange a game.

Multiplayer games are seeing a big surge as well. We have a number of multiplayer games playing right now and others that are looking for a few more players.

Playing now are; Duncan Rice's **Breakout Normandy** tournament, which I believe has just finished up. and Robert Granville's **Diplomacy** game. The **Diplomacy** game is heading into the spring, 1906 turn. (See Robert Granville's report on the game's progress elsewhere in this issue).

Here are some of the multiplayer games that have been advertised since the last issue of *The K*. These games have all been advertised on the AHIKS Facebook page.

Mark Bayliss—Mark Says "I joined AHIKS [Europe] back in 1979 and this enabled me to start playing by mail in those

days. My first opponent was Mr. "Anzio" himself, Tom Ole-son! **Anzio** turns 50 in 2019, and I'd like to announce a celebratory Pbem tourney. AHIKS ICRKS and DIR ROLLER can be used. This is a free-to-enter competition open to all skill levels. Please see link for more info: www.anzio50.com or PM me."

Kevin Conway—Kevin says "I am trying to get 7 players to commit to a game of **Empire in Arms** using Vassal. We are hoping for a move per week. Anyone willing to commit? The last FtF game I played took 11 months playing for 4 hours every Saturday. Got 4 players so far. Need 3 more."

Art Dohrman—Art Says "Re: the 2019 **Panzerblitz/Panzer Leader** pbem tournament, 8 people in addition to me have indicated an interest. I have emails to all but two (Dave Z. and John H.). If those two gentlemen will email me at art.dohrman@gmail.com, I'll compile an email list, and we can complete final arrangements that way, preparatory to an early start (after the Christmas cease fire). Of course anyone else who hasn't previously emailed me is welcome."

I am confident in saying game playing and the requests for opponents have risen in AHIKS during 2018!

AHIKS' financial picture continues to be good. Our Treasurer, Brian Stretcher, has managed the AHIKS treasury very well. We are able to maintain our AHIKS website and provide plaques and some cash prizes for various events and tournaments with no undue strain on the budget. Brian indicates that we should have a healthy financial outlook for AHIKS well into the future. See Brian's column for the details of AHIKS' finances.

Planned actions for 2019 include; AHIKS will again be awarding The Fassio Award for Best Article for 2019. (Now is the time for all of you to be thinking about writing an article for publication in 2019). Ken Oates has announced the winner of this year's Fassio Award for Best Article for 2018 in his column elsewhere in this issue. There is a cash prize as well as the plaque that goes to the winner of the award.

AHIKS will also be supporting multiplayer game tournaments in 2019 by providing winner's plaques for them, and we have funds available for other game related events if and when they become a reality. (Look for photos of the **Breakout Normandy** tournament plaque and The Fassio Award for Best Article for 2018 Plaque in the next issue.)

The AHIKS website's forum continues to be available for our members to use for game play, chit-chat, and game requests. The website also contains our Members Only section that has the dice roller and the archives of past newsletters, all available free to our members. If you do not have a password and user ID for the forum or the website you are really missing out in my opinion. If you set up a log-in identity, you can get your password and user ID set up by contacting Tom Thorsen, our webmaster. His contact information is on page 12.

AHIKS continues to produce a professional quality newsletter that I have received many compliments on from our membership. (Thank you Omar DeWitt for all of your time and effort that you put into producing *The K!*)

And speaking of time and effort, I want to thank all of the Officers and volunteers who have dedicated many hours of their time and huge amounts of effort to keeping AHIKS running for the membership. THANK YOU, GUYS! AHIKS would not be here without you!

So, what is "The State of AHIKS" you ask? Well, from my viewing position, it appears that AHIKS is in the BEST SHAPE that it has ever been in, and it also appears that AHIKS will continue to be in "Good Shape" for many years to come!

As always, if you have suggestions for improvement or want to become involved with your ideas, do not hesitate to contact any of the executive officers. Just remember AHIKS is an all volunteer organization and requires both support and active participation by members to make things happen. We on the exec would love to hear from you.

So, until next time, Happy Gaming!

WWI Movie

I wish to inform you of a WWI documentary by Peter Jackson of Lord of the Rings fame: "They Shall Not Grow Old." <https://www.youtube.com/watch?v=IrabKK9Bhds>

I've heard Jackson:

- 1) Colorized the film through intense research, including (for example) the cap badges – to insure accuracy.
- 2) Had forensic lipreaders determine what was said during the silent footage, then had voice actors – from the unit's home counties! – voice the words.
- 3) Took his own personal (working) WWI artillery pieces to accurately recreate the sound of WWI artillery.

Holy moly!

A museum colleague saw this on its only 2 New Orleans showings, and he said it was amazing.

Walt Burgoyne
Assistant Director of Education for Interpretation
National World War II Museum
945 Magazine St., New Orleans, LA 70130
Ph. 504-528-1944 x 333
Fax 504-527-6088

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.

1942 Jeremy Rowley, Galspar, UK
1943 Richard Wright, Wentzville, MO
1944 William Houston, Greensboro, NC
1945 Paul Denhup, Shelton, CT

Free Generals!

I have roughly 60 AH *General* magazines that I wish to give to anyone who would like them. I will pay for the postage to mail them. They can email me at my address, and we can go from there. Paul Heiser heisermodels@gmail.com

I also have many board games I would like to sell. I guess about 100 magazine games (S&T type) and about 100 boxed games (AH type). Several are the huge games like SPI's **Watch on the Rhine** and all the series of GDW World War II, if you laid out the maps for that series, it would be about 10+ by 10+ feet. Most are punched and organized in counter trays with the counter corners trimmed. Some are unpunched mint, most all have never been played or even set up to play. I'm 73 now and will likely never get to play any of them and would like to see them go to a good home somewhere.



Game "Review"

Thunder in the East

Designer: Frank Chadwick

Victory Point Games

\$100

Reviewed by Omar DeWitt

I have enjoyed Frank Chadwick's small games on the Eastern front, like **Target: Leningrad** and **Objective Kiev**, both published by Victory Point Games. When the announcement came out that **Thunder in the East** was to be offered, I signed up.

It arrived yesterday. I opened the box today.

Frankly, the amount of contents stunned me. The contents are: Nine letter-sized charts, including an Economic Map, a Morale Chart, and a Dogfight Results Table.

Five smaller charts, including a Casualty Mat and Transport and Cargo Sheet.

A 12-page Reference Book.

A 40-page Scenario Book.

An 88-page Rulebook.

A pack of over 100 cards.

Sixteen dice with various faces.

Twelve letter-sized thick counter sheets (large counters).

For each player a 16 by 11 pool sheet.

And four large map sheets.

You may be wondering why I took the time to list the contents. Because that may be all the information you get from me about this game. I'm 85. How much time do I want to devote to reading all those rules? Punching out all those counters? Find a place to iron out and stabilize all those maps? Well, who knows. And this, gasp, is Volume One!

Do I recommend the game? Based on weight and color of contents and number of contents, I'd say 8½ out of 10.

If you get further into the game than I have, write me a short review.



Fassio Award Candidates 2018 Articles

It is time once again to announce the winner of the Fassio Award. First I would like to point out that although the Junta had ten articles to select from, we could use more. The officers are providing a large proportion of the articles seeing print, and they are not eligible for the award. We do need more articles

from the membership! The criteria used in making the selection can be found in Volume 52, Number 2.

The judges have considered the eligible articles in Volume 53 and made a unanimous decision. Here are the contenders:

Title	K Volume	Author	Type Article
The Armor Museum in Bethpage, N.Y.	53-1	Stuart Schoenberger	General Interest
Iron Man Results	53-2	Randy Heller	Tournament Play
War at the End of the World	53-3	Tom Oleson	Book Review
Origins 2018 Experience	53-4	Graeme Dandy	General Interest
Book Reviews	53-4	Tom Oleson	Book Review
Book Reviews	53-5	Tom Oleson	Book Review
Blockade	53-5	George Phillies	Game Analysis
PanzerBlitz/Panzer Leader pbem Tournament	53-6	Art Dohrman	Tournament Play
SPI's Wellington's Victory, Bringing it into the 21st Century	53-6	Charles Sutherland	Game Analysis
What Are the Fundamental Elements of a Game's Design?	53-6	George Phillies	Game Analysis

The winner of the 2018 Fassio Award is George Phillies for his article "*What Are the Fundamentals of a Game's Design?*" which appeared in Volume 53, Number 6. Congratulations to all and well written!

Vice President's Chair Kenneth Oates

First let me extend a Happy New Year to all of our members and wish that all your die rolls be favorable!

This issue contains a lot of news. Much of it is an ending, but some of it is a beginning.. The **Breakout Normandy** Tournament has drawn to a close, the **PanzerBlitz/Panzer Leader** Tournament is underway, and the **Storm Over Arnhem** Tournament continues. Hopefully, these will foster more articles for *The K*, speaking of which, another final discussed above is the winner of the 2018 Fassio award.

All in all, 2018 was a terrific and active year. However, to accomplish this requires members (and I do not mean just the Officers, they contributed a lot of articles in 2018) to contribute also, and publish in *The K*. This is my annual somewhat irregular plea for more articles. I know you guys have gaming ideas, opinions, and games you have played, things you would have done differently, plans gone awry, games with crazy endings (and middles), new games you love...or hate...or sell as soon as possible, old games you love or hate or time has passed by, only to be reborn in new, shiny shrink-wrap!

The latter games of the PB/PL tournament will be shared as AARs, but they are months away. In the meantime, think of

something you would like to share. I have never heard of anyone being attacked here for what they have written. Don't be shy, submit something and it will be published.

With a New Year come resolutions. Here are mine for my 2019 gaming life:

- 1) Learn a new game.
- 2) Add another match to those I am currently involved in.
- 3) Write an article contrasting two games on the same subject for *The K*.
- 4) Submit an article to a game publisher house magazine.
- 5) Become more active in social media (Consimworld, Facebook) gaming communities.
- 6) Get my VP articles in to Omar in a timely manner.
- 7) Finish my **France 1940** trilogy.
- 8) Attend a gaming convention this spring or summer.
- 9) Paint my Fortune and Glory figures.
- 10) Do deeper research into one of the battles I simulate through gaming.

