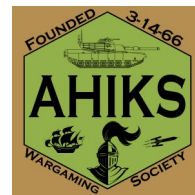


The Kommandeur



Volume 57 Number 5A

An AHIKS Publication

October 2022

This is not the Kommandeur you were looking for. However, sometimes life intervenes. In the case at hand, the intended new editor seems to have disappeared. He disappeared from his PBM games, too. Your President agreed to bring out the next issue. That issue will probably appear now and in a second part, because I do not have all the material I would have expected to have. Three cheers to our officer corps for responding so quickly and getting me their submissions.

This issue of Kommandeur was edited by George Phillies (phillies@4liberty.net). The issue after that will be edited by Omar DeWitt, but that will be his last issue as Editor. After many years as our excellent Editor, Omar will be retiring. We will announce who the next editor is.

President Speaks

Opinions Requested. Please speak up or email officers@AHIKS.com.

Question 1) Since time immemorial we have had an age requirement for membership. Our Treasurer recalls occasions on which younger people with the sponsorship of a member have in some sense joined, but the current Bylaws do not speak to this possibility.

The current membership age is 17. Would you like it shifted a year, to 16 or 18, and if so, which?

Would you like a formalized scheme under which younger gamers were allowed to join, conditioned on their showing good behavior and actually playing games, games that might or might not be rated?

Question 2) At present we have an Executive Committee, the eight elected officers who get to vote on decisions, and an Officer Corps, which includes all the appointed and hence non-voting officers. It has been proposed that the non-voting officers often do

a great deal of work, and should be allowed to vote, so that the voting Executive Committee would be expanded to include some or all of the currently non-voting officers. Should we amend the bylaws to do this?

Question 3) I keep getting notes from people who thought AHIKS had long ago ceased to exist. I proposed to the Officer Corps that we should start distributing Kommandeur to wargaming magazine editors, convention runners, and the like, so that they have at least heard of us. They might even on occasion mention us. There would be no associated expense. Doubts were expressed. What are your opinions? Please write.

Also, a change of Editor is a good time to consider how we might make our excellent magazine even better. Please send me your suggestions.

On the same line, we could use more people to mention AHIKS on blogs and social media groups. This is a 'please just do it' request. We have a membership recruitment officer opening, but no one to fill it. Please volunteer.

Judge Randy Heller has made a review of our Bylaws, to see what else needs to be scrubbed or brought into line with current practice. He would be delighted to have other AHIKS members help him in identifying issues with the current bylaws. You can read our bylaws on the AHIKS.com web pages.

Kriegspiel is the original board wargame, dating back almost two centuries. It turns out that there is an International Kriegspiel Society, some 700 members strong. Their web pages are <https://kriegsspiel.org/>. Kriegspiel has an interesting feature - you do not need to learn any rules in order to play. You write orders; the judges carry them out. We and they were unaware of each other until new member Justin Falston mentioned that he belonged to them. They will be telling their members about us; you can read about

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Finally, your President mentioned playing in an Empires in Arms Game, started this past May. It is a seven-player game with diplomacy, land and naval combat, taxes, and more. It starts as Napoleonic Europe in January 1805. We have now reached the end of May 1805. France and Russia are allied. France is at war with Britain and Austria. Turkey and Britain are at war with Russia. Prussia is the neutral in the middle. Spain, which I am playing, continues to be neutral. Prussia and Spain formed a neutrality alliance.

Forthcoming Game Conventions

(as reported by State Jackson Games)

October 2022

Oct. 28-30: Spocon – Spokane, Washington For more info, contact: The Historic Davenport, 10 South Post Street Spokane, Washington 99201

November 2022

Nov. 6-9: Youmacon – Detroit, MI For more info, contact: Alan Toby, 3007 Carly Court, Auburn Hills, MI 48326

Nov. 19: Board Game Extravaganza – Modesto, CA For more info, contact Robert Van Tuinen, 1109 Whittle Ct, Modesto, CA 95351

December 2022

Dec. 1-4: Midwest GameFest – Independence, Missouri The Role-players Guild of Kansas City, c/o Brad Kelley, 3708 S Grand Ave, Independence, MO 64055

Treasurer's Report

Only passive activity all these past months, so despite my hiatus you haven't missed much.

