

The Kommandeur



Volume 55 Number 3

Publication of AHIKS

June 2020

From Your President Bob Best

Today is Wednesday May 27, 2020. I hope this finds you all well and doing ok amid the current Covid-19 crisis. For us here in the San Francisco Bay area we are now in our 10th week of Shelter in Place. Contra Costa County is one of the last counties in California to start Phase 1 reopening. While we are now allowed out in public, the Health Order requires us to wear a face mask and maintain 6-foot social distancing. This last week saw some businesses allowed to make curbside deliveries of items purchased on line or by phone. This includes hobby shops (for my model railroading fix!) and my Local Game Store! YAY! We are moving forward! :-)

All of this Sheltering in Place has really given quite a boost to wargaming in general. It has also given all us wargamers oodles of time to play all those games we have acquired over the years and promised to get to the table "as soon as we found time"! Well, it seems that we now have the time. I have been getting my "Gaming Fix" mainly from Facebook. Most of the gaming groups there have seen record jumps in membership requests in the last 10 weeks. From the number of new After Action Reports, game replay discussions, and questions about games being generated in these groups, I can tell that wargamers in record numbers are active and seem to be having a great time wargaming during the pandemic.

I personally have 2 games going with AHIKS members, and I've played a number of Solo Games, including DVG's **Warfighter WW2 Pacific** and Legion Wargames' new air game **Target For Tonight** in the past few weeks. I have posted a number of After Action Reports in various Facebook groups and Omar has a couple of my AARs in hand for publication in *The K*. I'm sure our membership would enjoy hearing about your gaming and would also enjoy reading your After Action Game Reports. Take a few minutes and write something up for publication and send it to Omar.

If you are "locked down" and want to find an opponent for a game just send Duncan Rice, our Match Coordinator, an email or go to the AHIKS Facebook page and ask Duncan to arrange a match for you. He is doing game requests in real time on the AHIKS Facebook page, and it's fairly easy to get matched up with someone in short order. You can check out the list of members looking for opponents in various games in the Match Coordinator's column elsewhere in this issue. If you find something you would like to play, just contact Duncan.

In Hobby News

GMT Games (a California based game company) also announced they were being allowed to open for business effective May 25. So, if you have orders pending with them or if you want to order something, GMT should now be open for business. DVG games and Legion Wargames are also both open for business and are shipping orders. I know this as I have bought and received "new stuff" from both of them in the last couple weeks! :-)

Around AHIKS

We have been announcing that this is an election year for AHIKS executive committee officers. So far, we have not had any interested candidates submit applications to run for any of the officer positions. The final filing date to run for an office is June 30, 2020. You must file your application to run for an office with the executive committee by the June 30th deadline to be included in the election process. All candidates are welcome. If you want to know more about any of the executive committee officer positions you can contact the current holder of the job. Contact information is printed on page 12.

The AHIKS Bylaws

It has been over 20 years since the AHIKS bylaws were last updated. Included in this issue is a new updated set of bylaws that reflect how we are currently doing business here in AHIKS. The old bylaws are posted on the AHIKS website and will be replaced by this update if they are approved by the membership. Please review the new bylaws and contact any of the Executive Officers if you have questions or comments. This is your chance to vote on the new changes to the bylaws. You can vote to accept or reject them. Please send your vote to me, Bob Best at either my email: b52bob@prodigy.net or to my snail mail address: PO Box 5174, Concord, CA 94524. All votes must be in my mailbox by July 15, 2020 to be counted.

On the Gaming Front

I still have a game of SPI's **Chinese Farm** going with member Bill Klitzke. Progress has been slow...both of us are getting older, and these "old eyes" of mine are having greater and greater difficulty reading those "itty-bitty" hex numbers and unit designations. Bill, who is playing the Israeli Army in our **Chinese Farm** game, has just forced the Suez Canal near Deversoir. Looks like my Egyptian Army is about to be flanked! I just sent my next move to Bill; we will see how that goes.

Omar DeWitt and I have moved into our second game in our VPG **Arduous Beginning** two-game set. Omar pulled off a stunning victory over the Soviets in the first game and he is proving to be pretty savvy on playing the Russian defense too! My German drive toward Smolensk has ground to a halt in the forests and swamps in front of the town thanks to Omar's excellent defensive strategy. Looks like he is going to hand me another defeat! Great game, Omar!

Well, that is about all for this time. I hope all of you stay safe during this crisis time and you have fun enjoying some of those games that are still in "shrink wrap" on your gaming shelf! I hope that all of you are finding time to enjoy some quality gaming.

So, until next time... Happy Gaming!

AHIKS BYLAWS (DRAFT-5/13/20)

I. NAME:

The name of this organization is AHIKS. When founded in March of 1966, the organization was named "The Avalon Hill Intercontinental Kriegspiel Society" to recognize the pioneering efforts of The Avalon Hill Game Company in the field of war gaming. Today, the organization is known simply as AHIKS. The terms "AHIKS" and "Society" are used interchangeably throughout this document.

II. PURPOSE:

The purpose of AHIKS is to facilitate the playing of games between mature individuals who are members of the Society.

III. SERVICES:

A. AHIKS provides a variety of game-related services to its members. These services are limited to members in good standing and cannot be furnished to non-members without the prior approval of the Executive Committee. Services may vary depending upon resources of the Society, changing technology in the gaming community, and the ability of the Executive Committee to continue them. Services offered are at the discretion of the Executive Committee. AHIKS' primary function is to provide game-matching services for our members, adjudicate rules of play questions, and provide a mature environment for members to engage in game play.

B. Game assignments: Members can request a game match through the Match Coordinator. They can already have an opponent, or they can request a match from a listing of members requesting matches in certain games. This listing is published in the society newsletter and various other locations that AHIKS members frequent.

C. AHIKS has a dice roller in our Members Only section of the AHIKS website. Members have free access to the dice roller. The International Combat Resolution Key or ICRK (pronounced "erk") is also available for those members who need them. The ICRK is a computer-generated series of random die rolls designed to speed PBM gaming. ICRKs are exchanged at the end of the match for verification if desired. After which the top portion is submitted to the Rating Officer for rating purposes.

D. Order of Battle forms (OOBs). These are computer files containing pre-printed listings of all combat units for each combatant in the game. Official OOBs are available from the AHIKS Members Only section.

E. When interpretation of game rules and procedures becomes a question, members may submit the issue to the Judge for resolution. The Judge maintains a reference file of past rulings to guide his decisions. In addition, the Judge can call upon a number of appointed Specialists, experts in a particular game, to consult in unfamiliar situations.

F. The Society newsletter, the "Kommandeur," or "K" for short, covers a wide variety of subject matter, ranging from AHIKS and hobby news, strategy articles, PBM/PBEM tips and tricks, and game replays. Members are invited and encouraged to contribute. Due to copyright restrictions, the K does not publish articles which have been submitted for publication elsewhere without expressed permission from both the author and publisher. Back issues of the Kommandeur can be found in the archives. Copies are available for downloading.

IV. MEMBERSHIP POLICY:

- A. Membership in the Society is open to mature adults at least seventeen years of age.
- B. Acceptance of members into the Society is the responsibility of the Secretary. The Secretary will follow the guidelines set forth in these bylaws and those established by the Executive Committee when determining an applicant's eligibility for membership.
- C. An applicant must submit a valid application form to the Secretary to be considered for membership. If the applicant has been previously expelled from AHIKS, the membership application will be forwarded to the Executive Committee which will determine if the member can be readmitted. The determination will be by majority vote of the committee.
- D. Member acceptance procedure: After reviewing the application, the Secretary shall provide the new member's name and assigned AHIKS ID# and any brief biographical description provided by the new member to the Executive Committee.
- E. The Editor will ensure that the new member is added to the list of members who are receiving the email version of the K or to the notification list for members who wish to download the Kommandeur from the website.
- F. The Webmaster will set up new member accounts for members wishing to use the AHIKS forum, Members Only Section, the Dice Roller, and any other service requiring IT support.
- G. The Secretary will forward any match requests made by new members to the Match Coordinator for matching purposes.
- H. Previous members of AHIKS who left the Society in good standing and who apply for readmittance will be re-admitted as a member upon receipt of a valid application. If possible, the returning member should be given his old AHIKS ID Number. A member who was dropped from the Society rolls solely for failure to forward updated contact information is considered to have left in good standing.

V. TERMINATION OF MEMBERSHIP:

- A. Membership privileges can be terminated by a majority vote by the Executive Committee Officers.
- B. Examples of conduct that may call for expulsion include but are not limited to:
 1. Non-responses to a game move or match assignment within normal AHIKS guidelines or those agreed to by the members at the inception of the match.
 2. Cheating by any means or manner.
 3. Failure to abide by the terms of an official complaint resolution by the Executive Committee or failure to abide by a match ruling by the Judge.
 4. Disrespectful or abusive commentary directed towards an opponent or any officer of the Society.
- C. Complaint Procedure: When a member experiences what he/she feels to be any kind of discourteous behavior, he/she should contact the Judge, forwarding any evidence of this behavior to the Judge along with an explanation of why he/she feels such behavior is cause for disciplinary action and what actions the member has undertaken to resolve the situation.
 1. The Judge shall examine the documents forwarded by the complaining member and shall contact in writing the member who is the subject of the complaint.

2. The Judge shall consider both sides of the complaint and attempt to reach a compromise solution between the members involved. At this stage, the Judge should attempt to mediate rather than adjudicate the dispute. If a compromise solution is reached, the Judge shall document the terms of that resolution for future reference. The Judge is to send to the Secretary a copy of the resolution for file.

3. If a compromise solution is not attainable, the Judge should adjudicate the dispute by the fairest means possible. The Judge should consult with the President whenever resolution of the complaint is not clear cut. Once the Judge has determined a resolution, he should notify the involved parties at the earliest opportunity.

4. A member may appeal a decision adjudicated by the Judge by requesting that the Judge submit the matter before the Executive Committee.

5. The Judge shall forward all relevant information to the Executive Committee at the earliest opportunity.

6. The Executive Committee shall have the option to reverse or change altogether the resolution adjudicated by the Judge. A majority vote is required to change or reverse the resolution. A letter of reason for reversal or change will be sent to the Judge and Editor for possible publication. A copy of the letter will be sent to the Secretary for the file.

7. The Executive Committee, after consideration of the situation, may expel the involved member by a majority vote. No appeal of the final judgment of the Executive Committee shall be considered.

VI. OFFICER CORPS

The Officer Corps shall consist of all Elected Officers and any Appointed Officers and is referred to as the Executive Committee.

A. All Members of the Executive Committee are considered as Volunteers.

B. No Elected or Appointed officer shall receive any compensation for performing his or her duties as a member of the Executive Committee.