We will see which of these are achieved during the year.

Looking forward to an even greater 2019; enjoy the games!

The Solitaire Game

by Bob Best

Welcome to 2019's first Solitaire Game column. This time I would like to talk about **Target For Tonight!**, a new solitaire play aerial warfare game that is in its final testing stages and should be offered by Legion Wargames in their Customer Pre-Order (CPO) game section very soon.

If you are a fan of Legion Wargames' **B-29 Superfortress** or **Target For Today!** or if you think you might be interested in commanding a heavy bomber flying against Nazi occupied Europe in the Strategic Bombing Campaign during World War II, then I think you will really like **Target For Tonight!**

Target For Tonight! is a solitaire game that recreates Britain's Strategic Night Bombing Campaign against Nazi occupied Europe during the Second World War. It is a sequel to the very popular **Target For Today!** game and uses a modified version of **TFT's** game system to recreate the suspenseful cat and mouse night combat actions fought in the dark night skies over Europe between the Luftwaffe's night fighters and Bomber Command's heavy bombers.

The game covers the period from 1942 through 1945 when the British decided to use night area bombing against German target cities. The **Target For Tonight!** game design closely follows that of Legion Wargames' **Target For Today!** game, which covers the American Strategic Daylight Bombing Campaign over Europe. Players who are familiar with the **Target For Today!** game system should have no problems adapting to the **Target For Tonight!** game rules and should move quickly into game play.

For players who own Legion Wargame's **Target For Today!** game, the three RAF bombers used in **Target For Tonight!**, the Avro Lancaster, the Short Stirling, and the Hadley Page Halifax bombers are all compatible for use in the **Target For Today!** game. This gives the player the ability to fly daylight bombing missions with Bomber Command's heavy bombers to see how they fare. Likewise, optional rules are included in **Target For Tonight!** to allow the player to experiment with using American B-17 and B-24 bombers from **Target For Today!** to conduct night bombing missions using the **Target For Tonight!** game rules.

There is a further surprise in **Target For Tonight!** Rules and counters are included so that owners of Legion Wargames' **B-29 Superfortress** game and **Target For Today!** game can fly the B-29 Superfortress in "What-If" daylight or night time bombing raids over Europe.

Target For Tonight! is designed so that each individual mission is fast and easy to play. The campaign game that comprises your Operational Tour of Duty offers the player a game that is rich in detail, making the game as realistic as possible while still remaining playable.

For those of you who like this, here is an After Action Report (AAR) from a test mission flown by Steve Dixon in his Lancaster bomber called "Fish and Chips"!

123 Squadron

Fish and Chips Mission Report

Date: Night of 8/9 March 1942

Target: Essen

Z2: Water – Z3: Water – Z4: Water – Z5: Netherlands – Z6:

Essen

Type: Area

Crew:

Bomb Aimer: Winston "PM" Mycroft

Pilot: Giles "Dick" Dixon

Flight Engineer: Manfred "Freddie" Thomas

Navigator: John "Johnny" Davis

Wireless/Gunner: Wesley "Wes" Pate

Mid-Upper Gunner: Woodson "Woody" Smith

Tail Gunner: Charles Burris

Electronics Package: GEE

Zone 1: Base

We found out the target was Essen. Not too far into Germany and the flight plan took us over water for most of the trip. This would evade most of the Ack-Ack. We were trucked to the hardstand and began our preflight procedures. We would be taking off in good weather in the first third of the "Bomber Stream." I pity the souls trailing in the last third of the wave.

We took off at 2000 hours without encountering any problems. As we approached the next zone, we are at low altitude (below 10,000 feet).

Notes:

T/O procedures are similar to **Target for Today**. However, there are a couple of new wrinkles. First concerns the crew. Certain positions can now roll to determine if they have superior night vision. Second, you will be rolling for your squadron position in the bomber stream. It affects certain die rolls, especially when you roll for German radar contact. Another new item will be the ability to add electronic gear and countermeasures when they become available. If playing the first campaign, you will have the GEE system to use. Also determined is the phase of the moon for the mission (in my case it is a half-moon). Players can determine this using a table or the provided sheet that uses the historical phases during the years covered by the game. Lastly, you can fit out your bomber with different armament layouts (some of the options use .50 ammunition). In my case I am using the standard armament of an early Lanc, twin-barrel turret for the nose and mid-upper turret, a 4-barrel turret for the tail and single-barreled ventral gun—all using .303 ammunition.

You will also have to deal with altitude and navigation—and don't worry, it's simplified.

I will explain them when the situation warrants.

Zone 2 Out:

When moving into a zone, the player may move any of his crewmen to another position. In my case the Wireless/Gunner could move to man the ventral gun. I opt not to do it. This is done as soon as the bomber moves into the zone.

As I move into Zone 2, I decide to go to high altitude (in game, 10,000 ft or greater). While I will have to check for contrails at high altitude, it does extend the working range of GEE to Zone 5, which automatically keeps me on course. At low altitude, the working range is up to three zones, but you don't roll for contrails. In my case, contrails form.

Changing altitude is simple; the player may shift his altitude or stay at the same altitude when moving into a zone. If a player is at high altitude, he could stay or can go to low altitude. There is a "Hit the Deck" altitude counter but is used only in certain situations.

No mechanical failures occur.

Weather in the zone is Fog/Haze and contrails form. Since I am over water, AAA is not checked. That changes when over land. (An optional rule accounts for the use of flak ships.)

Next in the zone comes the German radar check to attempt to lock onto your bomber to allow the Germans to guide night fighters to your bomber. In my case I am detected by radar. (If no radar contact is made no combat occurs, and the player moves to the next zone.)

Next, I determine how many fighters will attack. In my case one Bf-110F-4 will attempt to spot my bomber and attack. The next step is to determine the experience of the German pilot—he's a veteran. Next would be to determine the radar package the plane could be carrying but since the date is March 1942, no package is available so no roll is made. If more than one German fighter is attacking, each German plane attacking is completed one at a time.

Once the above steps have been determined, the player rolls to see if the German fighter spots the bomber. If he does, he then determines clock and attitude position. If spotting is not successful, the attack ends for that aircraft and the player moves to the next zone – which is what happened for me.

I will cover what happens when the fighter does spot your bomber which happens in the next zone.

Zone 3 Out:

No crew movement. I remain at high altitude and on course. No malfunctions. And contrails remain. No AAA since I am still over water. I am detected by radar and two fighters will attempt to attack my Lanc. The first plane, a DO-217 does not detect my bomber and thus does not attack. The second aircraft – an Bf-110F-4 – does spot my bomber and will attack from the 6 high position.

At this point, I attempt to spot the fighter. If I don't, the German fires first, "surprising me." If I spot him, I can use the corkscrew maneuver to evade and fire first. I decide to use the corkscrew and check for collision. None occurs. It throws off the aim of my mid-upper gunner. Despite the corkscrew, my gunner hammers the Bf-110, sending him flaming down.

The combat round ends, and I head into Zone 4.

A special note: Unlike **Target for Today**, combat does not end if the fighter misses the bomber. He continues to attack unless he loses contact, suffers damage that forces him to break off, or is shot down.

Zone 4 Out:

A relatively quiet zone. No fighters spot my bomber and I head into Zone 5.

Zone 5 Out:

Still flying at high altitude no contrails and no malfunction. I am now over the Netherlands. I am detected by the German radar system. I perform a AAA check – I am not detected. A lone DO-217 spots my bomber but I do not detect him. He shoots from the 6 Level position but misses. I perform another corkscrew but my tail gunner misses. The German attempts to maintain contact but does not. Combat ends, and I head into the target zone.

Zone 6 Out – Target Zone:

Well this is the zone when things fell apart. I do not move any crewmen. I remain at high altitude; cloud cover is at 100%. No malfunctions occur. No AAA fire occurs.

Two enemy fighters approach for an attack. The first, a Bf-110F-4, fails to spot my bomber and departs the field of battle. The JU-88C does detect my bomber but I do not spot him. The German fires first, in a "surprise attack" from 6 high. He's right

on the money and I suffer walking hits, affecting the Nose, Front Centre Section, Bomb Bay, Rear Centre Section and Tail. The following damage is suffered:

Nose: Bombsight hit (automatically off target); Front Centre Section: Superficial Damage; Bomb Bay: Bombs hit but do not detonate; Rear Centre Section: Ventral Gun destroyed; Tail: One Hit - Left Rudder

I "corkscrew" while attempting shoot back, missing the night fighter. The night fighter tries to remain in contact with my bomber but does not, so the combat round ends.

Since GEE is not available (out of range) I roll to determine if I am off-course. I am. This will affect my ability to drop bombs on target. Each time a player is off course, it's a -1 modifier on the bomb run for each instance. So, if I am off course three times as I reach the target zone, I will have a -3 modifier on top of any others. To negate the off-course modifier, the player can "go around" but that entails another possible tangle with night fighters. For a -1 modifier, I opt not to do so.

Unfortunately, my run over the target is automatically off. Even with 100% CC and the -1 for being off course I doubt I could have hit the target even with the bombsight.

Zone 6 In - Target Zone:

After the wrenching run over the target, I once again evade AAA; but two more fighters approach. Neither see me so combat ends. Getting closer to home, I needed a break after Zone 6.

Zone 5 In:

I am still at high altitude and my navigator picks up the GEE signal. We'll be back on course soon. Weather is not bad with a little Fog/Haze. AAA does not find us. German radar does and quickly a Bf-110F-4 is vectored in. Luckily it does not spot me and wanders away. Hope our luck remains as we press home.

Zone 4 In:

Our luck continues to hold. German radar fails to contact us, and we proceed home unmolested.