Total balance 1-1-22 \$8,397.76

Dividends 3-31-22 through 8-31-22: \$10.58

Total balance 9-29-22: \$ 8,408.34

NOTICE! NOTICE! NOTICE!

Due to changes in banking regulations, until further notice all checks sent as donations or payments for AHIKS purposes need to be made out to the Treasurer, Brian Stretcher, and not AHIKS itself, which does not exist as a registered business entity. Please put "AHIKS" in the comment line of your check, and thank you for your donations and understanding!

them on their web pages.

I had previously asked about persons to serve as chit holders. The need for chitholders arises in games with simultaneous reveals. We now have several volunteers.

Paul Warnick <rickenclacker@att.net>:

I would like to volunteer as Chitholder. Please send any particulars....I don't think there are too many. My qualifications - I have a lot of time on my hands, and I have been a member for 30 years or so. Why do I want to be Chitholder? As a shameless springboard to other positions of power in the organization.

The MapBoard

Mark A. Palmer
Match Coordinator

I would like to bring to everyone's attention the age of most of the requests on the Open Match List. Check it out and, if you have a listing, please let me know if it is still valid.

I had initially intended to contact everyone with a listing with an age of a year or more to see if the interest still exists.

What I will do instead is to simply change the name and date of a listing if the originator can no longer satisfy the request, if the responding member so desires.

Easier for me, easier for you.

The following is the not-quite-up-to-date opponents wanted list. There will likely be an update in Kommandeur 57-5B.

Game Name	AHIKS #	Method
A Distant Plain GMT	Duncan Rice	1934 V
A Distant Plain GMT	Jeff Miller	1303 V
A Distant Plain GMT	Art Dohrman	1551 V
Advanced Civilization AH	Jeff Gual	2003 V
Advanced Civilization AH	Eric Aune	2122 V
Advanced Civilization AH	Jeff Miller	1303 V
Air Force AH	Sam Thornton	1538 E, P
Amoeba Wars AH	Jeff Miller	1303 V
Andean Abyss MMP	Jeff Miller	1303 V
Angola MMP	Jeff Miller	1303 V
Angola MMP	Nick Rush	1913 V
Angola MMP	Tom Liakos	2047 V
Blackbeard GMT	Nate Forte	2016 V + Discord live play
Blitz Compass	Jim Lauffenburger	2191 V
Colonial Twilight MMP	Jeff Miller	1303 V
Conquistador AH	Jeff Miller	1303 V
Crown of Roses GMT	Mike Kettman	1067 V
Divine Right TSR	Delwayne Arakaki	1991 V
Dominant Species GMT	Jeff Miller	1303 V
Dominant Species GMT	Nacho Fernandez	1745 V
Dune AH	Jeff Miller	1303 V
Dune AH	Brian Nickel	1797 V
Empires of the Middle Ages SPI	Mike Kettman	

1067 V
Falling Sky GMT Jeff Miller 1303 V
Falling Sky GMT Jim Lauffenburger 2191 V
Fortress America MB Jeff Miller 1303 V
Gangsters AH Jeff Miller 1303 V
Gandhi GMT Jeff Miller 1303 V
Gunslinger AH Jeff Miller 1303 V
Gunslinger AH Matt Scheffrahn 1844 V M G
Machiavelli AH Jeff Miller 1303 V
Machiavelli Ah Nacho Fernandez 1745 V
Magic Realm AH Jeff Miller 1303 V
Merchant of Venus Mark Palmer 1074 V
Merchant of Venus Jeff Miller 1303 V
Napoleonic Wars GMT Aaron Martin 2107 V
Pendragon GMT Jeff Miller 1303 V
Plains Indian War GMT Jeff Miller 1303 V
Republic of Rome AH Jeff Miller 1303 V
Sails of Glory Ares Nate Forte 2016 TTS - Discord live play
Samurai AH Delwayne Arakaki 1991 V
Source of the Nile Jeff Miller 1303 V
Stellar Conquest Jeff Miller 1303 V
Stellar Conquest Mark Palmer 1074 V
Tank Duel GMT Nate Forte 2016 V - Discord live play
The Kaiser's Pirates GMT Nate Forte 2016 V - Discord live play
Time of Crisis GMT Jeff Miller 1303 V
Time of Crisis GMT Derek Lenard 251 V
Titan AH Jeff Gaul 2003 V
Titan AH Eric Aune 2122 V
Titan AH Jeff Miller 1303 V
Unterseeboot PC = AH Submarine Nate Forte 2016 Discord live play
Versailles 1919 GMT Aaron Martin 2107 V
War of the Suns Jeff Miller 1303 V

Working on breaking in a new game Bayonets and Tomahawks, looks interesting. Reminds me a bit of Wilderness War but a whole different card system – figure I'll provide cannon fodder for someone at WBC.