C. Only expenditures *preapproved* by the Executive Committee may be reimbursed. See also Section XII. B.

D. Elected Officers

1. President
2. Secretary
3. Treasurer
4. Editor
5. Judge
6. Match Coordinator
7. Ratings Officer
8. Vice President

E. Appointed Offices:

From time to time, various positions may be created to better serve the activities of the Society. These positions may be created by a Presidential appointment, with concurrence of a majority of the Executive Committee members. Appointed positions may be discontinued by a majority vote of the Executive Committee. All appointed positions are non-voting positions; appointed officers are allowed and encouraged to offer advice and to participate in policy discussions.

At present standing appointed positions include:

1. Multi-player Coordinator
2. PBEM Coordinator
3. Unit Counter Pool Custodian
4. Archive Custodian
5. Web Site Manager
6. Assistant Web Site Manager

(Appointed positions can also be assigned to and held by elected Executive Committee members.)

VII. DUTIES OF OFFICERS:

A. **President** shall:

1. Act as the official spokesperson for AHIKS.
2. Provide leadership and direction for items and issues of interest to the Society.
3. Oversee the day to day activities of the Society by regular communication with the Executive Committee Officer Corps.
4. A State of the Society Address should be submitted to the Editor each year in time for the first published issue of the Kommandeur. (Generally published in February.)
5. Govern by consensus, seeking advice and input from both the Officer Corps and Membership at Large.
 - a. Notify the membership of vacancies within the Officer Corps by publication in next issue of the Kommandeur after vacancy is established or by any means at hand as soon as possible.
 - a. In the event of an elected officer vacancy, the procedures under IX. D. 2. below will be followed.
 - b. For non-elected officer vacancies, the procedures under IX D. 1. below will be followed.
 - c. Receive and keep the official tally of ballots for Society wide elections. Destroy such ballots 30 days after the results have been published.
 - d. As soon as practical after the cutoff date for a Society-wide election, send notification of vote results and count to the Officer Corps and Editor for announcement to the general membership.
 - e. Issue a call for elections at times specified in these bylaws by submitting for publication to the Editor of the Kommandeur a statement of particulars.
 - f. In circumstances where the President and Vice-President both are unable to fulfill their duties for any reason, the Executive Committee shall fill in as a body to make decisions collectively until a new President can be appointed.

B. **Vice President** shall:

1. Be prepared to assume the Presidency in the event of a vacancy by the President.
2. While still retaining the Vice-President position, temporarily assume the duties of one other vacant officer position as directed by the President or Executive Committee until a replacement is found, or serve as interim President if the President has been incapacitated for more than 60 days or upon his removal from office.
3. Have responsibility for the annual Fassio Award nomination in consultation with the President and Match Coordinator.

C. **Secretary** shall:

1. Process any new member applications promptly and efficiently.
2. Work closely with the Match Coordinator, and Match Rating/Roster, and Editor to process changes of address or any other vital data pertaining to any member.
3. Create and maintain files on subjects pertaining to the Society.
4. Receive and retain on file any files forwarded by elected or appointed officers.

- a. Maintain an active and up-to-date roster of the Society membership. This is the only authorized active AHIKS membership roster.
- b. Prepare and submit to the Executive Committee a complete updated active roster as new members are added or when deemed necessary or requested by members of the Executive Committee. This roster shall be clearly marked CONFIDENTIAL and is for the use of the Officers only. Under no circumstances shall the full roster be made available to anyone not a member of the full Executive Committee. Disclosure by any officer of this roster may be grounds for removal from the Society. Release of the roster to other persons requires the approval of the executive committee.
- c. Periodically forward to the Editor for publication in the Kommandeur a list of the membership. Frequency is to be determined by the Executive Committee. Information to be published shall be limited to first name, last name, city, state, and member number.
- d. Create and maintain an official backup active roster and inactive roster of members of the entire Society of AHIKS for Historical purposes.

D. Treasurer shall:

1. Have been a member in good standing of AHIKS for a minimum of five (5) continuous and uninterrupted years prior to becoming a candidate for, or assuming the office of, Treasurer. If the Treasurer's position is vacant and no candidates meeting this condition have presented themselves, this requirement may be waived by a majority vote (at least five (5) members agreeing) of the Executive Committee.
2. Act as the official collector for all AHIKS funds.
3. The Treasurer regularly (never to exceed a six-month period) reports about the state of the Society's funds to the President and Executive Committee. These reports are expected to be published regularly in the Society newsletter.
4. Be responsible for all Society funds in his possession.
5. Funds permitting, issue reimbursement checks to the officers for regular and proper expenditures incurred as a direct result of executing their official Society duties according to the expense guidelines listed in Section XII of these bylaws.
6. Any member in good standing may request accountability of an announced expenditure to include a brief explanation of the expense and a copy of the associated financial receipt(s). This request must be directed to any member of the Executive Committee (except the Treasurer), who will then facilitate a response from the Treasurer.

E. Editor shall:

1. Ensure that every effort is made to publish and distribute the Society newsletter to the membership at regular intervals, funds permitting. The current bimonthly schedule should be followed.
2. Solicit Society and hobby related news from the membership and Officer Corps for inclusion in the Kommandeur.
3. Publish such announcements and bulletins as the Executive Committee directs.
4. Promptly report to the Treasurer, both the amount of and purpose for, the expenditure of Society funds advanced to him in performance of his official duties.

5. Accept advice and guidance from the Executive Committee and General membership as to the content and format of the Kommandeur. When such advice is unclear or contradictory, the Editor shall use his best judgment as to the content and format of the Kommandeur.
6. The Editor shall have the sole discretion as to what is considered acceptable (within the policies of these bylaws) for publication and to the size of material to be accepted.
7. The Editor is responsible (if desired) for the appointment of his publishing assistant to be known as the Kommandeur Publishing Officer (KPO).
8. Coordinate with the Webmaster to ensure each issue of the Kommandeur is archived in the Members Only Section archives.

F. Judge shall:

1. Act as an impartial arbiter of game-related rules and procedural questions submitted to him by members in good standing.
2. Create and maintain a reference file of previous rulings by the Judge, including any clarifications/errata issued by the various game publishers in his possession, and distribute such rulings and information to the members upon request. To ensure that such information of changes and newly published errata/clarifications are published in the Kommandeur.
3. Attempt to issue rulings consistent with prior rulings whenever fair and possible.
4. Appoint or replace various Specialists as needed to assist in the interpretation of specific game rules.
5. A Specialist is not an officer of AHIKS, although officers are eligible to become Specialists; he is merely a volunteer aiding and offering advice to the Judge or to any other officer or member of AHIKS.
6. While a Specialist may offer a resolution for a particular situation, the Specialist's resolution is not binding upon the Judge. The Judge may adopt, alter, or ignore altogether the advice of a Specialist. There is no appeal by the Specialist. Only the Judge is responsible for issuing the final resolution.
7. Maintain up-to-date lists of web sources for errata to use for reference in dispute resolution and also to have available for distribution to members.
8. The Judge's ruling on a rules or procedural question is final. No appeal of the judgment shall be considered.
9. Expeditiously resolve any complaints filed by members against other members.

G. Match Coordinator (MC) shall:

1. Create and maintain a file on all matters pertaining to the matching of opponents.
2. Keep an up-to-date reference file of open match requests submitted by the membership.
3. Attempt to find opponents for those members submitting match requests. A match request should be filled from the open match requests.
 - a. If no match request exists for that specific game, the MC is authorized to fill the match request by direct contact with the membership by whatever means he so desires.
 - b. A higher priority in matching should go to newly admitted members seeking their first match within AHIKS, whenever possible.
4. Prepare and maintain a stock of ICRKs to be issued to members requesting them for game matches and promptly forward them to members requesting same.

5. Forward a current listing of unfilled open match requests to the Editor for inclusion in the Kommandeur as well as posting the list on the AHIKS forum and AHIKS Facebook page. 6. Prepare and submit to the Treasurer a monthly reimbursement expenses report for any incurred expenses for that particular month.

H. Ratings Officer:

1. Receive and record all results on completed matches by the membership. Forward all complete rated information to the AREA rating person for further rating update.
2. Update the rankings of each member based upon official notification of match completion and forward results to AREA rating person.
3. On a regular basis, furnish the Editor with an updated ranking list of members for inclusion in the Kommandeur, or when specified by the Executive Committee, or the President.
 - a. Such rankings may not be published outside the Society without specific approval of the Executive Committee.
 - b. Individual members shall have the option (in writing) to not have their ranking published, either within or without the Society.
4. Furnish the Match Coordinator a listing of all matches completed and any ICRK code numbers for accountability purposes by year's end.
5. Maintain a listing of ratings reports by year for Historical purposes.

I. From time to time for various reasons Executive Committee Officers may be unable or unwilling to perform certain job duties as described above. If this situation occurs, these specific job duties may be performed by another elected member as long as both members are willing, and the Executive Committee has no objections. No change in the bylaws job descriptions are required.

VIII. COMMITTEES:

A. Executive Committee:

1. The purpose of this eight-member Committee is to oversee the day to day functions of the Society as well as act as a policy making body. When appropriate, the Executive Committee may refer issues to the Membership at Large for consultation and/or approval.
2. The Executive Committee is limited to eight (8) elected voting members.
3. The Executive Committee is comprised of the President, Vice-President, Secretary, Treasurer, Editor, Judge, Match Coordinator, and Ratings Officer.
4. The appointed positions are considered part of the executive committee but are non-voting positions.

B. Committee Votes:

1. Any Officer of the Executive Committee may present a matter to the entire Executive Committee for consideration and approval/disapproval. Any member in good standing may submit proposals to the Executive Committee by forwarding the proposal to any member of the Executive Committee, who shall then submit the matter to the Executive Committee.
2. The Executive Committee must place before the Membership at Large any and all matters that these bylaws indicate must have said approval.
3. Unless specifically stated otherwise, the words "approval" or "as directed by" in these bylaws shall mean approval by a majority vote of the members on that committee, not merely

those casting ballots. Thus, five affirmative votes are required for approval by the eight-member Executive Committee even if only six votes are actually cast.

4. Votes may be taken by regular mail, email, telephone, or by any other means the committee feels appropriate.
5. The Officer who proposes a vote of the Executive Committee shall act as the collector of votes, unless the Committee directs otherwise, and is responsible for reporting to the Executive Committee the results as soon as possible.
6. The outcome of all Executive Committee votes that affect the Membership at Large are to be promptly forwarded to the Members. "Promptly," in this case, means by publication in the next scheduled Kommandeur.
7. All Executive Committee votes are open roll-call votes with the vote of each Committee member made available to the entire Executive Committee and the Membership at Large as requested. No secret ballots by the Executive Committee are permitted or authorized under any condition.
8. All votes by the Membership at Large are by secret ballot. Further, only the final totals of Membership at Large votes will be disclosed. Disclosure of individual votes is unauthorized and prohibited.
9. All votes by the Membership at Large are sent to the President for counting and disclosure, who then forwards it to the Editor for publication.