Zone 3 In:

Still at high altitude and Fog/Haze weather conditions. No AAA. We are contacted by radar, but no fighters attack, instead a random event is called for. The bomb aimer loses his night vision bonus.

Zone 2 In:

I drop to low altitude. Weather is at 50% CC. AAA does not spot us. Once again German radar locates us and a Me-110F-4 at 6 high is sent in. He spots our bomber, but we do not spot him. He shoots but misses. We "corkscrew" and both the mid upper gunner and tail gunner hit the fighter (FCA and FBOA) which downs the fighter. The tail gunner, last to fire, gets the claim. Combat is over. Now to Zone 1.

Zone 1 – Base:

With our base in sight and the weather clear, we make a good landing. We claimed 2 ME-110F-4s despite an off target drop. But it counts toward our 30!

Final note: This mission could have ended differently had AAA been a factor. As you may have noticed, AAA is checked in every zone to the target and back (with exceptions of course). End of report.

I hope all you Solitaire Game fans enjoyed reading about this new solitaire game!

Until Next Time

Treasury Notes

Brian Stretcher



A Slow Return to Normal Life...then BOOM!

Things were looking great at the end of September for returning to a more normal rate of game play. Then, one of my local colleagues with a very significant practice was appointed judge, and another was elected County Commissioner. Both had practices in my areas of expertise. In a small town, the sudden loss of an attorney causes a significant impact on those who practice in the same areas of the law. So, November and December were crushing, with long days in court and work extending into the evening. Couple that with two days of no power due to heavy, wet snow in December, the holidays, and a long planned Caribbean vacation in early January, and I have had little time for gaming until recently. My hiatus last issue was necessary.

I was fortunate enough to be relieved of my position as President of the local youth soccer association last week, and I have been a little giddy since, no longer having to worry about those extra administrative duties, which were almost exclusively limited to evenings and weekends. I am starting to get back on track after being nearly a month behind. My goal is to get a response out for a game every 2 to 3 days. With 6 games in progress, that's a turnaround time of about two weeks per game, which is acceptable. Now if I could just be relieved of these homeowner's association duties as well.

Reinforcements Slow to a Trickle

Since I still have a slew of games to look at going back to late 2017, I have slowed on my orders of late. The only recent purchase (actually a long-awaited preorder) that I have received lately is **Pacific Tide**, a relatively small and inexpensive strategic level game of WW2 in the Pacific. All I know at this point is that it is a card driven game with a somewhat unusual system. It looks nice, but all I have done is crack the box.

I still have outstanding pre-orders from Avalanche Press from over a year ago, **Mediterranean Ultimate Edition** (GWAS Series) and **South Pacific** (2WWAS series), and a more recent pre-order of **Bismarck** (also 2WWAS series). No more preorders from AP until those are delivered; stories abound on the interweb. The newest edition of **The Russian Campaign** I preordered long, long ago is also still promised by GMT later this year.

Here I Stand

This game I mentioned last time. Still in the first turn Action phases, but most powers other than France (me!) are about out of cards to play. The Ottomans have taken Budapest, while the Hapsburgs now control (formally neutral) Metz. England has sent an explorer to the New World. France took Ravenna after bargaining with the Papacy, and Francis earned a VP and an extra card through chateau construction. The Papacy (as has almost everyone else) has raised a lot of mercenaries and engaged in a theological debate with the Protestants, regaining Catholic predominance over an electorate in Germany. Currently the Protestants are in the process of publishing a German translation of the New Testament, and will make some new reformation attempts soon.

This game is a lot of fun. I am finding it a lot less stressful

than some other card-driven games (e.g. **Paths of Glory**), because the choices of what to do each Action phase seem a lot less overwhelming. There are actually reasons to play cards as events instead of Command Points. There is a lot of detail and we are still missing some little rules and twists, but nothing that has hampered the game.

A Trio of Book Reviews

I always try to work in a historical title or two between the science fiction and fantasy I enjoy. Or, maybe it's vice-versa, not really sure. And, regardless of time commitments, there is always a book to read. Here are some quick reviews of three history titles I have finished since September.

War of the Roses, by Dan Jones. This is the sequel to **The Plantagenets**, which I reviewed a few issues ago. A little deeper dive than standard survey history, this covers events in England from about 1420 to 1520, or Henry V to the beginning of the reign of Henry VIII. In game terms, events covered are pre-**Kingmaker** up to the start of **Here I Stand**. If you have played **Kingmaker**, all the familiar names are here, from Percy and Mowbray, to Stafford and Pole. Margaret of Anjou was not far removed from Cersei of **Game of Thrones** in terms of ambition, and there are other parallels as well, including battles big and small, beheadings, rebellions, and murder. Well written, I heartily recommend this book and its prequel.

Jesus Wars, by Philip Jenkins. This is essentially a history of the struggles between various Christian factions near the end of the Roman Empire and the emergence of the Byzantines, so around the 5th through 8th centuries. To an extent, it is a fascinating discourse on how minor variations in belief led to enormous theological struggles, to include the usual murder, armies of thuggish monks, claims of heresy and blasphemy, and other sorts of things, some supported by the Empire, some not. In the end, these back-and-forth struggles left us with what became Roman Catholic Orthodoxy, although it took several hundred years to get there. This book was informative, but hard to read and stay focused; I found my mind wandering frequently amidst the minutiae of the differences between the single-nature vs. dual nature of Jesus, which in fact has never been completely resolved, and losing track of the many significant clerics who led these struggles from Alexandria, Antioch, Constantinople, Rome. Recommended only for those interested in the subject.

Lucky 666: The Impossible Mission, by Bob Drury and Tom Clavin. Now this was a good book, reminiscent of those Cornelius Ryan stories of **The Longest Day** and **A Bridge Too Far**. This is the story of a B-17 pilot and his bombardier in the South Pacific in 1942-1943. The book starts near the end with the aircraft being hit in the cockpit with a burst of cannon fire from a dying Zero and the "film" going to black. The book then picks up with the pilot's back story from youth into WW2, and how he met his bombardier before the war, were separated, and then reunited at the airbase at Port Moresby a few years later. Jay Zeamer did not particularly like to follow rules or orders that he thought were stupid, so when the USAAC did not give him his own bomber to fly, he and his crew of outcasts salvaged a wrecked one, loaded it with extra 50 caliber guns, and volunteered to fly a near-suicide solo mission photographing the reefs of Bougainville prior to the amphibious landings there in 1943. While the action stays mostly with the main characters, it does shift to other individuals up and down the chain of command to fill in the context of the story. It is a true story well told, based on interviews and archives. It is suspenseful and difficult to

predict which of our bomber crew will survive. It reads like a novel, and would make an excellent film. Highly recommended.

Treasurer's Report

Since the end of September, we have earned our usual passive interest, and this month received the dues and contributions from the paper-K-only members for 2019.

Total balance 9-29-18:	\$ 8,601.33
Dividend 9-30-18:	1.41
Dividend 10-31-18:	1.46
Dividend 11-30-18:	1.41
Dividend 12-31-18:	1.46
Dues and contributions 1-28-19:	85.00
Total balance 1-30-19:	\$ 8,692.07

And for all of 2018:

Total balance 1-30-18:	\$ 9,000.79
Dividends:	15.26
Dues and contributions (through January, 2019):	180.00
Randy Heller, Ironman reimbursement:	-124.57
Bob Best, award reimbursements:	- 89.78
Tom Thorsen, Webhosting reimbursement:	-289.63
Total balance 1-30-19:	\$ 8,692.07

I deposited the dues and contributions after the beginning of February last year, hence the rather large dues and contributions number since last February. We may get one or two more contributions later in 2019. We spent a little more on tournaments and awards this year, and the webhosting amount is up. But, erosion remains slow. It will be awhile before AHIKS slides into the sea. Which is why we can continue to offer services for free.

Until next time!



AHIKS BREAKOUT NORMANDY TOURNAMENT 2018
...AND THE WINNER IS...

STEVE ANDRIAKOS



From Duncan Rice

I'm going to step up on a soapbox for a while here. Allow me to stress the importance of communication once again. AHIKS is founded on providing a bank of reliable opponents. Without this we cannot provide the services required. I mention this because there are match assignments without final reports dating back to April 2011. I also have members who I have matched but their prospective opponent has not had the courtesy to even reply with a 'no thank you.' On one occasion a single member had this happen multiple times over a short period. Please only send a match request if you are positive that you can commit to the game. If you have had a change of circumstance, have a full game schedule, etc, have the courtesy to let the match coordinator know what games to drop from the match request list so that AHIKS can continue to provide good service.

I have forwarded dropped matches that I have been made aware of to the AHIKS executive. I encourage all members to report matches that have not been followed through by their opponent. I have mentioned a few to the executive that I know about. There are many more if my records are correct. I will be pushing harder with the executive to expel members who hinder the ability of AHIKS to provide a solid base of reliable players. **GOOD COMMUNICATION IS REQUIRED BY AHIKS AND IS JUST PLAIN GOOD MANNERS.**

The **Breakout Normandy** tournament has come to an end. There is only one outstanding match and regardless of the outcome Steve Andriakos is the official victor with an undefeated record! Five players completed the tournament and I hope they enjoyed their games.

I might run future tournaments. I have learned a few things. The individual rounds need a hard deadline. The game chosen should be a simple single turn exchange, no phases. It should be a simple game and limited to ten turns. Lastly it should be limited to a round robin of four participants. Keep an eye out for new and improved tournaments.

I'll leave you with a picture from my recent trip to Santa Clara, Cuba. This is the location of the final battle of the Cuban Revolution. After this battle the revolutionaries marched unopposed on Havana and Batista fled. The picture is of an armoured train that was ambushed and captured during the battle from December 28 1958 to January 1 1959. The train is now a monument and museum. Che Guevara's mausoleum is also close by. Cuba is, of course, a very emotional and heated topic. But regardless of your political beliefs this is a fascinating part of history.