Wargaming History

Your President has heard from Nicolas Ricketts <nricketts@museumofplay.org>, who does wargame collections at the Strong Museum of Play in Rochester, New York. He has had an inquiry from a grant-seeking scholar, who is looking for the locations of

any company archival materials from Avalon Hill, SPI, and TSR. If any of you are able to assist, thus advancing the history of our hobby, please contact Nic directly.

Chester Hendrix Interview Moderated by Randy Heller

I have known Chester Hendrix for many years, and I consider him one of the more colorful personalities in our hobby. Chester served as President of The Avalon Hill International Kriegspiel Society (AHIKS) from 1997 to 2007, during which time I was his VP. He made a number of contributions to advance the state of gaming. Chester is currently head of Terran Games. I know of at least three published games he designed, two of them being traditional board wargames. While the reader follows along with the interview, a number of hobby bench marks may be recognized, as Chester has a long and rich history.

Chester...briefly tell us who you are by providing an introduction.

Chester: I was born at Beale Air Force Base in 1955, where I later served on active duty from 1975 to 1978. Except for a 3 month stint in Baltimore working for the Armory, where I was offered a job by Tom Shaw of Avalon Hill fame, I have lived in Northern California my entire life. I have been married for 18 years to a bona-fide Canadian Yukon gal. I have 4 children (1 deceased), 14 grandchildren, and 1 great-grandchild. I enlisted in the Air Force in January 1974 and worked on and with the SR-71, deploying to Okinawa twice. After discharge, I worked a number of odd jobs and then settled down as a printer for ten years. From there, I went to college to pursue teaching, but was turned off by the politics. I worked in a group home for 4 years, then in a welfare office for 12 years before retiring. Since then, my priorities have been taking care of the wife, who has Huntington's, the grandkids, and basically doing whatever I please.

What was your first introduction to board wargaming?

Chester: I cut my teeth on Avalon Hill's TACTICS II at the tender age of 12. By age 14, I was designing my own games.

What are some of your favorite board wargames and why?

Chester: Three stand out. Avalon Hill's THE RUSSIAN CAMPAIGN is first. I consider it the perfect strategic wargame. The complexity level is exactly where my comfort zone lies. Second is SPI's PANZERGRUPPE GUDERIAN. It is my favorite operational level game. Broad, sweeping movement opportunities, and set piece battering ram situations make for a tense contest worthy of replay. My favorite tactical game is Avalon Hill's STORM OVER ARNHEM. This is the grand-daddy of area movement games and remains the best of all in my humble opinion. The back and forth impulses, unit by unit, provide a tension without the burden of minutia that nicely reflect the battle. Beyond that, I'm dedicated to my own title, BASTOGNE OR BUST, simply because I designed into it all that I enjoy. There is nothing like getting all aspects you enjoy and love about wargames into one box, especially since you, yourself, put them there.

Do you also play non-board wargames, often referred to as Euros? If so, what are some of your favorites and why?

Chester: For the past decade, I have spent the vast majority of my gaming time playing Euros due to time constraints and interacting with my wife, who loves them. I'm very partial to CATAN (Cities & Knights, please), ALHAMBRA (and accompanying expansions), GODS ALONG THE NILE (a design of my own), and ART DECO (another of my designs, a wild party game using cards and poker chips, for up to 7 players). As an aside, all of these games have dedicated folders on Boardgamegeek.

You mentioned having worked briefly for The Armory and receiving a job offer from the Vice President of The Avalon Hill Game Company, Tom Shaw. What was The Armory?

Chester: In the early 80's The Armory was the largest game distributor in the country, and based in Baltimore. They had an extensive catalog, which they constantly updated. In 1983, they asked me to move east and to set up an in-house print shop, which I did. It soon became apparent that I had been hired under false pretenses, so I looked around for another opportunity. It wasn't there at the time, so we moved back to California.