IX. ELECTIONS:

- A. Elections for all elected officer positions are held in every calendar year during which a U.S. presidential election is held (every 4 years on the even numbered year). All members in good standing are eligible to run for office and/or cast a vote in the election of officers. (Exceptions: a member may not run for Treasurer unless he has been a member for five (5) or more consecutive uninterrupted years.)
 1. During the first quarter of the calendar year of the election, the President shall issue a call for elections and an invitation to candidates to run for office through publication in the Society newsletter. The President shall announce the closing date for candidate applications. The closing date shall be at least 30 days after the President's announcement of the closing date, and it shall be posted in the Kommandeur.
 2. Candidates for election shall indicate a desire to run for office by forwarding a notice of their candidacy to the President and to the Editor for publication in the Kommandeur. The President shall promptly report such notification to the Officer Corps.
 3. Candidates are encouraged to submit a formal statement of their candidacy to the Editor for publication in a pre-election issue of the Kommandeur. Follow-up statements are permitted, space and time allowing, prior to the vote.
 4. In the second half of the calendar year of the election, the Editor shall prepare and distribute an election ballot to all members in good standing, to be published in the Kommandeur. The ballot will contain the email and postal mail address of the President. Members submitting ballots to the President may do so by email or by postal mail.
 - a. The ballot shall list the names of all candidates for office. Exception: a position for which there is only one candidate may be left off the ballot unless the Executive Committee directs otherwise.
 - b. The ballot shall list a deadline for receipt of ballots by the President. This deadline must be a minimum of thirty days after posting of the ballot in the Kommandeur.
 - c. Proper control procedures shall be implemented to ensure that no member will cast more than one ballot.

- d. The ballot shall instruct members to return their ballots to the President for counting.
- B. If no member challenges an incumbent by the deadline for receipt of candidate's announcements, the incumbent office holder shall remain in office by default until the next scheduled election.
- C. In the event of a tie vote for an elected officer position, a majority vote of the Executive Committee shall break the tie. Any member of the Executive Committee who is involved in such a tie may not cast a ballot in the tie-breaking vote.
- D. Procedure for filling vacancies in the Officer Corps:
 1. The President may fill a vacancy in any elected or appointed Officer position by designating another member who is willing to fill the position as the new appointed Officer. If the President declines to appoint another member, the Executive Committee may designate the new appointed Officer from members willing to fill the position.
 2. For any vacancy in an Officer position, the following procedure will be used:
 - a. Notice of the position's vacancy along with a brief description of the duties of the office is published in the Society newsletter or by email, inviting members who meet the qualifications of the office to apply for the open position. The deadline for receipt of applications is a minimum of thirty days after the posting of the announcement.
 - b. Members who are interested in filling the remainder of that position's term of office shall send a notice to that effect to the President, who shall inform the Executive Committee and Editor of all candidates for any vacant position.
 - c. If more than one member applies to fill the open position by the specified deadline, the Executive Committee shall choose the replacement from the applicants by a majority vote. A tie vote shall require a second vote. In the event of a second tie, the candidate will be considered rejected, and a new candidate must be selected. If only one qualified member applies, that person does not become the replacement by default but must still be voted upon by the appropriate Committee.
- E. The Executive Committee is responsible for seeing that the above procedures are carried out in accordance with these bylaws.

X. SOCIETY DUES:

- A. As of January 2020, Dues for membership in AHIKS are FREE. Dues are set at Zero (0) Dollars per year. Any proposal for a dues increase must first be approved by a majority vote of the Executive Committee.
- B. The President shall receive, count, and forward results to the Editor for publication in the Kommandeur.

XI. REMOVAL OF OFFICERS:

- A. An elected officer may be removed from office for the following reasons:
 1. Non-performance of duties.
 2. Misuse of Society funds or property.
 3. Gross violation of these bylaws, either as they apply specifically to that particular officer or as they apply to all officers in general.
 4. By normal Election votes.
 5. Being expelled from AHIKS for any reason.
 6. Forced or voluntary resignation.
- B. Appointed officers may be removed by a majority vote of the Executive Committee.

C. Procedure for removal of the President:

1. A three-fourth ($\frac{3}{4}$) vote of the Executive Committee is required for removal.
 2. All members of the Executive Committee must be informed of any action in order to substantiate any charges and deliberate a course of action for the society.
 3. The Vice President shall serve as interim President to the Executive Committee and shall submit to the Executive Committee a report of findings and suggest a consensus for a vote. This action must be completed within 60 days, or another member of the Executive Committee must be designated to start the process.
 4. The President during this inquiry shall remain in office until final voting of the Executive Committee is submitted. Results will be published in the next scheduled issue of the Kommandeur to the Membership at Large for their information.
 5. Upon removal of the President due to vote or resignation, the Vice President will assume the duties of the President until the next scheduled election, or until a new President can be appointed by the Executive Committee.
 6. Certain procedural comments listed in Section XI. D. below may conflict with those of Section XI C. 1 above; then information in Section XI C. 1 shall prevail where appropriate.
- #### D. Procedure for removal of other Elected Officers:
1. An officer who is a member of the Executive Committee must place a motion for removal of any officers before the Executive Committee.
 2. The Executive Committee officer initiating the removal motion (the Initiator) must notify in writing the officer whom the motion seeks to remove (the Defendant) about the motion, the reasons for its presentation, and include any other relevant information. The Initiator shall send the same notice to all members of the Executive Committee.
 3. The Defendant is given sufficient opportunity (not less than 30 days after receipt of the notice) to reply in writing to the motion for removal. The Defendant shall send a copy of the response to the Initiator and all other members of the Executive Committee.
 4. After consideration of all relevant factors, the Executive Committee must vote on whether to end removal proceedings or remove the officer in question. Neither the Initiator nor Defendant may participate in this vote. This vote must be approved by a majority of the Executive Committee members remaining after exclusion of the Initiator and Defendant. If the vote fails to gain approval by a majority, if the Executive Committee declines to vote on the matter, or if the vote ends in a tie, the removal process is ended. There is no appeal process.
 5. The President or Judge shall tally the votes.
 6. If the removal vote is approved, the Initiator will notify the Defendant in writing of the results of the vote.
 7. After determining the final vote count, the President or Judge shall forward the removal vote results and final count to the Executive Committee. The Editor shall then publish the information to the Membership at Large in the Kommandeur.

XII. SOCIETY FINANCES AND EXPENSES:

- A. All officers and members shall promptly forward to the Treasurer any funds collected by or on behalf of AHIKS by no later than the end of the month collected.
- B. Budget.
 1. The Executive Committee may change the following procedure by majority vote for the purpose of updating as required.

2. All expenditures of AHIKS Treasury Moneys require a majority approval of the Executive committee *before* being paid by the Treasurer, i.e. preapproval. However, recurring expenses only require approval once before the initial expense is paid. For the purposes of this subsection, the following applies:

a. *Preapproval* is defined as the executive committee authorizing the expense prior to the Treasurer reimbursing the member. Examples of expenses requiring preapproval include but are not limited to tournament awards, journalistic awards, shipping charges, travel expenses, and other items that might arise from time to time.

b. *Recurring expenses* may not require preapproval by the executive committee. Examples include but are not limited to annual webhosting fees, bank fees, printing and posting costs for newsletters, and postage costs for the Match Coordinator. However, recurring expenses shall be regularly reported to the Executive Committee by the Treasurer and may be subject to review, discussion, and adjustment.

3. No non-officer may incur a Society expense nor be reimbursed without prior approval of the Executive Committee when required.

C. Expense Reimbursement:

1. The procedure of reimbursement for Society related expenses is as follows:

a. After approval by the Executive Committee the officer incurs the expense, pays the expense out of pocket, and then submits a receipt for the expense to the Treasurer for reimbursement.

b. The officer must submit the expense proposal, wait for the Executive Committee to discuss and vote on it, and then wait for the reimbursement check after expending personal funds. Receipt for purchase or service must be submitted to the Treasurer to be accompanied by a short report of the results. If reimbursement of an expense claim may be questionable, obtain prior approval from the Executive Committee in writing before incurring the expense. Otherwise the reimbursement may be disallowed.

2. The reimbursement procedure is subject to these restrictions:

a. The reimbursement request must be accompanied by a receipt clearly stating the exact amount of the expenditure and its purpose. Exception: For postage expenses totaling \$50 or less, the Treasurer may elect to accept a written and signed expense report or log from the officer involved, in lieu of receipts.

b. The expense must directly relate to the expected duties of the officer. If the expense claim is questionable, the Treasurer should forward the details to the Executive Committee for approval. If the questionable expense claim pertains to any member of the Executive Committee, that officer must excuse himself from voting on the measure.

3. No funds will be distributed in advance of the expense without prior approval of the Executive Committee under Section rules above.

XIII AMENDMENTS:

A. These bylaws may be amended by the following procedure:

1. Any member in good standing may propose an amendment to these bylaws.

a. This proposal shall detail in specific terms which section of the bylaws is to be changed and the precise wording to be changed or substituted.

b. It will contain an explanation of why the submitter feels the amendment is needed and what effect its adoption will have on the Society.

2. The proposed amendment is submitted to any member of the Executive Committee who must place the proposal before the entire Executive Committee unless the proposal is being submitted/offered by a member of the Executive Committee (it will then be submitted/offered directly to the Executive Committee by that Officer).

B. Amendments and/or changes to the bylaws can be made by majority vote of the Executive Committee. Updated bylaws will be posted on the website as they occur

XIV. INTERPRETATION:

A. When a question arises about how a particular section of these bylaws is to be interpreted, a majority vote of the Executive Committee shall decide the matter.

1. The interpretation question must be placed before the Executive Committee by a member of the Executive Committee.

2. Procedure: the interpretation question is handled in the same manner as any other matter placed before the Executive Committee. This will be done by majority vote on any resolution.

XV. EMERGENCY PROVISIONS:

These bylaws cannot anticipate every conceivable situation which might occur in the future. Occasionally, situations may arise not covered by these bylaws or where strict adherence to these bylaws would have a damaging effect on the Society as a whole. In such situations, the Executive Committee, by majority vote of the members casting "Yea" or "Nay" votes may waive a specific provision of these bylaws, subject to the following restrictions: The situation in question should be temporary in duration and non-recurring.

XVI. EFFECTS OF THESE BYLAWS:

A. Upon approval by a majority of members returning votes by the specified deadline, these bylaws will supersede and render void any and all previous bylaws or Constitutions of AHIKS. B. If approved, these bylaws will become effective upon certification of the vote by the President. The President shall inform the Officer Corps of their approval, and the Editor shall publish the information to the Membership at Large in the Kommandeur newsletter.

C. The date of these amended bylaws will be the date the President declares certification of approval after a vote count and will be reported as such in the earliest available Kommandeur.