Open Match Requests from Duncan Rice

1914 AH

Adv Squad Leader MMP
 Adv Squad Leader Starter Kits 1 & 2
 Arab Israeli Wars AH
 Ardennes '44 by GMT
 Battles for the Ardennes
 Battle of the Bulge AH
 Barbarossa to Berlin GMT
 Bitter Woods by CG or L2
 Blitzkrieg '75 AH
 Bloody Hell HFDG
 Caesar's Leigions AH
 Case Blue by MMP
 D-Day '61 by AH

Circle of Fire ATO
 The Civil War AH
 The Civil War VG
 Conflict of Heroes AG
 Dien Bien Phu: The Final Gamble
 Legion Wargames
 East Front Series by GMT
 France 1940 Vae Victis
 Frederick the Great SPI

To Green Fields Beyond SPI

Grenadier SPI
 Great Game by Legion Wargames

Guns of August AH

Holland '44 GMT
 Imperium Romanum

Jutland AH

The Korean War VG
 Leipzig SPI
 Midway
 Mortain Counterattack DG
 Napoleon's Last Battles
 Panzer Blitz AH
 Panzer Leader AH
 Phalanx SPI

Rhichthofen's War AH

Richthofen's War AH

Rock of the Marne MMP

Russia Besieged L2

Second Fleet VG

Silver Bayonet GMT

Soldiers SPI

Squad Leader
 Storm Over Arnhem MMP
 Storm Over Dien Bien Phu MMP
 Storm Over Stalingrad MMP
 Tank on Tank LnL
 Third Fleet VG
 Third Reich AH
 Turning Point Stalingrad AH
 World War II SPI

John Troskey 1554 CVS

Charles Mock 1873 E
 Michael Plummer 1919
 Scott McAninch 1718 PE
 Rob Franze 1921 VNX
 Thomas Ten Eyck 0826 PE
 Rene Charbonneau 1934
 Andrew Patience 1646
 Rob Franze 1921 VNX
 Jeff Bullard 1901 PLV
 Jay Unnerstall 1264 EPS
 Charles Sutherland 1604 V
 Rob Franze 1921 VNX
 Richard Passow 1453
 EPLX

Rudy Quiroz 1915 SEV
 Axel Van Looy 1909
 Andrew Patience 1646
 Lourens te Beer 1908 EL

Andrew Patience 1646
 Rob Franze 1921 VNX
 Andrew Patience 1646
 Andrew Patience 1646

John Troskey 1554 CVS

Charles Sutherland 1604 V
 Andrew Patience 1646

John Troskey 1554 CV

Rudy Quiroz 1915 SEV
 Rene Charbonneau 1934

John Troskey 1554 CVSL

Paul Koenig 1577
 Charles Sutherland 1604 V
 Clark Evans 1933 FV
 Jay Unnerstall 1264 EPS
 Charles Sutherland 1604
 Scott McAninch 1718 PE
 Scott McAninch 1718 PE
 Charles Sutherland 1604 V
 Scott McAninch 1718 PE

John Troskey 1554 CV

John Troskey 1554 CVL

Mike Paul 1578
 Thomas Ten Eyck 0826 PE
 Rudy Quiroz 1915 SEV

John Troskey 1554 CVS

Clark Evans 1933 LV
 Andrew Patience 1646
 Andrew Patience 1646 V
 Andrew Patience 1646
 Duncan Rice 1394 V
 Thomas Ten Eyck 0826 PE
 Clark Evans 1933 FV
 Andrew Patience 1646
 Charles Sutherland 1604 V

Match Coordinator

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

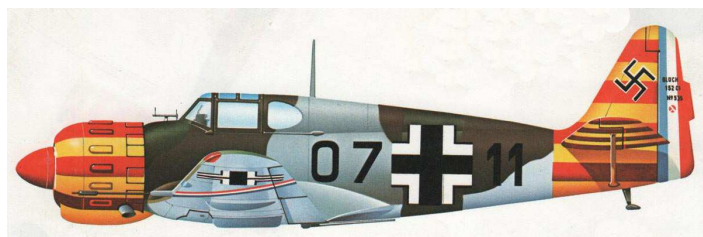
Match Codes

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

Multiplayer Games

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

Advanced Third Reich AH – Rene Charbonneau [1934]
 Crown of Roses GMT – Mike Kettman (1067) V
 Dune – Jeff Miller [1303] V
 Empire in Arms – Kevin Conway [1930] V
 Empire in Arms – René Charbonneau [1934]
 Empire in Arms – Thomas Scarborough [1345]
 Empires of the Middle Ages – Mike Kettman (1067) V
 Fire in the Lake – Jeff Miller, [1303] V
 Gunslinger AH - Matt Scheffrahn [1844] VMG
 Kremlin AH – Jeff Miller [1303] V



What Are the Fundamental Elements of a Game's Design?

by George Phillies

Continued from last issue.

Eurogames are defined by their Shape. One might imagine (see Homework) a game in which you were dealt a random set of Eurogame mechanism cards, and told to design a Eurogame dominated by those mechanisms. Some of the games would be a tad bit strange, but almost all combinations of Eurogame mechanisms can probably be turned into reasonable games.

Board wargames have a style, sometimes called hex and counter, but hiding behind the hexes and the counters are an extensive range of mechanisms. The general topic of board wargames—warfare—constrains wargames to have rules covering several classes of activity. Within each class of activity there are many choices of possible rules implementations.

The choices of mechanisms for wargames are then more confined than the choices of mechanisms for Eurogames. Almost every board wargame must have some rule on unit counter placement, some rule on unit counter movement, and some rule on combat. Placement, movement, and combat refer to classes of rules, not to a particular rule. You need some rule on how you move the tokens representing military units; you do not need any particular rule. The use of a particular rule is a design implementation, but there is little choice about whether or not you have some placement rule, some movement rule, and some combat rule. I suppose one could imagine a game of dueling fortresses in which there was combat but no movement, but I am not aware of an actual title that fits the description.

Theme

Theme is what a game is about. Theme is not a set of rules for a game. If I ask a novice group what they are about to design, the answer will often be ‘we are designing a game about (some theme)’. If I ask for information about parts, I may well see some beautiful graphics, hear a heart-rending back-cover description, and eventually have to ask “where is the game here?” Let me emphasize that that is not a minor question that I raise in order to be annoying. If a design group is asked “where is the game?” or worse gets the feedback “I don’t seem to see a game here,” the group is receiving an extremely pointed criticism of its work. If the design sequence is approaching completion, a partial synonym for “Where is the game here?” is “Disaster is imminent.” Your author has repeatedly seen presentations in which there was no good answer to “where is the game?”, with more or less serious negative outcomes at the end of the project. Some groups recovered and did well; others were less fortunate.

Wargame themes are generally historical periods. Some themes are specific battles, e.g., Taierzhang or Gettysburg. Other themes cover a wider expanse, e.g., World War One. Historical periods are so important that the next chapter is devoted to them.

Shape

Shape is one of the more obscure parts of the design of games. I lifted the word shape from Japanese theory for the strategy of the game Go. A player’s position may be said to have good shape or bad shape. On the Go board, the shape is the part of the board occupied by the stones, the spaces between the stones, and the way the various stones support or do not

support each other. A shape may be said to be thick or thin. One analyzes shape by pattern recognition at a high level.

By shape I do not refer to the shape of the game box. Almost all board wargames come in boxes that are rectangular solids, or in envelopes of various sizes. The Emilio Gaudi Tile Game is almost unique in being shipped in a hexagonal box, but that game’s shape is (tile-laying) Eurogame. The shape of the game is the space the game occupies in the player’s life. A game may be short or long. It may be casual or intensive. It may be something played as a distraction or something requiring the highest possible prolonged concentration on the part of the player. What playing surface is required? The smallest boardgames fit on one side of a postcard. At the other extreme, a game like **Drang nach Osten** is 5 x 9’, while the old MIT SGS **Tactics Pi** was 15 or so feet in its long dimension. Some authors advocate boardgames in which the number of unit counters is very small. Sabin, in *Simulating*, makes a strong case for few-unit games in the context of his academic objectives. World War I air combat games often have one aircraft on each side. On the other extreme, games about the Second World War or the First World War may have thousands of unit counters on the table at the same time. The term of art for these very large board wargames is monstergame. At one time there was a National Monstergaming Society. (Miniatures players have gone even farther in their pursuit of large games. There have been recreations of the battle of Borodino using twenty or forty thousand toy soldiers. Where could you play such a game? It turns out that around the world there are a number of surviving hangars for large airships that can be rented at a modest cost.)

Instead of expanding the number of units on the board, one can manage to expand the size of the rules. Complexity has outcomes all its own. The author recalls playing a tank battle in which the rules fit nicely onto a single piece of paper, including the two die roll modifiers for the tanks of the two sides. The famous game **Advanced Squad Leader** comes with a rules book in a three ring binder that is several inches thick. These are the basic rules, never mind all of the improved rules issued separately in many packages. The basic rules run approximately 140 pages of rather small type. For example, the **Advanced Squad Leader** basic rules include a full page discussing how one advances infantry in urban warfare conditions by sending them through the sanitary sewer system.

Most board wargames are designed for two players. One might imagine that since military warfare involves multiple layers of command that one could design board wargames intended to be played by several players on each side, in which one player takes the role of the high command and other players take the role of subordinate commanders. Adding command layers would increase the depth of the shape. Classical board wargames of the early period did not have enough unit counters to support this. One solution to this challenge was to purpose-design a board wargame, with relatively simple rules, in which the map and number of counters was so large that you could have three or four players on each side, and the players all had plenty to do.

The first game of this style was the MITS GS game **Strategy One**, not to be confused with the more recent SPI game of nearly the same title.

Games having far larger shapes have recently appeared in the computer gaming world, where huge numbers of people simultaneously play in a single massive multiplayer game. The number of players in some of these games is vastly larger than the number of players who could plausibly be assembled in one place to play a single board wargame. Readers should note that size of game and size of rulebook are independent variables. The author has seen several very large multi-player games in which the play turned out to be a total failure from the standpoint of player enjoyment, because the rules were so detailed and involved so many phases and steps that it took forever for anything to happen. In particular, it took longer than the several days at the players had available to play the game.