Please share with us some of your hobby experiences on the east coast, to include your interaction with Tom Shaw.

Chester: I had little time and no personal vehicle to get around in to pursue gaming. However, I did make it to the Avalon Hill HQ in Baltimore, where I had a very nice conversation with Tom Shaw. He knew who I was, having worked on 2nd Edition STARSHIP TROOPERS. At the time, Avalon Hill had just acquired RUNEQUEST, and was preparing to release their role playing game magazine, HEROES. Tom offered me the job of editor, but it required a six month delay. This was time I didn't have, so we ended up back in California. That was an interesting might-have-been.

What game clubs have you otherwise been affiliated with? How were you involved and do you feel you left behind any sort of legacy?

Chester: Only AHIKS, but that was plenty. I was editor of their newsletter for 7 years, from 1985 to 1992. From there, I was AHIKS President for 10 years, from 1997 to 2007. During my tenure as editor, I designed and printed an introductory wargame entitled, FIRST BLOOD: THE GUADALCANAL CAMPAIGN. It was done specifically for the AHIKS 25th Silver Anniversary issue of their newsletter, "The K" (vol 26 #6). The unit counters were printed on label paper (DIY), and its intent was to be played by mail. I later sold the design, which appeared significantly altered in S&T issue #178. The original version along with updated graphics can be downloaded from the GROGNARDS website for free. My only other design sale was BASTOGNE OR BUST, and in 2017 it was released in its 3rd edition. That's not too bad for a kid who started out at age 14.

The International Gamers Association (IGA) evolved from Spartan International Competition League (SICL), also known as SPARTA. You once attended an IGA Anniversary Party in Tustin, California. The head of each was an icon in the hobby by the name of Russell Powell. When did you first meet Russell, and what were your impressions? Do you feel he had an impact on the hobby, be it positive or negative?

Chester: I first met Russell at an early Pacificon Convention in the San Francisco Bay Area. Russell was judging AXIS & ALLIES Tournaments at the time.

He was interested in a set of alternative R&D cards I had designed for the game, and we hit it off from there. I found Russell Powell to be a force of nature kind of guy, if you will, unapologetic, opinionated, and bombastic, but loyal to a fault as long as you did not cross him. If you did, he would hold a grudge. He was polite, sometimes a bit profane, and generous. He was dedicated to the hobby like no other person I have ever met. His passion for board wargames and organized competition was unbridled. Near the end of his life, he conceived of a multi-player space invaders game where one could enter an arcade and join in a free for all where everyone could see the other simultaneously. He invited me to be a partner in this venture, whereby I would design the graphics. Unfortunately, it never got off the ground, as his health began to fail soon after.

This concept of his predated the global internet by about 5 years (he passed in the year 2000). The man truly was a visionary. His famous "Barnstorming Across America," which resulted in the demise of SPARTA and the emergence of the IGA, were emblematic of his quixotic quest to transform the wargaming hobby into a professional league. For him, this never came to fruition, but WOTC's Magic The Gathering did precisely that in the collectible card game field. That endeavor has paid substantial purses to professional gamers across the globe for the past 20+ years. I believe it accurate to name Russell the "Johnny Appleseed of board wargaming." This led to the expansion of the hobby and to the proliferation of gaming conventions. Was he a positive influence? Yes, without question.

You once roomed with fellow game designer, Randy Heller, at a past World Boardgaming Championships Convention, but have chosen not to return since then. What were your impressions of that particular convention?

Chester: Returning has not been for lack of desire. I had a thrilling time. My personal finances have always been on the edge of disaster, and the trip from California is not inexpensive. I was not prepared for the mass transit system that easterners take for granted. It was a bit of insanity that I prefer not to be exposed to again. I'm comfortable in California where I can easily drive myself anywhere. I am also not a fan of air travel. On the way back from the WBC, I ended up sleeping on the floor of an airport terminal.

I would like to return to the topic of AHIKS, where you were President for 10 years. What does AHIKS mean, and do they have a mission statement?

Chester: AHIKS stands for The Avalon Hill International Kriegspiel Society. The Avalon Hill reference was regarding Avalon Hill as the only publisher of board wargames in 1966 when AHIKS was founded. SPI did not follow until 1969. Individual gamers were scattered across the country and the globe. It was very difficult to connect with one another, as there was no internet at the time. AHIKS was created to locate and to match players to play by mail (PBM). It was fun to meet and to play gamers from around the world, hence the reference to "International."