D. These bylaws replace any and all prior bylaws adopted by the society.

Panzerblitz/Panzer Leader PBEM Tournament

From Art Dohrman

As others have pointed out in these pages, this year is the 50th anniversary of **Panzerblitz**, having been released in 1970. I guess it's a commentary on my age that I remember playing it as a new game. Be that as it may, this classic still has a devoted following. Since January 2019, I've been administering an AHIKS PBEM tournament, with 11 stalwarts taking part. So far we've played almost 50 games and some patterns have begun to emerge.

As of this writing, I have results for 32 games of **Panzerblitz** and 15 of **Panzer Leader**. The war is not going too well for the Germans on either front. On the Eastern Front, Ivan has won 16 engagements to Fritz's 13, with 3 draws. The Western Allies are doing even better, winning 8 engagements to the Germans' 5, with 2 draws.

Will the Western Allies beat the Soviets into Berlin? Or, with the remaining 5 engagements being on the Eastern Front, will Comrade Stalin's demand for results produce a late surge?

We are about to wrap up the preliminaries (up to now, it's been group play to amass a record and points); at the beginning of June the 4 top players will advance to single elimination semifinals and finals, with the aim of crowning a champion by the end of this year. The top 5 players at the moment (remember, there are at least 5 games still in progress and those results could change standings) are:

- Steve Andriakos, 84 points
- Chuck Leonard, 80 points
- John Hoffmann, 80 points
- John Trosky, 76 points
- Doug King, 76 points

I'm looking forward to the semifinals starting in June and seeing some entertaining games; I hope to have some detailed reports on those games for *The K* in a few months.

I thought I would take some column space to describe briefly the most commonly played situation, PB14. This one is a perennial favorite at WBC and has been played 14 times in this tournament. Of those, the Russians have won 8 and the Germans 4, with two games still in progress. The situation card is shown as Figure 1.

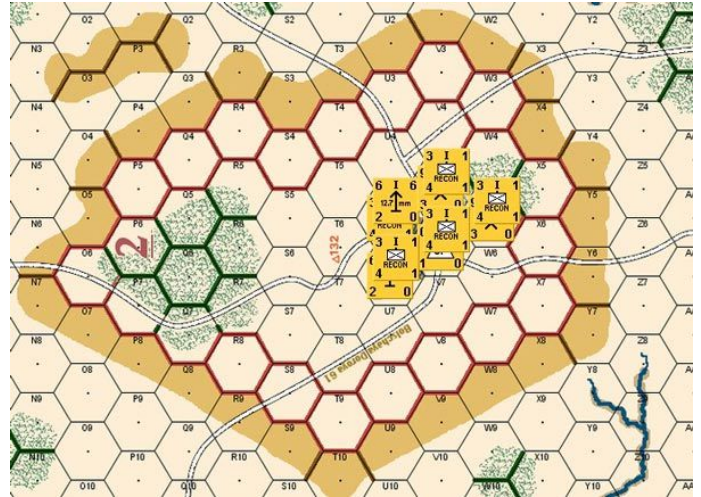


Figure 2 Example Russian setup

other alternative for the Russian CP would be 2U5, but that lets the Germans position a unit in 2R7 to fire up the CP. The immobile units are stacked one to a hex so that the recons have at least some flexibility to run away. They can even flee to a clear terrain hex safely (unlike most PB situations), because the Germans usually can't stick around long enough to overrun them.

Typically, the Germans push their armored cars onto board 1 to delay the Russian relief force while the main force tries to eliminate as much of the HQ in Bednost as possible. They usually have one turn to do this, if they're lucky two turns. Then they must beat feet, usually onto board 3, and try to evade the superior Russian relief force for the remainder of the game. The Russian task is to chase the Germans away from the HQ as quickly as possible, then run the raiders to ground and take out as many as possible to recoup whatever damages the Germans were able to inflict. The high value targets, in terms of victory points, are the Russian CP and recons; on the other side, the German armored vehicles. It's imperative that both sides keep their forces together. The Russian must balance caution and speed; while time is not on his side, if he pushes forces forward piecemeal the big German guns can chew them up. The Germans conversely must manage time and space; if they retreat too quickly, they'll run out of room and have to pull a last stand against superior force.

As a side note, for those of you who do Facebook, I'd encourage you to check out Bert Schoose's After Action Review posts; at the moment he's presenting a game of **Panzerblitz** Situation 1A (another WBC favorite) that he played some time ago. By the time *The K* is published he may have all 10 turns posted. He dissects the pros and cons of each move, both what he was thinking at the time and, with the benefit of hindsight, the effects on the overall game. He also did an AAR earlier this year for **Afrika Korps**, for those of you who have an interest in **AK**. Bert is a top player in several wargames, so I find his comments very instructive.

I have enjoyed running this tournament; some of these guys I've known for years, others I've just met through this venue, and I think many of the other participants would say similar things. My objective was to promote play of this old classic, and to that extent I'm claiming wild success. I personally have played 23 games in a year and a half, much more than I would normally have the opportunity to play. I've also gotten to know (virtually) some good gaming partners, and I think the other participants would agree. I know AHIKSers' gaming interests are all over the map (gameboard?) so to speak, but I'd encourage anyone with an interest in a particular game to step up to the plate and organize a tournament in conjunction with the AHIKS Executive Committee. If you're unsure how to start, I'll be glad to share my experience! art.dohrman@gmail.com

PanzerBlitz
Situation # 14

German Rear Area Raid:
 Western Byelorussia - Sept '44.
 During and after the great tank offensives, there would be periods when no stable, clearly-defined front existed. A German reconnaissance battalion (previously has penetrated Russian lines and is now in striking distance of a Soviet army headquarters.

2 1

Map Configuration

RUSSIAN FORCES
 The Russian CP represents army HQ (it can still spot); the recon companies represent hastily-mobilized HQ personnel (clerks, cooks, etc.)
 Enter East Edge of Board 1 on Turn 1.

GERMAN FORCES
 Enter West edge of Board 2 on Turn 1.

VICTORY CONDITIONS:
 Award each side the following points for destruction of units:
 CP - 12 points
 Recon - 3 points
 APV (excluding halftracks) - 2 points
 All Others - 1 point
 Double the Russian total and compare to the German total - the side with the most points wins.
 German player wins ties (except Russian wins a score of 0-0)

German moves first	TURN	1	2	3	4	5	6	7	8	END
--------------------	------	---	---	---	---	---	---	---	---	-----

Figure 1 Panzerblitz Situation 14

As you can see, this depicts a German recon battalion raiding a Soviet Army HQ, and then attempting to evade the relief force. A typical Russian setup (partial; Grabyosh garrison not shown) is shown at figure 2.

In this setup, the CP is set up in the hex labeled V6 so the Germans can't fire at it from the cover of the woods in the R row. The two 57mm antitank guns are set up so as to be able to both fire on the hexes where the Germans must place spotters, achieving a 2:1 vs. a JgdPz or a 3:1 vs. a Sturmgeschutz. The disadvantage is that the German spotters will be masked by the town when the Russians deploy their big 120mm mortar on board 1. It's a tradeoff; the

Treasury Notes

Brian Stretcher



Retail Therapy

I managed to hold out for a long time. However, with all the online purchases we have been making lately, out of both necessity and want, I finally succumbed and purchased **A Game of Thrones: the Boardgame** and the companion expansion **Mother of Dragons**. After all, it was right there on Amazon staring at me, complete with a discounted price and free two-day shipping. The promise of a Vassal Module was also a deciding factor.

First impression of the game is good. It is a beautifully done game, certainly, with high-quality components and artwork. I knew this going in, as I have the George R.R. Martin book that has a lot of the same artwork. Mounted, heavy maps, laminated cards, thick cardboard tokens and a host of plastic pieces for the combat units. Not miniatures, which I might have preferred, but more along the line of meeples, I think they're called. Units represent footmen, knights, siege towers, and ships. Oh, and dragons.

It did not take me much time to get through the rules. Ignore the reviews on Amazon about how complex the game is, because it is not. I would say it is a cross between **Diplomacy** and **Here I Stand** in terms of complexity, and it shares elements of each. The rules are clear and well-illustrated; I had no questions come up that were not answered by the rules. Basic play is the simultaneous issuing of orders to your armies within friendly areas. Orders are march, defend, raid, or consolidate power. Orders are executed in an Action Phase in player order, one area at a time. There are event cards and cards that can be used to influence combat, but the order tokens are used to make armies do things rather than using cards for command points.

Combat is simple: the stronger force wins and the other side has to retreat and probably take casualties. But there are cards to modify combat strength and, most importantly and at the heart of the game, one can call on adjacent areas with a support order to assist in the battle. Thus, a key element of the game is negotiating support from allies. An optional rule allows for more randomness added to combat resolution.

Ships can be used to transport armies across sea spaces, siege towers have a very powerful strength against castles and strongholds but are useless in the open. There are supply considerations as well, as army size is limited by your House's current supply level.

Houses collect power tokens through play and can use those tokens to control areas in which they keep no forces, and use them to bid for influence on the various game tracks, including the Iron Throne. These bids determine player order and give certain advantages to the Houses by their order on the various tracks. Player order may change from round to round.

In the standard game, at the end of 10 rounds the winner is he or she with control over the most castles and strongholds (like Winterfell and King's Landing), or one can win an automatic victory by getting to seven objectives.

Other fun little things include a Wilding track, which builds in strength over time. Attacks are determined by card draw. The Houses bid power to support the Nights Watch to try and defeat the Wildlings, and if they do not, all players suffer supply problems, the lowest bidder suffering the most, highest bidder the least. This can cause armies to melt away, far, far from the Wall.

The main map shows all of Westeros, from Dorne to north of the Wall. As I said, very attractive. Houses include Stark, Lannister, Tyrell, Martell, Baratheon, and Greyjoy. **Mother of**

Dragons adds Targaryen, of course, and Arryn. The expansion also adds a map for the Continent of Essos, where House Targaryen starts.

The original game was designed for six players, and for, fewer than six players, certain houses simply become unavailable and neutral tokens are used to represent their passive defenses. **Mother of Dragons** introduces a vassal power system, however, whereby active players can gain control of the various non-player houses each turn. But, those vassals can switch around from round to round. This allows the game to be more readily played by fewer players. Reviews of the vassal system on Boardgame Geek are almost all positive, although I have little doubt that both versions of the game are best with their full complement, just as **Diplomacy** and **Here I Stand** are. The expansion also adds the Iron Bank, from which the players can take out loans for various nefarious deeds. But, the Iron Bank must be repaid...

Regarding House Targaryen, it does not win in the same way as the other houses. Instead, Targaryen earns and plays loyalty tokens in various areas of Westeros and will collect those tokens when Targaryen controls those areas. Control seven areas with loyalty tokens, and Targaryen wins. Oh, and did I mention dragons? Only House Targaryen has dragons, the three one might expect. They start with no combat strength, but grow in strength every couple of rounds. While they can march just like regular units, they are also the only units in the game that can fly, essentially to any area on the map. Considering that footmen and ships have a strength of 1 and knights 2 (siege towers being useless on defense), and that by round 10 each dragon has a strength of 5, well, they can become very powerful indeed. They can be killed, however. Get them while they are small and weak.