Components

For a boardgame, the components are the physical parts. Some parts are quite exotic. There is a French board wargame in which combat resolution is handled by what appears to be a hard-wired computer built into the game box, controlled by inserting analogs of Hollerith or Jacquard loom cards. There are a few light wargames in which hidden movement is managed electronically or magnetically. However, those games with electronic bits are the rare exception that proves the general rule. What parts may one typically encounter?

Almost always there is a printed game board, a physical map of the space over which the war is fought. Maps are generally printed on heavy cardstock, though some are mounted, attached to a layer of cardboard or the like that may be 1-2 mm thick. In older games, maps were often monochrome black on white or tan. Under modern conditions, full color printing has become so cheap that it has become the norm. Many board games now also exist as electronic virtual representations, allowing two players who both own the game to communicate electronically by sending images of their game moves to each other. Those electronic representations were used to generate much of the art seen in later chapters of the book.

Unit counters are ubiquitous in board wargames. The classical unit counter is a square of cardboard 1/2 inch or so across, with printing on one or both sides. Counter thickness is critical to true playability. Unit counters that are too thin to be picked up destroy the game's physical playability. A few games have experimented with other shapes. **Tactics II** (1958) used circular counters for headquarters. Avalon Hill **Gettysburg** used rectangular counters, representing a regiment with a front and flanks. At least one game used hexagonal unit counters that were very slightly smaller than the grid locations onto which they were placed.

All games have a set of rules. Simpler children's games have rules printed on the back or the interior of the box. Board wargames almost always have a book of rules, sometimes supplemented with a historical discussion or bibliography. Separate from the written rules are tables and charts. Tables and charts might be included in the rules, but more commonly tables and charts are printed on separate pieces of tagboard, or on the map. Tables printed on the map face the challenge that they are printed upside down relative to at least some locations at which players might be seated. Tables and charts are commonly used in combat resolution. Tables are used to summarize the rules or sections of them, notably terrain effects. Charts are used to record unit replacements, reinforcements, and combat production.

Some games have more elaborate components. Three-dimensional dice-rolling towers and combat resolution objects

have appeared in some games. With modern 3-D printing, such objects will likely become more common and more ornate.

Voice

By voice I mean voice in the sense that the word is used in literary theory. Voice describes the Point of View for the reader. The game style "First-Person Shooter" is half-defined by its voice, namely the player sees the world through the eyes of a single character. An author writing in first person talks about what is happening by saying "I saw approaching me that most dangerous of all foes, a small party of men." Alternatively, the author writes in third person: "She comes to a fork in the road and, seeing no preference as to choice of direction, flips a coin and then advances in the direction the coin does not indicate." We can actually be systematic in discussing voice. One has first-person, second person, and third person. Each person has a singular and a plural. Thus, we have I and we, you, and he, she, or it, and they. Readers familiar with some foreign languages will recognize that the words for you in the singular and plural need not be the same. In some languages, there will also be more or less formal words for referring to a person. The English you and thee capture this distinction, though the usage of thee has in many places been inverted between Shakespeare's time and our own.

In addition to these choices of voice, there are several alternatives. In authorial omniscient, the reader may be told that which the author knows, allowing the author to make parenthetical asides to the reader. In graphic novels, the effect is termed 'breaking the fourth wall'. A familiar example of this style comes from the greatest of Victorian authors, E.G.E. Bulwer-Lytton, "It was a dark and stormy night; the rain fell in torrents - except at occasional intervals, when it was checked by a violent gust of wind which swept up the streets (for it is in London that our scene lies), rattling along the housetops, and fiercely agitating the scanty flame of the lamps that struggled against the darkness." Here the parenthetical phrase (for it is in London that our scene lies) exemplifies the authorial omniscient style. The author is telling the reader something that cannot be inferred from the description of the scene. An alternative to authorial omniscient is the provision of contextual clues. A culturally literate reader told that the skyline includes the Washington monument or Westminster Abbey knows that she is in the vicinity of the District of Columbia or London. In multiple points of view, the reader sees the same events, sometimes even the same scene, from the perspectives of several or many characters, the author providing cues for the reader to recognize which point of view is momentarily in use. In literary usage, the multiple point of view style places a significant demand on the reader's alertness and concentration, making it less welcome for casual readers. Very different uses of multiple points of view may be seen in the film *Rashomon* and in the novels of David Weber and L.E. Modesitt, Jr.

I inserted the other aspect of voice into the first two quotations. If you look carefully you notice that the first author used the past tense, while the second author used present tense. Many readers spend their spare time reading science fiction, detective stories, westerns, or that most ubiquitous of all literary forms, the romance novel, as invented and first mass-produced by the ancient Romans. If you are one of the people with a reading habit, you are probably accustomed to reading your fiction written almost exclusively in past tense. Indeed, you may not recognize that there is an alternative. Much modern

literary fiction is instead composed in present tense. The science fiction author L. E. Modesitt occasionally appears at science fiction conventions and gives a lecture on these literary forms, noting the almost complete lack of communication between modern literary fiction and modern—the correct term is romantic fiction, not to be confused with romance novels—romantic fiction, between which stylistic conventions have over the past century radically diverged. Science fiction, detective stories, and western tales are all examples of romantic fiction, written in past tense. Modesitt's Spellsinger series is noteworthy for using both past and present tenses in the same work, with the heroine and company appearing in past tense and the transitions to the opponents being emphasized by the author's having written their remarks and thoughts and events in present tense. Modesitt (private communication) notes that many readers did not like the transition between tenses. He further observes that "The use of the present tense tends to hold the writer very close to what is occurring at the moment and to the main character, as well as make it more difficult to include expository lumps."

Attempts to apply the literary notion of voice to game design sometimes leads to clarity ('first-person shooter') but sometimes leads to erroneous conclusions. One occasionally encounters game reviewers and analysts claiming that a game design is invalid because a single officer (and, presumably, his staff) did not issue such fine-grained orders. For example, pointing at **Drang nach Osten** (a regiment/division level game covering the first year of the entire German invasion of Russia), the reviewer would observe that the German and Russian supreme headquarters in general did not order individual battalions to move to particular locations, and therefore the game was wrong. Such reviewers are making a gross error in interpreting the game's voice, namely they are assuming that a board wargame must be written in first person singular, so that the player must correspond to a nameable human being someplace on the map. No such assumption is justified. Instead, one says that the game is written in first person plural, with the player taking the roles of all of the Front, Army Group, army, and corps commanders. First person plural should be familiar to rolegamers, since it corresponds exactly to a campaign in which each player simultaneously controls several characters.

Content

Content has somewhat different meanings for different sorts of game. In Eurogames, content is typically used to add color. If we examine **Puerto Rico**, we see a lush cover painting, we find names and nominal functions for various types of building, and we have names of products and schemes for their production. Prices and production costs bear very limited semblances to reality. If we man a sugar plantation, in the game we do so with 'colonists,' skipping around the ugly historical reality that sugar harvesting was mostly done with slaves, slaves whose mortality rate under this most brutal of harvesting processes was not insignificant.

Board wargames go to the opposite extreme. If we examine GDW's **Fire in the East**, a game replicating on the division-regiment level the German World War 2 invasion of Russia, every division and its component regiments has its historical unit identification, its number and perhaps name. Each unit counter has been assigned combat and movement strengths based on historical information from primary or secondary sources. The amount of work needed to accumulate information

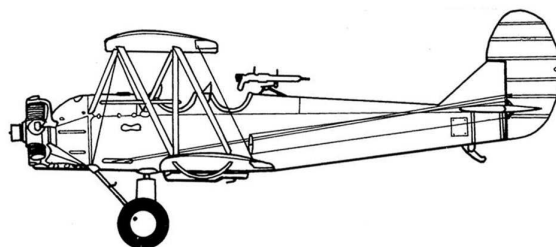
on hundreds and hundreds of military units is staggering. One cannot just go to a few popularized history books, whose information in any event must be taken cum grano salis. One must instead go to primary sources, government archives, and extended memoir volumes by participants (these are often not the most trustworthy of sources), all potentially in obscure foreign languages, to learn what is needed. This level of research becomes more and more difficult as we advance into the past. For the army of Marlborough we know the names of only a few of the enlisted men and some of the officers. For a definitive battle of the ancient Western World such as Marathon, historians' estimates of the size of the Persian army differ by tenfold.

It is certainly the case that all board wargame designers and players do not agree as to whether or not accurate historical information is a key component in board wargame design. The first game we will examine in detail, Avalon Hill's **Stalingrad**, does not claim to have the level of historical detail seen in **Drang nach Osten** or **Fire in the East**, but its qualities as a game are not based on its historical veracity. The value of **Stalingrad** is based on its challenge as a highly competitive game with deep levels of play. Some people play board wargames to watch a historical battle unfold in approximately historical ways; these people are more likely looking for **Fire in the East**. If the designer has used design for accuracy rather than design for effect to give these players what they want, the historical information and the rules for using the information to affect combat outcomes must be reasonably accurate, perhaps more accurate than is possible using the extant historical literature.

Content, like theme, presents a unique hazard for the game designer. It is possible to become lost in historical research, accumulating vast troves of facts about the terrain and about every military unit and weapons system, without doing anything that resembles generating a game. At some point the wise critique of excessive historical and literary research becomes "where is the game?" That question is perhaps the most dreaded that a designer can hear, because it implies that the speaker does not see how the researcher is going to transform his/her acres of filing cabinets into something that you can play or sell.

We've now considered the seven elements that comprise a game design, namely representation, mechanisms and styles, theme, shape, components, voice, and content. A few items are hidden inside those seven elements.

To be continued in the next issue.