During your tenure, did you spearhead the change to the AHIKS logo? Looking at the logo, what does it represent?

Chester: Yes, I did. The logo was my own design, submitted and approved by the AHIKS Executive Committee. The logo is framed by a postage stamp icon. I did this because we started out playing all of our games by mail, sending each turn to your opponent. It's our legacy, and some members still play this way. Inside the stamp is a stylized wargame unit counter with AHIKS on the left and PBeM on the right (we have since moved on to primarily "play be email"). The NATO style symbol is the stylized back of an envelope, which is another reference to our legacy. The descending line on the left of the NATO symbol designates the unit as a headquarters, because we are the longest running club. We beat out Russell Powell's creation of SPARTA by 4 months. SPARTA was established in June 1966. The two "X's" designate a division, as we are a division of the hobby. The numbers "3-66" reference our founding date of March 1966.

Also, you attempted to create a perpetual competition by establishing the AHIKS iron man trophy. What were your goals in doing so? Do you feel you were successful?

Chester: To run it at the WBC, I had to get permission from Don Greenwood. His position was, "Go ahead, as long as the convention staff doesn't get involved. You do all the leg work and paper work." The basic idea was to have an annual, rotating trophy that the winner would hold for one year. It would

serve to promote AHIKS as well as to celebrate the older, classic Avalon Hill game titles in competition. I had hoped to keep the roots and legacy of our hobby alive. I tried, but I'm not sure of its success.

A long time running section within the AHIKS newsletter The K was comic relief called Ask Sarge. Who came up with the idea and was it ghost written? It was perceived by a few as a Dear Abby column, to some degree. Were those actual questions submitted by the membership? Can you share with us the most memorable query and reply?

Chester: Sadly, it has been too many years ago. I can't recall if it was my idea, but I certainly ran with it. Yes, I was the ghost writer during my tenure. Every question ever submitted was answered, and I had a lot of fun with it. I just made up the answers as we went along. They were all my favorites. To be honest, designing FIRST BLOOD was the most fun I had writing for "The K."

What kind of future do you predict for AHIKS?

Chester: The problem has always been finding volunteers to man the positions. Many of us have been repeat officers over the years, and some tenures were just too long. By the time I stepped down as President in 2007, after serving for 10 years, AHIKS was 41 years old. I had been President of the organization for a quarter of its life, in addition to being the Editor for 7 years prior. Counting both together, I held the two most important positions for nearly half of its existence. I am not the only one who served for many years. We need younger folks to step up and to get involved. Beyond that, I think AHIKS will always exist as long as there are board wargames to be played and enjoyed, particularly when there are gamers searching for opponents. AHIKS will celebrate its 52nd anniversary in March 2018. We have outlived our namesake, Avalon Hill, and every other game club ever associated with board wargames. You don't succeed at that and maintain a track record without filling a need. That need is still out there, and so is AHIKS.

Before moving on to a discussion of your opus, BASTOGNE OR BUST, I would like to briefly address some of the other titles you published. After table top publishing FIRST BLOOD: THE GUADALCANAL CAMPAIGN, you sold the design to Decision Games

where it was published in their magazine, Strategy & Tactics. Did the agreement include a written contract describing the transaction?

Chester: Yes, it was a short 4 page release.

Once sold, were you kept in the loop and consulted regarding changes to your design?

Chester: No. I attempted to contact them on numerous occasions, but was never given any information until it was actually published.

To what degree was it changed and were you pleased with the outcome?

Chester: Other than the map and a few of the charts, one of which was missing when it was published, making the game unplayable until you had the errata from the next issue of the magazine, one would not know it was the same game. The order of battle was completely rewritten, as were much of the game's mechanics. Frankly, I was stunned. It then made sense to me as to why my calls were refused. It was a lesson learned. Truth is that I had sold the game to them outright, so they were entitled to make whatever changes they wished. Since it was my first design sale, I was inexperienced, and I failed to ask for proofreading rights. It is a mistake I will never make again. The developer chose to take the game in a completely different direction. In all fairness, Doc Cummins gave me permission to post the original design on the GROGNARDS website as a free, downloadable, introductory game. He was quite gracious about it, and there the original sits. Some years later, Jan Tuijp asked if he could redo the graphics for a contest he was entering. I said sure. His work was excellent. So now there are two versions of the game on GROGNARDS.