Note that there are no character pieces in the game, nor do the players represent any particular characters. While there are plenty of names involved in the game, they are on the event and combat cards, not super-powered units. There are no commanders for your armies, either. This is not a character driven game at all. It is at its heart a diplomacy-military game with literary trappings. It is based on the books, as the game was originally published in 2011 before the HBO show was much of anything. So, while the places and people might look familiar, they do not necessarily look at all like the actors who portrayed them on TV.

As such, however, there are things missing from the game that viewers might expect, such as the Night King and his army. Nowhere to be found in this game. Perhaps a future expansion, if and when Mr. Martin finishes the books. Nor do Bran, Sansa, Arya, or even Jon Stark make an appearance on any of the cards, as it wasn't until the events unfolded after book five that these characters came into their own.

As to the Vassal module, there are a significant number of them available on the Vassal website. Alas, none of them appear to contain the **Mother of Dragons** expansion, at least not that I could identify, given that the years listed for most of the modules predates the publication of the expansion. **Mother of Dragons** was not released until 2018, although there were a couple of other minor expansions consisting of cards only and altered setups that allowed for better play with fewer than six players. I had hope with the 2020 Vassal module, but it contains only the original game. It looks nice, but there are no dragons. Sigh... I would still be willing to give it a try. I don't see how the game could work by regular email, however, without a game master.

Anyway, when I received the email from GMT that **Men of Iron** was about to ship (which I have had on preorder for some time), I discovered that there was also a reprint of **Virgin Queen** on the P500 list. Since this is a sequel to **Here I Stand**,

I had to order it. And, there is an additional game recently added to the P500 list about Scottish Raids across the border during the same time frame. Had to jump at that one as well.

A word of warning regarding Avalanche Press: while they have remained open during the pandemic (being in Alabama, while GMT, a California company, has been totally closed) and happily announcing a vast array of new playbooks and naked games (can't get their boxes from their supplier, so understood), it makes me unhappy that they seem to give all of their efforts to either a) unloading the old games they still have in their warehouse (at discount, so credit there), or b) the creation of new imaginary products that never actually seem to get finished. This seems like a big Ponzi scheme to me, and I don't see how it can last. I have had **South Pacific** and **The Wine Dark Sea** on preorder for YEARS, and they are always only a couple of months away from shipping. These are both reprints/new editions, mind you, not totally original offerings. But, somehow they can continue creating new products?? How about actually printing and shipping a full-sized game or two that were promised a long, long time ago? I like their products, and I am happy they seem to be doing OK during the pandemic, but really? I am ordering nothing else from them until they actually ship something I have on order. I don't have to worry about those sorts of things from GMT or Compass Games (although I am struggling a bit to understand why the new edition of **The Russian Campaign** seems to be taking GMT years to get out the door; at least they don't take your money until a week before a product is shipped). Compass seems able to crank out those new oldies several times a year!

Last part of retail therapy. I did order a family card game called **Butts in Space**. The name says it all. The objective is to collect as much toilet paper as you can. The most sets of TP played when the last part for the toilet-shaped spaceship is drawn wins. For 2 to 4 players. A game in which one collects toilet paper is certainly timely. Played it with my wife a couple of times already. It's a good mix of luck and strategy, with a little more strategy than many card games. It seems to have fairly solid rules with no obvious holes or questions. A lot of fun!

Book review: Bunker Hill

So I managed to get one military history book read since last issue. The book was **Bunker Hill: A City, A Siege, A Revolution** by Nathaniel Philbrick (Penguin Group, 2013). This is a very well written book that tells of events leading up to the spring and summer of 1775 in and around Boston, Massachusetts. In addition to the politics of the period, this book has very well done descriptions of the action at Lexington and Concord, as well as the Battle of Bunker Hill a few months later. Sweeping action involving many well-known characters, and some lesser known but very important individuals. I had never really known about the impact on American history by one relatively obscure 33-year-old physician named Joseph Warren, who was instrumental in organizing the troops that fought at the battle that shockingly bloodied the noses of the British on that fateful day at Breed's Hill. Dr. Warren lost his life that day at the very birth of the rebellion. George Washington didn't assume command at Boston until well after the battle, leading the troops in a siege that did relatively nothing other than convince the British to bloodlessly withdraw some months later, mostly by creative perseverance. Highly recommended.

The book made me want to get out my copy of **Revolution Road**, which covers the exact same actions as the book. A relatively new title from Compass Games, it is actually two separate games on the skirmishes at Lexington and Concord, and the battle of Bunker Hill, using two separate rules sets tied loosely together by similar systems. I have described that game in a prior issue. I don't know of any other games that deal specifically with these two battles.

Treasurer's Report

Some activity to report. A couple of donations and payment for webhosting for the year.

Total balance 3-30-20:	\$ 8,381.52
Donations:	45.00
Dividend 3-31-20:	1.78
Dividend 4-30-20:	1.70
Thomas Thorsen, webhosting reimbursement	- 239.65
Total balance 5-30-20:	\$ 8,190.35

Until next time!

From George Phillies

I am working on a new book for my board wargame design series. "All the World's Wargames" will attempt to be a complete listing of published board wargames, hex and counter wargames, up through, at a guess, 2020. I have a downloaded list from Grogard, a downloaded list from ConSimWorld, the very long list that John Kula, may he rest in peace, compiled, and, of course, my own list from my collection. I view this as a useful collection to the hobby. Besides, I am trying to complete my board wargame collection, and this is a path to determining what I am missing.

If any AHIKS members have really long lists that they are willing to share, I would appreciate a copy. The merger of my list, the ConSimWorld list, and the Grogard list, eliminating duplicates, will likely turn out to be around 8-9000 titles -- I am still doing the merger. The Kula list is perhaps a bit longer. George Phillies: <phillies@4liberty.net>

Upcoming Events

July 30-Aug. 2, Indianapolis, IN

GEN CON

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

Aug. 21-23, Birmingham, England

UK GAMES EXPO - NEW DATES!

<https://www.ukgamesexpo.co.uk/virtually-expo/>

Aug. 28-29, Logan, UT

MYCON LOGAN

<https://mycon.me/index.html>

Aug. 28-30, Minneapolis, MN

2D CON

<https://www.2dcon.net/>

November 5-9, Meriden, CT

COMPASS GAMES EXPO 2020

<https://www.compassgames.com/expo>

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

Open Match Requests from Duncan Rice

1914	AH	John Troskey (1554) CVS
1985 Under Iron Sky	TRL	Martin Hogan (1704)
Adv 3rd Reich	AH	Michael Mitchel (1086)
Bitter Woods	L2	Bert Schneider (1569)
Bloody Hell	HFDG	Jay Unnerstall (1264) EPS
Breakout Normandy	L2/AH	Art Dohrman (1551) VF
Chickamauga	SPI	Peter Bertram (790)
Conflict of Heroes	AG	Lourens te Beer (1908) EL
East Front	CG	Alexander McBay (1966) EFV
Empires of Rising Sun	AH	Mike Scott (1555)
Eurofront	CG	Alexander McBay (1966) EFV
GBACW	AH	Paul Warnick (1430)
To Green Fields Beyond	SPI	John Troskey (1554) CVS
Jutland	AH	John Troskey (1554) CV
The Longest Day	AH	Max Chee (1959) ELV
Main Battle Tank 2ed	GMT	Martin Hogan (1704)
Midway	AH	Edson Ramos (1954) E
Monty's Gamble:		
Market Garden	MMP	Jerry Wong (1974) FV
Mortain Counterattack	DG	Jay Unnerstall (1264) EPS
No Retreat: North Afrika	GMT	Jerry Wong (1974) FV
No Retreat: The Russian Front	GMT	Bert Schneider (1569)
Panzer 2ed	GMT	Martin Hogan (1704)
Panzer Blitz	AH	Douglas King (1961) E
Panzer Leader	AH	Brian Nickel (1797) V
Red Winter	GMT	Chuck Leonard (711) VE
Rock of the Marne	MMP	John Troskey (1554) CV
Russian Campaign	AH/L2	Bert Schneider (1569)
Russian Front	AH	Michael Mitchel (1086) VA
Soldiers	SPI	John Troskey (1554) CVS
Stalingrad	AH	George Phillies (697) VZX
Tank on Tank	LnL	Duncan Rice (1394) V
Thunder at Cassino	AH	Jerry Wong (1974) FV
Titan	AH	Jim Dowrey (1951)
West Front II	CG	Alexander McBay (1966) EFV

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

12.4 REINFORCEMENTS

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

1977 Jim DiCrocco, Carlisle, PA
1978 Ronald Smay, Tampa, FL
1979 Jose Valiente, St. Petersburg, FL

From the Editor

As you may have noticed, the new bylaws are included for your opinion. Please read them over and let us know if they are OK or not. Give your vote to Bob Best at the addresses he gives on page one. Bob deserves a lot of credit for revising the bylaws.

There are spots in the bylaws where the type looks strange. These bylaws have been written, rewritten, formatted, reformatted, and I, with my limited abilities with Word, could not figure them all out. So just go by the words.

I was pleased to see that the Charles Roberts awards will be restarted. I received the notice too late to notify you, but I have printed it on page 18 for your information. Next year we will be able to vote.

Some of you have undoubtedly noticed that I have not lately mentioned the Mark IV tank that I am building. You are probably wondering if, during this stay-at-home period, I did anything with the model. Actually, most periods in my life are stay-at-home. But I did something with my tank model. I accidentally kicked the stand it is on. It's OK.

I did think about working on it, but it has been so long that I will have to go back to page one in the instructions and start over. Will I do it? Maybe...probably...

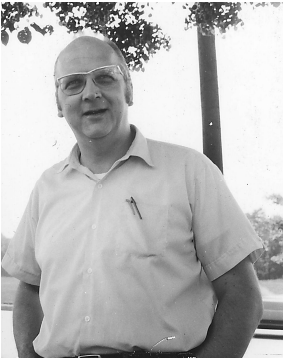
Big news here is that I will get my hair cut tomorrow. After three months, it is quite long; I've lost some of my hearing.

Multiplayer Games

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

Angola MMP	Jeff Miller, [1303] V
Amoeba Wars AH	Jeff Miller, [1303] V
Colonial Twilight GMT	Jeff Miller, [1303] V
Crown of Roses GMT	Mike Kettman (1067) V
Conquistador AH	Jeff Miller, [1303] V
Dune AH	Jeff Miller [1303] V
Empire in Arms AH	Kevin Conway [1930] V
Empire in Arms AH	Andrew Patience [274]
Empire in Arms AH	Thomas Scarborough [1345]
Empire in Arms AH	Mike Kettman [1067] V
Empires of Middle Ages SPI	Mike Kettman (1067) V
Falling Sky GMT	Jeff Miller, [1303] V
Fire in the Lake GMT	Jeff Miller, [1303] V
Fire in the Lake GMT	Art Dohrman, [] V
Gunslinger AH	Matt Scheffrahn [1844] VMG
Kremlin AH	Jeff Miller [1303] V
Stellar Conquest	Jeff Miller, [1303] V
Time of Crisis GMT	Jeff Miller, [1303] V
War of the Suns MMP	Jeff Miller, [1303] V
Wizards Quest AH	Jeff Miller, [1303] V

Gamers Identified



Henry Bodenstedt #0007
AHIKS' first Judge.