Russian U-2VS

Upcoming Events

Feb. 7-10, Alpharetta, GA
GAME-O-RAMA
<http://game-o-rama.com/>

Feb. 9, Flint, Michigan
FLINTCON
<https://sites.google.com/site/flintgameconvention/>

Feb. 15-17, Spartanburg, SC
TANTRUMCON
<https://tabletop.events/conventions/tantrumcon-2019>

Feb. 15-18, San Ramon, CA
DUNDRACON
<http://www.dundracon.com/>

Feb. 21-24, Morristown, NJ
DREAMATION 2019
<https://www.dexposure.com/d2019.html>

Feb. 28-Mar. 3, Layton, UT
SaltCON "Spring" 2019
<https://saltcon.com/>

Mar. 7-10, Lake Geneva, Wisconsin
GARYCON
<https://garycon.com/>

Mar. 8-10, Biloxi, MS
COASTCON 42
<http://www.coastcon.org/>

Mar. 9-10, Huntsville, AL
HUNTSVILLE COMIC & POP CULTURE EXPO
<http://www.hsvexpo.com/>

Mar. 29-31, Wisconsin Dells, WI
NO BRAND CON
<http://www.nobrandcon.org/p/>

Mar. 30, Stevens Point, Wisconsin
EGOCON
<http://www.ihelpcomputerservices.info/egocon/>

Apr. 5-7, Honolulu, HI
KAWAII KON
<https://kawaiikon.com/>

Apr. 6-7, Butte, MT
SAILS AND SWORDS CON
<https://www.facebook.com/sailsandswords>

June 22-29, Tempe, AZ
CONSIMWORLD EXPO 2019
<http://expo.consimworld.com/>

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

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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: March 31, 2019.

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

Avalanche Press

Panzer Grenadier Road to Dunkirk: The British Expeditionary Force, 1940 is a complete Panzer Grenadier game based on the epic battles waged by the British Expeditionary Force against the Germans in the spring and early summer of 1940. There are 47 scenarios based on these battles, organized into six “battle games” that allow you to play the scenarios in sequence toward your army’s operational goals. Scenario design is by Philippe Léonard, who designed our **Panzer Grenadier: 1940 The Fall of France** game.

Road to Dunkirk includes 517 die-cut and silky-smooth playing pieces. There are eight heavy cardstock maps with artwork by Guy Riessen so they match up nicely with those from **1940: The Fall of France**. \$100

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

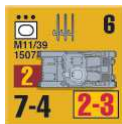


Panzer Grenadier Africa Orientale Italiana In January 1941, British Empire forces began a two-pronged invasion of Italian East Africa, the fascist-ruled colonies on the Horn of Africa. Britain had known only defeat up until this moment, but after a grueling 11-month campaign the Empire had its first victory.

Africa Orientale Italiana is a complete Panzer Grenadier game based on these battles: the Italian conquest of Somaliland and British re-conquest, the campaign in Eritrea including the bloody Battle of Keren, the invasion of Somaliland and much more. There are 43 scenarios based on these battles, organized into six “battle games” that allow you to play the scenarios in sequence toward your army’s operational goals.

Africa Orientale Italiana includes 671 playing pieces and eight heavy cardstock maps. \$90

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



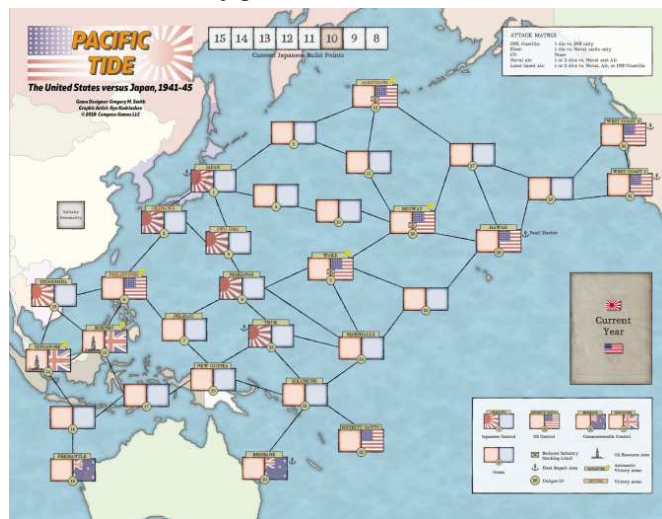
Compass Games

Pacific Tide: The United States Versus Japan, 1941-45 is a compact, strategic-level game covering the struggle between the United States (including some Commonwealth forces) and Japan in World War II by game designer Gregory M. Smith. This game utilizes a unique and fast-paced, card-driven combat/build system revolving around carrier operations which will provide players with a multitude of decisions. While extremely competitive as a two-player game, **Pacific Tide** can be enjoyed in solitaire play format with its unique, “personality” driven bot system.

Despite the strategic level of the game, there are operational and even tactical nuances, as players must decide when and how to commit their carrier forces, land-based air, and even their intelligence assets. To a degree, the Japanese player is racing against the clock. The quality of his pilots degrades over time, and, starting in 1943, he also loses the strategic initiative as he becomes the second player. The US player is also fighting the clock, as he cannot sit back and take a relaxed approach to defeating Japan. If he doesn't win by 1945, he doesn't win at all.

The card-based combat/build system is a different take on the “normal” event/operations points driven systems. Separate card decks are provided for the U.S. and Japanese player. Each year, the players receive that year's cards for free, but must use build points to repurchase older cards. This will cause the player a few agonizing moments, as he typically cannot afford to re-buy every card he needs (or thinks he needs). Players must also decide which aspect of cards to use – many have multiple but exclusive uses (such as, “Do A or do B”) and these uses sometimes give very different results based on operational or strategic needs at the time. To help ensure a tense and dynamic game, the system forces players to make many choices and decisions throughout play. \$42

<https://www.compassgames.com/preorders/pacific-tide-the-united-states-versus-japan-1941-45.html>



The Late Unpleasantness “Two Civil War Campaigns to take Richmond.” In the spring of 1861, Richmond, Virginia, became the capital of the Confederacy. Being a manufacturing powerhouse only 120 miles from Washington DC, it became the focus of Union attention. The threat of capture by Federal forces was constant.

The Late Unpleasantness covers the two major attempts to capture the Confederate Capital City. **Gates of Richmond** covers the Seven Days Battles with Robert E Lee facing down George McClellan. **If It Takes All Summer** is Ulysses S. Grant's overland campaign of 1864, which added the names of Wilderness, Spotsylvania Courthouse, and Cold Harbor to Civil War history.

Each game stands alone, but they share the majority of rules. It is simple enough to learn and play in an evening.

The maps use a point to point movement system, rather than hexes to simulate the campaigning over the road networks and river crossings, rather than mass movements cross country. Combat is integrated into the movement, making coordination of large bodies of troops difficult.

The Gates of Richmond map covers the area from Richmond in the west to the White House on the Pamunkey and from Mechanicsville south to Harrison's Landing. Key features such as Malvern Hill, Beaver Dam Creek, and the bridges over White Oak swamp and the Chickahominy are highlighted.

If It Takes All Summer covers most of Central Virginia, from Brandy Station and Culpeper to the Cold Harbor north east of Richmond. The Wilderness features prominently in the campaign with a special table to create some of the confusion as a result of fighting in this tangle.

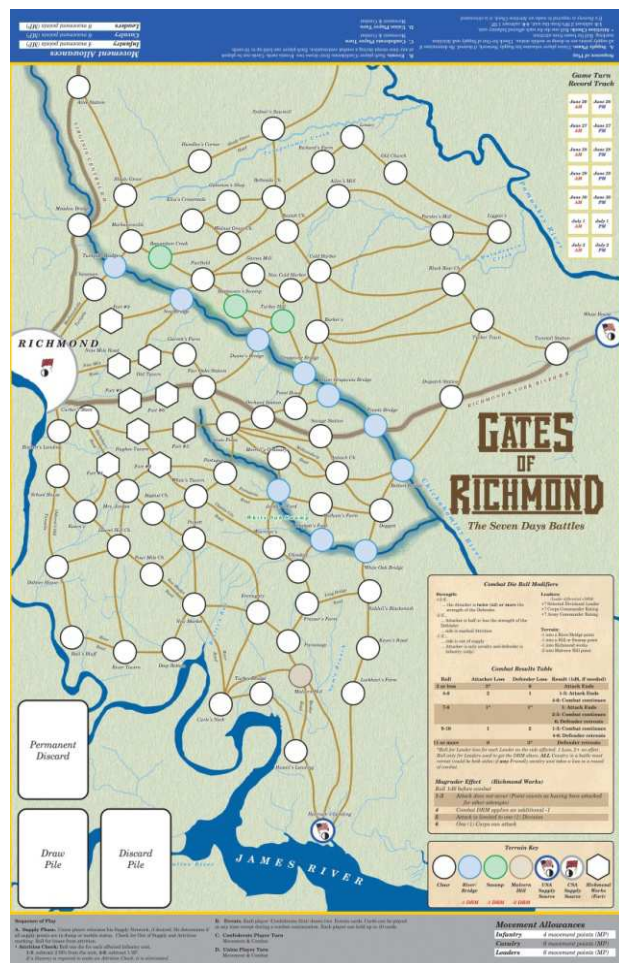
The basic units are divisions (a bit larger than usual for Civil War but right in this case). Each unit is listed for strength and overall leadership/morale quality. Stacks are hidden for limited intelligence. Corps and Army leaders are available to modify the die roll in an attack as well as to help coordinate attacks from more than a single stack.

Sequence of play is straight forward with supply first. Units out of supply suffer movement and combat penalties and those with a continued lack of supply will suffer attrition. Confederate supply is a simple trace to either Richmond or a railroad, while the Union needs to relocate his base to keep his offensive moving.

Units move, then attack, as a part of the stack's movement. Terrain, strength and leadership are all die roll modifiers, in combat. Combat losses are in terms of strength points, but a third die is rolled to determine if the combat ends in a retreat or continues. If it continues, you count it up and do it again (and possibly again). If your leaders are good enough, they may be able to break off a losing battle.