Charles Roberts



AHIKS' Iron Man



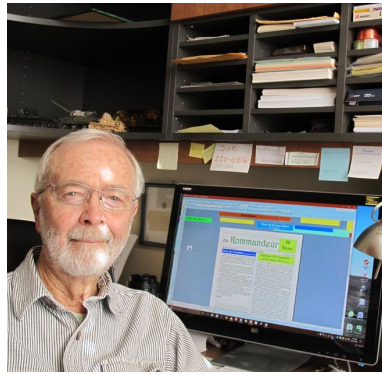
Fred Webster #0001
AHIKS' first President



James Dunnigan



Ken Norris, early UK
member



Omar DeWitt #0044,
current Editor



Sid Sackson

CENTRAL OFFICES

PRESIDENT

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

VICE PRESIDENT

Kenneth Oates
316 Hidden Valley Drive #27
Weslaco, TX 78596-7720
(956) 376-0005
koates@rgv.rr.com

TREASURER

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712
(828) 774-8654
Doctorlaw@juno.com

MATCH COORDINATORMSO-RATINGS

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

EDITOR/PUBLISHER

Omar DeWitt
Apt. 4434
900 Loma Colorado Blvd. NE
Rio Rancho, NM 87124
(505) 962-4077
AHIKSomar@cableone.net

SECRETARY

Chris Hancock
PO Box 84082
San Diego, CA 92138
chancocknh@icloud.com

JUDGE

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

RATING OFFICER

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

WEB SITE ADDRESS
www.AHIKS.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

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

WEB SITE MANAGER

Steve Blake
20028 Community St. #78
Winnetka, CA 91306
(818) 882-3175
sbsocialnet@gmail.com

MULTIPLAYER COORDINATOR

Jeff Miller
263 Buchert Road
Gilbertsville, PA 19525
610-367-8209
Blachorn1@gmail.com

UNIT COUNTER POOL

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

PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: July 31, 2020.

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

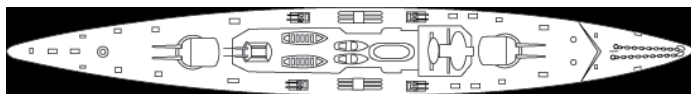
Fleets of the Second Great War: Imperial Russia In our own reality, the First World War lasted for over four years, killing millions amid vast destruction and the fall of Eastern Europe's great empires. In our Second Great War alternative history setting, Woodrow Wilson's 1916 peace initiative succeeds, leaving the empires intact to fight again a generation later.

Tsar Alexei's Russian Empire leads the renewed aggression, opening the Second Great War with an unprovoked assault on Poland and the Baltic States that soon involves their Central Powers allies. The Imperial Russian Navy becomes involved in fighting in the Arctic and Atlantic Oceans, and the Baltic and Black Seas, with war in the Pacific eventually following.

Fleets: Imperial Russia is a sourcebook for the Second Great War setting, and a sequel to **Fleets: Imperial Germany**. It tells all about the ships, airships, and aircraft of Imperial Russia's four fleets: their design, construction, and deployment in the Second Great War.

The Tsar's ships range from modernized veterans of the First Great War through new fast battleships. While most of these ships never existed, we've designed them along the lines of Russian and Soviet warship development, and these are our best guess at what Imperial Russia would have built had the regime survived.

Each warship class is described with ship data similar to that found in warship guides of our own world and some schematics of their design. It's a fun add-on to **The Second World War at Sea**, making this world that never existed a little more real. \$25 <http://www.avalancheexpress.com/gameFleetsRussia.php>



Second World War at Sea: Stolen Fleets Lacking the industrial base to build all of the weapons her armed forces required, Nazi Germany relied heavily on captured equipment: tanks, trucks, artillery, aircraft, and warships. The trove of armaments taken from defeated enemies, France in particular, added greatly to the German war machine's resources.

The German Navy captured many enemy vessels but placed none in service larger than a destroyer. In **Plan Z: Stolen Fleets**, the German Kriegsmarine adds battleships, aircraft carriers, cruisers, and more taken from the French, Soviet, and Dutch navies to its order of battle along with a few new German-built ships.

Stolen Fleets is an expansion for our **Second World War at Sea: Plan Z**, itself an expansion set based on the notorious but never-completed German Plan Z fleet expansion program. There are 80 new die cut, silky smooth playing pieces (60 doubled-sized ship pieces and 20 standard ones) and 30 additional scenarios extending the story of Plan Z.

Ships now steaming under German colors include the French battleship *Richelieu*, battle cruiser *Strasbourg* and aircraft carrier *Joffre*; the Soviet battleship *Sovetsky Soyuz*, battle cruiser *Kronshtadt* and heavy cruiser *Kirov*, and the Dutch cruiser *Eendracht*. And lots more. The Germans also add the H41-type super-battleships to their fleet and two more liners converted to aircraft carriers.

Stolen Fleets is not a complete game. You'll need **Plan Z**, **Bismarck**, and **Arctic Convoy** to enjoy all of the scenarios. \$35 <http://www.avalancheexpress.com/gameStolenFleets.php>



Compass Games

Dawn of Empire is an uncomplicated game centered on the naval aspects of the Spanish-American War of 1898 in the Atlantic Ocean. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems, rather than intricate mechanisms. The intent of the game is to provide a broad overview of the historical events while being fun to play.

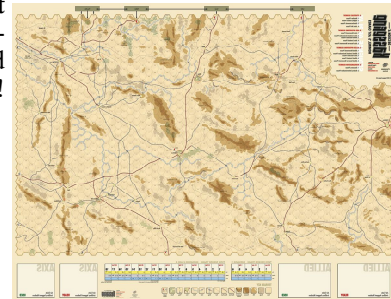
It all really started in February of 1895 when Spain unilaterally suspended constitutional guarantees to Cuba and its population. This led to open revolt on the island and serious retaliatory measures by the Spanish administration of Captain General Weyler, including concentration camps for non-combatants. This was too much for the American press, and, as a result, the American public, and eventually U.S. pressure led to Weyler's removal, but not to a decrease in tensions between the U.S. and Spain. And then, the Maine happened. On 15 February, 1898, well into the darkness of the night, the USS *Maine*, anchored in Havana Harbour to visible enforcement of U.S. interests on the island, blew up. 268 U.S. naval personnel were killed, about 2/3 of the crew of the vessel. The American press exploded also. Headlines shouted, "Spanish Treachery," and William Randolph Hearst's newspapers stirred the pot of American anger vigorously. By late March a Naval Court of Inquiry set down a judgment that the *Maine* was destroyed by an external explosion, pointing the finger at the Spanish. Before the end of the following month, the United States would declare war on Spain.

The object of the game for the United States player is to control the sea areas around the U.S. Atlantic coast and Caribbean Sea to prevent Spanish combatants from supporting their island holdings and to destroy the naval forces of Spain. The object of the game for the Spanish player is to disrupt United States' sea control, retain sea control around the Spanish coastline for as long as possible, and destroy United States naval forces. Both players must deploy their naval resources into the sea areas on the map to earn victory points at the end of each turn for areas under their control, blockaded, and for opposing units destroyed. \$45/\$55 <https://www.compassgames.com/dawn-of-empire.html>



Decision at Kasserine: Rommel's Last Chance, Designer Signature Edition, marks the return of a true wargaming classic by Vance von Borries first published in 1983, faithfully remastered and updated with this all-new, supersized edition. Hailed by many as of the premier entry in the popular Battles for North Africa series, this two-player operational-level simulation covers the WWII German and Italian offensive in central Tunisia which took place in mid-February 1943.

This edition of **Decision at Kasserine** features a supersized map and counters and is another Classic Reborn! by Compass. \$65/\$80 <https://www.compassgames.com/preorders/decision-at-kasserine-rommel-s-last-chance-designer-signature-edition.html>



Dawn's Early Light: The War of 1812 is a two-player card-driven grand-strategy game: a quick-playing, high-level abstract recreation of the entire conflict encompassing the territorial, naval, political, and economic competition between the United States and Great Britain. This deluxe game features a mounted game map, large 5/8" punch-out counters, and covers the four-year period spanning the war and its prelude, with game cards for events and operations that offer players the tools to remix the entire scope of the conflict. \$57/\$69
<https://www.compassgames.com/dawn-s-early-light-the-war-of-1812.html>



High Flying Dice Games



Seeing Red, The Raid on Kronstadt Harbor, August 1919

A solitaire game. \$12 <http://www.hfdgames.com/red.html>

Desert Eagles, Air Battles above Israel 1948

\$12 <http://www.hfdgames.com/dee.html>

The Knowledge Company

Barbarossa "The world will hold its breath" claimed der Fuhrer as German and Axis troops crossed the borders of the Soviet Union. **Barbarossa** is the TSWW game covering the entire Eastern Front from June 22, 1941, until June 30, 1943.

With 20 superb maps (18 at 15 miles to the hex, 2 at 75 miles to the hex), and 7,840 excellent counters, it will be the most complete rendition of the entire campaign that we can produce.

Inside the box (players will have a choice of box art on a first come first served basis) will also be version 1.6 of the TSWW Game system rules and charts, full orders of battle and appearance for the Axis Allied, German, Soviet and Western Allied forces that fought in the desperate campaign both to win on land and to resupply the beleaguered Soviets, as well as a comprehensive series of At Starts in their own booklet. Charts are comprehensive and cover each element of the game as necessary and have been revised for this release. £120/£435

<https://www.tkc-games.com/shop/games/europe/barbarossa/>

Legion Wargames

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

Jéna, fought on 14 October 1806, is the turning point of the 1806 campaign against Prussia. Eventually a crushing French victory, starting in the fog by Lannes engaging a single Prussian division under Taubert, it escalated into a full battle against Hohenlohe and half of the Prussian army, at first not fully grasping what he was facing, engaging his army piece-meal. While starting outnumbered, the French are at the top of their military value and the masterful concentration of the army during the day makes Jéna the epitome of victories.

Auerstaedt, was fought on the same day, opposing Davout and his Third corps to the main Prussian army under Brunswick and the King of Prussia. An unexpected battle, as more troops enter the battlefield on both sides, a masterpiece where Davout earned his title of Duke of Auerstaedt. At the end of that day, the two Prussian armies, both beaten in this double battle, join in a common rout, followed by a legendary pursuit lead by Murat to the destruction of the arrogant Prussian army in a few weeks.