Thrown into the mix are random events cards, but the game is not card driven. Each player can hold a hand of up to 10 cards, which can be played in nearly any combination and at any time (except during combat continuation). You use the cards to enhance your units or mess with the other player (i.e. Grant steals a march - all Union units +2 MP this turn, or Rain - 1 left shift on all attacks) Others are one-time events (Sedwick gets killed, Jackson falls asleep) that will ruin your perfect plan.

Each game can be picked up and learned in under 30 minutes, and played entirely through in 4 hours or less. The cards, leaders, and Wilderness/Magruder tables add a level of chrome and history to the games without making them difficult. Combined with the hidden strengths and dummy counters, no two games are ever the same. \$89 <https://www.compassgames.com/preorders/the-late-unpleasantness.html>

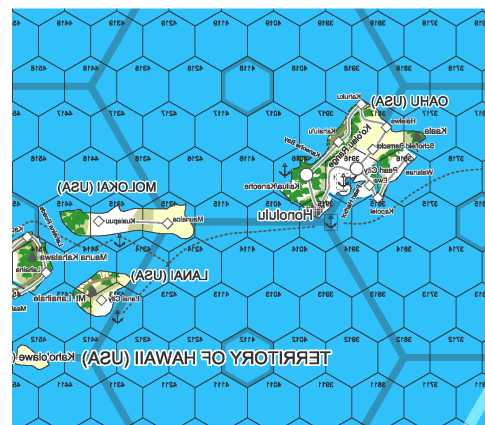


Diffraction Entertainment

Day of Infamy (Quartermaster's Edition) is the TSWW game covering the day that lived in infamy forever: Pearl Harbor and the first 3 years of the North Pacific and Central Pacific war. With more than 1200 counters, 9 maps (several at 75 mile SSZ scale) and the usual TSWW horde of At Starts (Pearl Harbor, Midway, Operation M (north), the Allied counter offensive in the North Pacific, Guam, etc., this is the ideal introduction to the blue water naval system that is a core component to the TSWW game system.

All the game components are on DVD ROM in PDF Format so you can print those you must have physically, as many times as you need them! £55

<https://www.tsww-online.com/products-page/games/day-of-infamy-qm-edition/>



High Flying Dice Games

A Clash of Chariots, The Battle of Kadesh 1274 BC. Leading a large army north Pharaoh Ramses II divided his army into several combined-armed divisions, each composed of chariots, heavy and light infantry, and archers. To oppose them Hittite King Muwatalli gathered an army composed of similarly armed and equipped troops and charioteers from throughout the empire (mostly from modern day Anatolia, Lebanon, and Syria).

The fortress of Kadesh, near the Orontes river, was the first major obstacle the Egyptians faced, but their spies assured them only the Hittite garrison and a few scattered local troops were located there. Pharaoh had divided his army on the approach march to use multiple wells along the frontier and to save his men from the effects of marching through clouds of dust such a huge host would raise. Pharaoh and his vanguard division reached the plain beneath Kadesh and encamped to await the rest of the army's arrival. Unfortunately, the Hittites were already massed at Kadesh, with the bulk of their chariots concealed by camouflage along the banks of the river. When the first Egyptian reinforcement division approached from the south along the Orontes river, the Hittites launched a devastating surprise attack that virtually annihilated the Egyptian Division in minutes, sending the survivors fleeing towards Pharaoh's encampment. Pharaoh was faced with his greatest challenge, one that would result either in the total collapse of the Egyptian kingdom if the Hittite onslaught was not checked, or snatching victory from the jaws of defeat. \$12

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



Lion's Heart, Saracens' Steel, The Battle of Arsuf is volume 3 of the **Battles of the Middle Ages Series**, an easy to learn wargame system that tries to recreate most of the principal battles fought from Roman times to the dawning of Renaissance. These games are designed to be fast and furious, easy to learn and to play, but still true to the historical events portrayed.

The battle of Arsuf is one of the most peculiar battles of the Crusades.

It was part of the campaign of the Third Crusade and an important tactical victory for King Richard I, "the Lionheart", against one of the most famous Saracen leaders of all time, Saladin (who had crushed the Crusaders four years earlier at the battle of Hattin).

However, the battle was insignificant in the overall strategic situation, as the Crusaders were unable to take their ultimate goal, the city of Jerusalem. \$15

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



Red Sash Games

Field of Mars, Battlefield Expansion Kit for the Lace Wars Series was originally intended to function as a 'battle board' for the **Lace Wars™** series, which is 'operational' in scope and normally resolves battles using a combat results table. To add value to the product, **Field of Mars** has been designed to function as a complete game in its own right, suitable for playing both random and historical battles devised by the players. No knowledge of the **Lace Wars** rules is required. (Caveat: the game does not include any historical scenarios.) With some modification it could also be used to play battles generated by different game systems.

The game uses a gridded mat and terrain tiles to create a wide variety of battlefields. The players' forces are deployed on this mat in stacks of counters called 'wings'; the wings are the 'manoeuvre unit' in this system. The players issue orders to their wings by rolling dice and distributing them among their wings. The more pips a die has showing, the greater the number of tactical choices its wing has. Once orders have been issued, a series of discrete steps is followed, each permitting the execution of one particular kind of action (for example: Advance, Fire, Assault). In each step the players decide whether any eligible wings (those with the correct die value) will execute that action. The object of the game is to render opposing wings hors de combat. In the context of the game this means the wing is removed from play. This is accomplished through artillery and musket fire, cavalry charges, and infantry assaults. The first side to go over the required number of hors de combat wings loses the battle. \$100 <http://redsashgames.com/non-series-items/field-of-mars.html>

Solo Gaming

If you are interested in solo gaming, I suggest you visit: [https://boardgamegeek.com/blogpost/85383/dedicating-week-playing-and-rating-solo-games?](https://boardgamegeek.com/blogpost/85383/dedicating-week-playing-and-rating-solo-games?mc_cid=99486eb0c9&mc_eid=0cd38aa307)
mc_cid=99486eb0c9&mc_eid=0cd38aa307

MAGAZINES

CounterFact #10 Operation Pincher: Stalin's Drive In the Middle East, 1949 – What If? is based on the actual "Pincher" series of defensive plans drawn up in the Pentagon from 1946 through 1949.

(OP49) is a speculative history wargame that allows two players to investigate the strategic parameters that would have been in place in southeastern Europe and the Middle East had Stalin attacked there at that time (most likely in conjunction with a drive off map) into Western Europe. His goal in starting such an operation would have been to blitz to the oilfields and Allied base areas in North Africa and the upper Persian Gulf. That would have effectively broken the geostrategic back of the British Commonwealth of Nations, disrupted Europe's oil supply, and delayed the US from being able to mount an atomic bombardment campaign into the USSR.

There are rules for US atomic bombs, but their use is constrained by politics. The late 1940s marked the arrival of the anti-imperialist ("third world" or "nonaligned") movement on the world stage. So, if the Americans try to win by using enough bombs to blow to bits Stalin's attacking horde, they do so much damage to the environmental and sociopolitical ecologies as to undo that victory in the strategic sense.

The extra-large-hex 34x32" map covers from Albania and Thrace south to Benghazi and Kuwait and east to Tehran and the Caspian Sea. Each hexagon represents 60 miles (97 km). Each of the eight full game turns represent two weeks of real time.

Communist units of maneuver are Soviet and satellite-nation armies (plus super-elite Guards Airborne divisions) along with Allied armies, corps, divisions, brigades, and regiments. There are no US units on-scene at the start of play, but army "regimental combat teams" and Marine Corps regiments and a brigade rush in as reinforcements. Air power is abstracted, with counters and rules showing the effects of one side or the other gaining temporary air superiority over portions of the map.

Since this is a secondary theater (in regard to a presumed main front in Western Europe), the Communist player is never certain exactly what his order of battle will be until set up. He knows, however, it will contain a total of 12 to 14 Soviet combined arms, mechanized, shock and tank armies, along with 10 satellite-nation corps and armies (and possibly three to seven divisions of ultra-elite airborne divisions).

Each match generally runs through three phases. In the first, the Communist juggernaut drives deep across Turkey and into Mesopotamia. Only the Turkish and Israeli Armies, and the use of a-bombs by the US, can slow the advance. As Soviet losses mount and US prestige sinks, the middle stage begins. It's characterized by both sides maneuvering, seeking to hold or take still-contestable key areas. The Soviet guards airborne force is most likely to make its appearance. A-bombs are still going off, but their targeting has to be ever more selective and there are fewer such attacks. During this period a well executed Soviet campaign will achieve its victory objectives. The end game sees an Allied counteroffensive, as that player throws in everything he's got to try to take back from the Communists enough victory hexes to overturn what will otherwise be their end-of-play win on points. \$15 https://www.wargamevault.com/product/265143/CounterFact-Issue-10?manufacturers_id=4712

Modern War #39 Axis of Evil is an operational-strategic level two-player wargame covering a struggle between the Russian-led Eurasian Union and a Coalition of opposing states to gain control of the Middle East, from Iran to Syria and the Persian Gulf. Possible combatants include Russia, various Middle Eastern states, China, Iran, and the Persian Gulf countries.

The game system models the situation at the highest strategic level. Using a variation of Ty Bomba's **Putin's War** (MW #29). Each hex on the map represents 62 miles (100 km) and each turn of play represents anything from three days of intense combat to a couple weeks of refitting. Ground units represent mostly corps sized formations, with some divisional task forces. Special forces units are regiments, brigades, or groupings of cadres. The combat aircraft units represent various numbers of sorties needed to accomplish missions over the time frame of a turn. The game system models operations in a vast theater with limited infrastructure and coalition forces which have divergent political aims with the objective of each player being to seize critical resource, logistics, and communications centers, thereby gaining control of the Middle East. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW39G>

Paper Wars #91 contains **Jihad!**, a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and founder of the Islamic religion. During this period the holy war of conquest and religious conversion of non-Arab peoples were the mainsprings of Islam, and the Arabs progressed from a religious force to a secular great power. \$42 <https://www.compassgames.com/paperwars/issue-91-magazine-game-jihad.html>



Slingshot #322, January/February 2019

- Guardroom
- The Telamon Battle 225BC Battle Pack
- The Campaign and Battle of Telamon
- The Society's UK DBA League
- 54mm - the Figure Scale of the Gods!
- Messing About in Boats
- Atilius, Aemilius and a Lot of Gauls
- The Cham Army
- Slingshot Figure Reviews
- Slingshot Book and Game Reviews

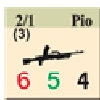
<http://www.soa.org.uk/joomla/>

Strategy & Tactics #315 **Red Tide South** is a two-player game. It is a stand-alone game that can also be played with **Red Tide West** (Modern War #15). A war in Europe during the 1980s was primarily going to be decided, one way or the other, in West Germany. Other fronts and theaters were therefore almost irrelevant in the short term. Considering the Soviets' exceedingly optimistic timetables by which they intended to overrun West Germany, events elsewhere would have not even played out before the war ended (either by mutual annihilation or by rapprochement). However, the Balkan Front could have had the most direct influence on the campaign in West Germany. If there was no significant nuclear exchange in Central Europe, a Soviet capture of the heavily industrialized Po Valley would potentially compel the Italians to sue for peace, as well as serve as a gateway to Southern France. Each hex is equivalent to about 10 miles (16 kilometers) from side to opposite side, and each turn represents about a day. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST315>

World at War #64 **The Rats of Tobruk** uses a derivative of the Famous Divisions Series that appeared in *World at War* #20 (**Grossdeutschland**) and #34 (**Guards Armored**). **Rats of Tobruk** is a two-player operational/tactical

game that simulates Rommel's Easter Day attack on Tobruk in April 1941. This battle primarily involved the Australian 9th Infantry Division, as well as British artillery batteries that were tasked to prevent the capture of Tobruk harbor by the German 5th Light Division. Each game turn represents approximately six hours. Game turns are not divided into separate friendly and enemy turns, but rather they are comprised of numerous individual headquarters activations. The map represents the western half of the Tobruk fortifications in 1941. Each hexagon encompasses about 500 meters. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW64>



★★

Book Review

The Great Anglo-Boer War

by Byron Farwell

\$25 and up on Amazon

Reviewed by Omar DeWitt

This is a well-written book on a subject I knew too little about.

There were actually two wars. The South-African Boers won the first after a few short battles. Some years later, after gold was discovered, a few British were able to rouse the British government and people into thinking about war.

The Boers, of Dutch descent, started the second war. They laid siege to Kimberley and Ladysmith and moved south. The Boers were not unlike the American Indians in warfare. There was often disagreement about orders. Individual Boers would get disinterested and go home. The Boers rarely attacked, preferring to dig in and let the British attack them.

The British were able to find some really inept generals early in the war. The ineptness was partly because the British had never had conflict with other white men before. They had fought Zulus and other black countries, but not an opponent with good rifles and modern cannon. So, early on, the Boers dug in and the British attacked straight on. Or the British sat and thought about it.

Things did change. The sieges were eventually raised. And the major Boer cities were captured. Roberts, the General-in-charge, went back to England, thinking the war was over. But the Boers were not finished yet. They started guerrilla warfare and kept it up for over a year. Kitchener, who had been left in charge, had groups of horsemen and soldiers roaming the country looking for the Boer commandos; he burned farms and slaughtered animals to cut down on their supplies. Some 120,000 Boer women and children were put in concentration camps.

Eventually the Boers decided to surrender, although some were willing to go on. The British were very lenient in their terms, allowing £3 million for the destroyed farms. The Boer leaders went on to hold important offices in the ensuing government.

★★

Multiplayer Coordinator

Jeff Miller

Greetings all, welcome to winter!! It's been a bitter start here the last week or so with temperatures hitting 0 a couple of days. So spending the time catching up on Emails and reading some new rulebooks that Santa brought, inside where it's warm... except for the cold beer. ☺

Next month is focused on going to PrezCon to see just how rusty my skills are in FTF play. I've discovered it's a big change going from Vassal games to live play—can't spend time digging through rulebooks.

Not much in the way of changes on the multiplayer list.

Empire in Arms is slowly getting closer, so if you have any interest in the game now might be a good time to throw your hat into the ring.

I listed **Fire in the Lake** last time for the COIN system. I would be interested in just about any of the games from that system if we can get some interest built up. If you have not tried that system yet I highly recommend it, quite a balancing act with lots of options for everyone!

As always, if you have something you just can't get enough players to put on the table this is a great way to do so!

I finally broke down and dropped the dollars for a gaming table which has arrived. I did a fair amount of research for about a year or so before I pulled the trigger. Ended up with going with Boardgametables.com. Overall experience was as follows: great communication at the initial phase and very helpful with the options. Downside was that it arrived slightly over a month late, original time line was 8-12 weeks and then shipped so say 9-13 weeks, actual time frame ran 18 weeks. Not the best communication during this stage, with me having to send 3 emails when it hit the 13 week mark to get an update of basically: we are working on it.

However it was indeed worth it, as the table arrived at last. Excellent packing for shipping, although at 510 pounds it was fun unpacking and moving it in. Ships common carrier and they do not bring it into the house. There is some assembly required, basically bolting the tabletop to the pedestal and sliding in the drawers. Construction was amazing, African mahogany with speed cloth for the recessed gaming area. The woodworkers are amazingly skilled. Playing area is 6.5 feet by 3.5 feet. Well worth the money.

★★



Book Reviews by Tom Oleson

Submarines 1776-1940, 2013, 174 pages. Bought for a submariner friend. Hope he likes it. This book is organized in a curious way, alphabetically by the NAMES of the submarines, known, I would imagine, to very few. Each page has a drawing of the sub - not to scale - with specification and history. For instance, the Italian sub Pietro Micca was launched in 1935 and had a busy WW2 career. This is on page 134. Opposite it is the information on the Pioneer, launched by the Confederate States of America in 1862. I would have found this book more informative if organized chronologically, to appreciate how subs evolved, and/or by country. The book is for specialists, although the brief action narratives are interesting.

The Afrika Korps In Combat, 2012, 127 pages

German Artillery In Combat, 2012, 208 pages

I have read a lot of books on WW2, but none like these, and many others which are in a series. Bob Carruthers edited the books, but the content is all taken from official Allied military reports, secret at the time.

For instance, chapter 32 of the first book is a report on "Water supply of a German tank battalion in Libya".

The second book does not have chapters, but a typical section is titled "German Antiaircraft Artillery". Useful if the topics interest you.

Jungle Fighters—a firsthand account of the forgotten New Guinea campaign, by Jules Archer, 1985, 201 pages.

"Forgotten" is a second similar book I have read recently, and at the end of this book, there is a list of 16 other books on the same subject! The author fought in New Guinea, and it is all told from that perspective. He had an unusual military career, which I would have thought impossible. He was a Master Sergeant in combat, and then became a war correspondent. In fact, reading the book, first combat, then correspondent, then back to combat again for a while. I found the other book (earlier reviewed) more informative about the campaign in general. Some of the combat descriptions seem to me embellished. For instance, 3 of our B-24s are attacked by "19 Zeros," which failed to shoot any of them down. Out-numbered, desperately trying to escape, how could they accurately count 19 Zeros?

Pacific Payback by Stephen Moore, 436 pages, 2014

This book concentrates on one US dive-bomber, the Dauntless. Lots of very detailed narrative of individual pilots and the combats they were involved in, which can be gripping.

It was striking how much argument there was about just what Japanese ships were damaged or sunk, and by whom. Cruisers were often mistaken for battleships. When after the war Japanese records were available, the discrepancy between our after-action reports and what really happened was even more striking. I did not get the impression anybody was lying, just understandably confused.

There was harsh criticism of Commander Miles Browning, who died in 1954. If you want to know why, Google his name.

Can't really recommend this book unless you have some specific interest in the Dauntless and those who flew them.



From the Editor

It is probably time to call Brian Stretcher to task. Over the years in at least two columns, he has disparaged neatness. I refer specifically to the task of trimming the corners of counters. He has downgraded this and even pooh-pooed the idea of doing such a trivial thing. Does the man disparage neatness so much? Does he ignore the number of times the untrimmed edge catches another untrimmed edge and moves that counter into prohibited terrain? Frankly, I am appalled at such an attitude. Sure, it takes some time to trim four corners of a counter, but the benefits abound. (1) It looks nice, (2) moving the counter causes no problems. You can picture the other eight benefits in your mind. Admit it, Brian. You are wrong!

Membership continues to rise. However, the number of members requesting opponents on the Opponents Wanted list has not risen. One wonders what the "inactive" members of AHKS do; what prompted them to join? No onus is applied to these members. Just curious.

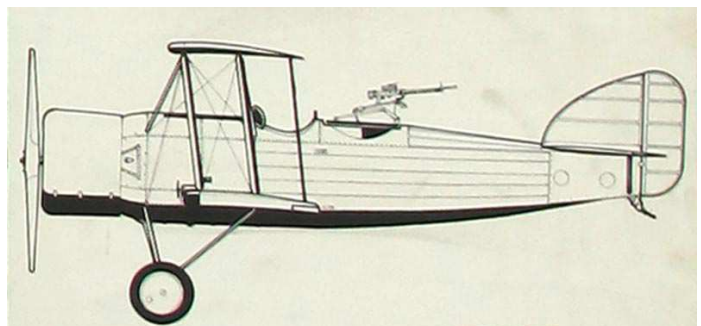
In relation to the Fassio Award, congratulations to George Phillis and many thanks to the other contestants/contributors. This would be a rather bland newsletter without their input.

The weather is improving, at least in New Mexico. Birds are eyeing nesting places. The sun is warm. Spring is probably coming. Enjoy it.

Tom

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



Romanian 1938 S.E.T.- 7 KD