Both battles come with many what-ifs and a total of 15 scenarios, using troops from both armies not historically engaged. Several scenarios give finally a real chance to the unlucky Prussians.

Le siège de Danzig, simulates the siege of the great fortress of Danzig between March and May 1807, between the Eylau part of the campaign of Poland and its conclusion at Friedland. It is played on two maps, an operational map of the region of Danzig, using the regular Vive l'Empereur rules, and a siege map where the French player will build a siege network to get closer to the mighty walls to breach them. A lot happens on both maps, sorties, relief Russian forces under Kamenski, the Danzig morale that conditions victory goes up and down depending on the progress of the siege works and other events. The players will have to be patient, the siege can be won or lost on the last turn of play. \$75/\$100



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

Matrix Games

Field of Glory: Empires - Persia 550 - 330 BCE is a grand strategy game in which you will have to move in an intricate and living tapestry of nations and tribes, each one with their distinctive culture. Experience what truly means to manage an ancient Empire. \$40

<https://www.slitherine.com/news/field-of-glory-empires-persia-550-330-bce-is-now-available>



Nuts

AuZtralia is an adventure/exploration game for 1 - 4 players set in an alternate reality 1930s. The theme is inspired by Martin Wallace's board game **A Study in Emerald**.

Build a port, construct railways, mine and farm for food. You'll need to prepare for the awakening. You'll need to fight. Everything you do in the game costs time, which is one of **AuZtralia's** most valued resources.

At a point in time, the Old Ones will wake up and become an active player. They begin to reveal themselves and move, with potentially devastating outcomes.

You'll need to prepare wisely for the awakening and co-operate with others to defeat the most dangerous Old Ones. Military units will help you to locate, fight and defend against the nightmarish beings that may be lurking on your doorstep. As well as hardware, you'll need to recruit some people who have the skills and resources to help you. \$66

<https://www.nutspublishing.com/eshop/auztralia-en-wip>;
www.strongholdgames.com; support@nutspublishing.com



Thin Red Line Games

1985: Deadly Northern Lights covers the Warsaw Pact offensive against the Nordic countries during the dramatic events of World War Three. Norway, Sweden, Finland, and insular Denmark are in the cross-hair, facing the full might of Northern Fleet, Baltic Fleet, and two Soviet Military Districts. Both sides have only a fraction of the ground forces available in the Central European Front and must overcome the problems dictated by scarce lines of communication and by the harsh environment.

Every aspect of a modern aero-naval campaign is covered: naval and air combat, electronic warfare, nuclear and chemical weapons, special forces, standoff strikes, supply convoys, coastal defenses, mine warfare, amphibious invasions, and more. €163

<https://trlgames.com/1985-deadly-northern-lights/>



Tiny Battle Publishing

Our second boxed game, Hermann Luttmann's **Steamroller** 2nd Edition is a highly playable, tense, operational look at 1914's pivotal Tannenberg campaign. Command either the German 8th Army or the Russian 1st and 2nd Armies in the battle that decided the early course of the Great War on the Eastern Front. The game is the latest iteration of the system used in Hermann's earlier **Race to the Sea 1914**, (as well as **Dead Reckoning**) with corps, divisions, and brigades traipsing around the wilderlands of East Prussia and northeastern Poland.

Steamroller originally appeared in *Yaah* #10 magazine. This 2nd edition, includes slight map improvements and corrections in addition to the inclusion of all known errata. The game experience remains similar to that of the first edition. \$39

<https://tinybattlepublishing.com/products/steamroller>

Taktyka I Strategia

Hattin 1187 - System: The Middle Ages On July 4, 1187, in the vicinity of the village of Hattin, near Lake Tiberias, Christian troops under Rajmund of Tripoli and Muslims led by Saladin joined in deadly battle. The battle was a series of clashes, Christians breaking into Tiberias. In a two-day battle, Jerusalem troops were completely destroyed, only some of them were able to withdraw from the battlefield. PLN 75 [One PLN = \$0.25]

<https://taktykaistrategia.pl/blog/hattin-1187-system-sredniowiecze/>



Nordwind 1945 (WB-95) The German offensive in Alsace, in early 1945, was the last attempt by the Wehrmacht to take over a strategic initiative on the Western Front. After the defeat in the Ardennes, their last forces were thrown into battle. The attack ended in defeat and the loss of the entire Kolmar bridgehead. The losses were so great that it was only a matter of time before the entire German front on the Rhine collapsed. PLN 85

<https://taktykaistrategiasklep.pl/produkt/nordwind-1945/>

San Marino 1944 (WB-95) On the 12th of September another Allied offensive began, its goal was Rimini and San Marino. The Germans knew perfectly well that the loss of Rimini would cause the Allies to exit the Po River Valley and did everything to slow down and stop this attack on the coast. But the Allies also attacked in the direction of San Marino - straight across the hills. They also used armored divisions, which were expected rather on the coastal plains. PLN 85

<https://taktykaistrategiasklep.pl/produkt/san-marino-1944-wb-95-premiera-luty-2020/>



White Dog Games

Storm in the East: Operation Barbarossa depicts the largest and most dramatic military campaign in recorded history: the German invasion of Soviet Russia. Germany and its allies had almost five million men deployed in three army groups along the 800 miles of the Soviet border. As dawn broke on 22 June 1941, the first Axis formations crossed into the Soviet Union and smashed through units charged with defending the border. Taken completely by surprise, many were captured or killed while asleep in their barracks. As the dawn bled into a new day, the Luftwaffe bombed airfields in western Russia destroying much of the Soviet air force on the ground, and German bombers attacked cities from Riga in the north to Odessa in the south.

The invasion had achieved a total strategic surprise. At first, Stalin and the Soviet High Command were in a state of denial. It was many hours before they accepted the reality of the situation and started issuing orders allowing local commanders to re-group and mount counterattacks. Their paralysis only added to the chaos and confusion of the Soviet units at the front. It looked as though Hitler's confident prophesy to his generals was going to be realised: "You have only to kick in the door, and the whole rotten structure will come crashing down."

But it didn't. Four months later, the Soviets were still fighting tenaciously, and the character of the war had changed. In sight of Moscow, the Axis blitzkrieg had run its course: a war of maneuver and mobility had become war of attrition; a bloody slog as autumnal rains heralded rasputitsa and roads became quagmires. The vision of a rapid victory envisaged by Hitler had vanished.

The historical outcome of Operation Barbarossa was the consequence of fateful decisions and extraneous events which conspired to produce a campaign unsurpassed in drama or scale. We hope **Storm in the East: Operation Barbarossa** does justice to history by presenting players with difficult strategic problems and choices which faced the Axis and Soviet High Commands, and to reality by demonstrating that the historical result was only one of a number of equally plausible outcomes. \$57 <http://www.whitedogames.com/barbarossa>

MAGAZINES

Against the Odds #51 includes **Almost a Miracle**. Designer David Jones forces both sides to deal with their own challenges. The British consistently failed to "live off the land" and had to buy or ship food to sustain their armies, while the Continentals struggled with purchasing power and transportation.

The game handles battles in both large and small scale, as both were critical to the War's outcome, with a system that models 18th Century combat and how it differed from later times, where morale, readiness, leadership, and mere chance all could be "the" critical factor at one time or another, and disease and desertion could be an army's biggest killer.

Special rules cover the short enlistments of the Continentals, the uncertainty of French support and entry, prisoner exchanges, and the variable support of Loyalists and Native Americans.

Both sides faced challenges they did not expect, and both sides contributed nearly as much to their own failures as they achieved in victory.

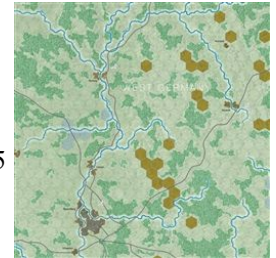
The game will provide insights into how narrowly the Americans succeeded and how close the British came to their own victory. \$35/\$40

<http://atomagazine.com/Details.cfm?ProdID=157>

Modern War #47 **Objective Nuremberg** is a two-player alternative history wargame intended to investigate the operational parameters that would have been in place during the first four days of fighting in that border area of West Germany had the Soviet Union decided to try to attack sometime in the early

1980s. It was during that time frame the Warsaw Pact achieved a possible decisive "correlation of forces" between their militaries and those of the West.

This game is the first volume of the 7DR (Seven Days to the Rhine) Series. Each single-volume game will use the same system and will be playable alone or mated to other games in the series. Each hexagon on the map represents 2.5 miles (four kilometers) from side to opposite side. The Warsaw Pact regiments, while the units of maneuver on the NATO side are battalions. Air power and electronic warfare counters and rules abstractly represent, the effects of one side or the other gaining temporary superiority within those sub-realms of conflict. Each day of real time consists of one nighttime and two daylight turns. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW47>



Out of the Attic #1 This is a reprint.

This issue contains out of print scenarios, articles, and replays.

A View from the Attic - Words from the Editors by MMP

Bring On the Night - Learning the Night Rules Phase by Phase by J.R. VanMechelen

Series Replay: Sicilian Midnight - Battle of the Titans by Guy Chaney, Kevin Meyer, and Jim Turpin

Who Rules the Night? - Nighttime Tactics by Chuck Goetz

Wet Behind the Ears - A Beginner's Guide to Infantry Tactics by Russell Buntun

The Art Of Stealth - How to Stay Concealed When All Are Gunning for You by Gary Fortenberry

Testing Your ASL Knowledge - An ASL Quiz by In Contact

12-Point Facing System - The Fabled 12-Point CA by Jim Millard

\$8 <https://www.wargamevault.com/product/309014/Out-of-the-Attic-Issue-1>

Slingshot #330

Zhizhi's Last Stand by Nicholas Spratt

An Alternative Rant by David Kay

David Kay follows Simon Watson's lead and has a look at the more problematic elements of current wargaming play mechanisms, troop classifications, and other bones of contention.

Have at Thee, Varlet! by Anthony Clipsom

For most of us, 'varlet' is just a quaint, old expression for an example of degenerate scum. Anthony digs up the fascinating Mediaeval origins behind the word.

The Red Dragon and the White Boar by Chris Hahn

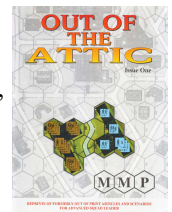
In the absence of a Battle Day with subsequent battle reports, here are several home games of Bosworth using Armati, l'Art de la Guerre and To The Strongest! Chris Hahn makes it clear that if Richard doesn't throw away the battle with his charge, Henry is in real trouble.

Tactica II: A Ruleset Analysis by Paul Innes

A former editor makes a good case for why Tactica II is one of the most historically accurate and playable large battle rulesets out there, among other things creating nuanced troop types using troop category and quality, and catering for details like Roman line relief.

Slingshot Book & Game Reviews

Battles and Battlefields of Ancient Greece: A Guide to their History, Topography and Archaeology
Cities of the Classical World



The Wars of Alexander's Successors 323-281 BC. Volume II:
Battles & Tacticsblurbs
<http://www.soa.org.uk/joomla/>

Strategy & Tactics #322 **Banana Wars**: US Intervention In The Caribbean 1898-1935. **Banana Wars** is a two-player game simulating the period between 1898 and 1935 that saw increased US involvement due to the novelty and growing popularity of what else—the banana. During this period, the US Military participated in over 50 operations in a dozen Caribbean, Central, and South American countries. Some interventions lasted for years. The occupation of Haiti lasted 19 years, the occupation of Nicaragua 21 years. In time, the US led seven separate invasions of Honduras. Our all but forgotten meddling in American affairs outside our own country led American writer William Henry Porter, known as O. Henry, to coin the term “Banana Republic.” \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST322>



World at War #71 **Forgotten Pacific Battles** is a solitaire game using the standard Fire & Movement (F&M) rules and a series of exclusive rules covering each scenario. There are individual scenarios for the islands of Engebi, Eniwetok, Parry, Guam, Tinian, and Angaur. Each scenario can be played separately or as part of two different campaign games. Designed as a solitaire game, the scenarios include instructions for a two-player version. The unit counters represent company to regimental-sized units that participated or might have participated in the battle. The islands are depicted at a scale of 500 meters to the hex with Guam being depicted at 1 mile to the hex. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW71>



BOOKS

“Russia Besieged Player’s Guide” is a 64-page magazine describing the history of the game, from its design inspiration and origins to the game **Russia Besieged** has become today. This 64-page companion guide, complete with a half-sheet of counters, will unlock even more value to your copy of **Russia Besieged** by making more variant and optional rules available. Variants include a Rudel counter, one of Germany's most famous pilots, Fortification counters, an option rule “What If” that presupposes Italy not attacking Greece, allowing Germany to invade Russia one turn early. Also, included in this package are the counters and setup cards needed for a Historical Variant developed by Paul Popejoy. As an added bonus, errata counters are included to correct a few omissions/errors in the printed version. Fans of the game will also enjoy the Gamer's Guide section that has examples of play, analysis of mechanics and techniques to enhance not only your understanding of the rules but will further develop your style of play. If you are a serious fan of **Russia Besieged**, this package will intensify your East Front gaming experience. \$40/\$35
https://www.compassgames.com/russia-besieged-player-s-guide.html?_cf_chl_jschl_tk_=a2d4e17a91a8963f39386e9f0ed37606bada1dda-1590004392-0-



ASaCL_20kcnRMEm3ZQbEAner6I-
jXgnRR3NrREhdCeU6udJfVV1gwIk-
2nyE9A0Kmk1umk1hUgj_gXNOUboocByMpp_ISWpnuBgQc
ZUaa0GNEleSjLpCoV4X7EIn2ysRzJRxm6nBzyv_-
JeMFCmDvpomfs_t9lZUCSFPCVa0q_X1RTGMAkjHeeGzRZ
Hq-ahY3SDstQBrIKAwJP6sGIU4uMNvmyb4YSku5iz-
hyTDqwgK2B90aH93zGf5U3jMXemm_-
l9ssSh20S3uxPo4pYnyrWWqcd-
soKqeWe_mgQAKDK3Z6uwim-R8u6rgakeR-QPuw

Great War at Sea: Bay of Bengal (second edition)

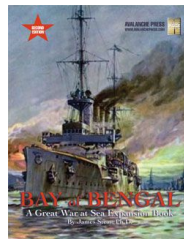
For close to 200 years, the British Empire looked to India as its most valuable possession. In the late 1700s India represented more than 20 percent of global economic output; looting the subcontinent funded Britain's industrial revolution.

Defense of the vital Indian Ocean trade routes fell to the Royal Navy, which had made those waters a British lake. Yet during the Great War German raiders made daring forays into the Bay of Bengal and Arabian Sea, successfully interdicting vital commerce and tying down Allied warships.

Bay of Bengal is an expansion book for the Great War at Sea series that examines naval conflict arising in and around the northeastern part of the Indian Ocean, as the British attempt to defend their trade routes and ports. Thirty scenarios examine situations ranging from the adventures of the famous German raider Emden to pre-dreadnought era battles against rival colonial powers, and on to possible later conflicts with the Japanese, feared by some members of the British government.

This supplement contains no pieces or maps, but requires ownership of **Cruiser Warfare**, **Jutland**, **Rise of the Dragon**, **Zeppelins** and **U.S. Navy Plan Red**, as well as the operational map from **Second World War at Sea: Eastern Fleet** to play the scenarios. \$25

<http://www.avalancheppress.com/gameBengal.php>



Panzer Grenadier: Grossdeutschland 1944

As Germany's beaten armies stumbled back out of the Soviet Union, Panzer Grenadier Division Grossdeutschland fought to drive back Soviet advances and seal off enemy breakthroughs. As defeat loomed, the division won epic – though ultimately meaningless – victories at places like Târgu Frumos, Cherkassy, and East Prussia.

Grossdeutschland 1944 is a supplement for our **Panzer Grenadier: Broken Axis** game, featuring 64 new die-cut, silky-smooth mounted pieces displaying the division's units in their own special color scheme. There are also 24 new scenarios for **Broken Axis** from the April and August 1944 Soviet invasions of Romania, with four “battle games” that link them together.

Grossdeutschland 1944 is not a complete game; everything you need to play all 24 scenarios (and the battle games) is included in the book and the boxed game **Broken Axis**. No other books or games are required to play any of the scenarios. \$25
<http://www.avalancheppress.com/gameGD44.php>



2019 Charles S. Roberts Awards

We are pleased to announce voting is now open for the 2019 Charles S. Roberts Awards for Excellence in the Conflict Simulation Game Industry. These awards have been annually given to board, computer games and individuals for excellence in the design, development, and production of war or conflict simulations of historical, hypothetical, science fiction, or fantasy conflicts.

Eligible games and publications are those released in the calendar year 2019 and for the Clausewitz Hall of Fame award, any individual who has made significant contributions to the wargame industry who has not been previously awarded.

This year's categories are:

Milieu Awards

- Best Ancients to Pre-Napoleonic Era Board Wargame
- Best Napoleonic Era Board Wargame
- Best Post-Napoleonic to Pre-World War 2 Era Board War game
- Best World War 2 Era Board Wargame
- Best Post-WW2, Cold War, & Hypothetical Era Board War game
- Best Science-Fiction or Fantasy Board Wargame

Format Awards

- Best Solitaire/Cooperative Board Wargame
- Best Magazine Board Wargame
- Best Amateur / Print-and-Play Board Wargame
- Best Postcard/Small format Board Wargame
- Best Expansion or Supplement for an Existing Board War game
- Best Board Wargame Playing Components
- Best Board Wargame Map Graphics
- Best Board Wargame Rules
- Best Original Box Cover Art

Computer Gaming Awards

- Best Pre-20th Century Era Computer Wargame
- Best Modern Era Computer Wargame
- Best Science-Fiction or Fantasy Computer Wargame
- Best Computer Wargame Expansion or Update
- Best Computer Wargame Graphics
- Best Board Wargame Computer Assist Module

Publication Awards

- Best Professional Wargame Magazine
- Best Amateur Game Magazine
- Best Historical or Scenario Article
- Best Game Review or Analysis

Overall Awards

- Best Board Wargame of the Year
- James F Dunnigan Award for Playability and Design
- Clausewitz Award HALL OF FAME

Voting is open until **May 31, 2020** at <https://charlieawards.wordpress.com>.

Ballots can be submitted online or by downloading a form for postal mail. All ballots must be received by May 31, 2020. Guidelines for voting can be viewed at: <https://charlieawards.wordpress.com/charter/>.

For questions, please contact me or charlessrobertsawards@gmail.com

Tim: pzmegwire@yahoo.com

Book Reviews

The First Wave, The D-Day Warriors Who Led the Way to Victory in World War II

by Alex Kershaw

©2019 Caliber \$7.50 to \$19 on Amazon

368 pages, maps, photographs

Reviewed by Omar DeWitt

One has to forgive the subtitle, I guess. Americans tend to believe they won WWII, but they had a little help from the Russians.

The book contains quite a bit of background on the individuals who participated in the landings, which did not particularly interest me. However, it did make the book more human.

Kershaw starts the book before the landings and briefly explains the end of the war. There is very little new here. I did learn that part of the difficulty on Omaha Beach was that the bombers flew perpendicular to the beach, which meant they had essentially no time to be precise. Not one bomb fell on Omaha. On Utah Beach the bombers flew parallel to the coast and did extensive damage.

The soldiers, of course, did get off the beach; it was because of individual men and groups of men rather than strategic planning.

The Fox of the North, The Life of Kutuzov—General of “War & Peace”

by Roger Parkinson

©1976 McKay \$5.25 on Amazon

253 pages, maps (not very good), photographs

Reviewed by Omar DeWitt

I've played **Borodino** and read a book by a survivor of the French retreat from Moscow, but I did not know much about the details of the retreat. This book has the details.

Field Marshal Mikhail Illarionovich Kutuzov had as many Russian enemies as he had French enemies. General Levin Bennigsen, a subordinate, was extremely jealous of Kutuzov. British General Robert Wilson, an observer, intensely disliked Kutuzov. Both men spied and sent lies to Czar Alexander I, who also disliked Kutuzov. The fact that Kutuzov was liked by the populace was probably what kept him in power.

Kutuzov led a division against Napoleon along the Danube and in the Austerlitz campaign. His main concern then, and later, was the survival of the forces in his command. Kutuzov was placed in charge of the Russian army shortly before the battle of Borodino. This was done because of his experience and reputation, and because he was Russian (many Russian Generals were of foreign extraction).

Although both sides claimed victory, Borodino was pretty much a draw. Kutuzov withdrew to preserve his army and to await reinforcements, which were readily promised but seldom given.

For good reasons, he decides to not defend Moscow. This, of course, throws his critics into a tizzy. He sets his army south of Moscow and waits. “Wait?” say his critics, “Attack!”

Napoleon wants to talk to Alexander I, who is in St. Petersburg, to arrange a peace. Kutuzov does not comply. At the end of October, Napoleon begins to retreat. Kutuzov blocked the roads to the south, so Napoleon had to retreat on the same road he entered Russia on. It, of course, was stripped.

Count Ségur is quoted, “Instead of the 400,000 companions who had fought so many successful battles with them, who had swept to masterfully into Russia, they saw emerging from the white, ice-bound wilderness only 1,000 infantrymen and troopers under arms, nine cannon, and 20,000 stragglers dressed in rags, with bowed heads, dull eyes, ashen, cadaverous faces and long, ice-stiffened beards. This was the Grand Army.”

Shortly after Napoleon and his army were driven from Russia, Kutuzov died.