Also published was an introductory card game focusing on different types of AFVs (tanks). I am personally curious about some aspects of the game, such as printed numbers, which were not addressed in the game's rules.

Chester: That would be WWII TANKS, which is available on The Game Crafter, a print on demand printer for independent designers and publishers. The numbers are referenced as being used by permission of Academy Games on the reverse of the rules card.

Tell us something about the project. Was the intent to later create an advanced set of rules?

Chester: The game is based on a simple card game I devised. There are, in fact, 10 different versions. Think of OLD MAID meets RUMMY. My grandkids love it. Many non-gamers like it. For adults, it is more about the artwork than the simple mechanics. The design was intended to be used as an ice breaker game to introduce non-gamers to the world of hobby games, if you will. My intent with WWII TANKS was to create icons which looked like wargame counters so that one could create a non-threatening method of introducing non-wargaming friends and family members to our hobby. This, by dazzling them with gorgeous art work and simple card play. When I designed the game, I hooked up with a fellow in Europe called Panzer Vince, who does amazing AFV art. I then called my friend, Uwe Eickert of Academy Games, to ask permission to use the counter stats from his CONFLICT OF HEROES. This, along with the art work, created the look and feel of wargame counters. Uwe is a prince and made it happen. In addition, I wanted this to be an introductory game that someone as young as 5 or 6 years old could play. Lastly, I wanted to have a game that spouses, who are not wargamers, could enjoy and appreciate. For the aficionados, this is a game that could be used to generate tanks for a design your own scenario. What's not to like?

This brings us to a discussion of the game you are most well known for and that is BASTOGNE OR BUST, also known as BoB, The World's Finest Bulge Game. What scale is BoB and what period of time does it cover?

Chester: The Campaign Game runs from Dec 16, 1944 to Jan 4, 1945. The first two editions did not contain scenarios. At your suggestion, I included two scenarios in the current third edition. All game-turns in BoB are half days, AM and PM. Each of the new scenarios is 8 turns long. The early scenario runs from Dec 16 through Dec 19, while the early "what if" scenario runs from Dec 10 through Dec 13. Contributions for the early scenario were given by members of the Ardennes Yahoo Group, and resulted in a number of changes to the order of battle. The scale is 1.7 miles per hex.

Who is credited for the graphics work?

Chester: I did the graphics for the first edition, to include hand drawn unit counters. Mark Simonitch set the bar of excellence when he recreated the unit counter and map art for the second edition. The third edition was a collaborative effort. Steve Bradford did the unit counters. Stephen Oliver did the map and charts. I did the rulebook under the watchful eye and direction of Paul Koenig. I did a considerable amount of historical research to embellish the graphics with historic symbols. I think the final product is something we are all proud of.

How would you rank its level of complexity?

Chester: One notch above medium. Right where I live.

The evolution of BoB has a rich history, starting with OPERATION GRIEF by Don Lowry. How were you able to acquire the game from Don and what did you do to improve upon it?

Chester: OPERATION GRIEF was a counter replacement kit for Avalon Hill's Battle of the Bulge 1964 edition. I never "acquired" it, but was allowed to reprint it. I was learning to be a printer at the time. I contacted Don Lowry to ask if I could redo the graphics, which were rudimentary, incorporate errata, and republish it. It had been out of print for several years, and was about as niche as one could get by then. Don was very gracious and gave me permission to do so. It was a project for my printing apprenticeship, and it ended up working out better than I thought. In effect, I redid all the art for the project.

Please share with us how the game became a Terran product and from there a game marketed by Paul Koenig Games (PKG). How does the PKG edition differ from the earlier editions and does it offer anything more?

Chester: There were a number of things that drove me crazy about Bulge games, such as where do units go when they exit the map? What about the von der Heydte battalion, etc. So, having published a redo of OPERATION GRIEF, I decided to go for the whole enchilada. I was a full time printer by then, so I had access to much of what I needed, save mounted unit counters and a full size mapboard. I completed the project with 250 signed and numbered copies in time for the ORIGINS '94 gaming convention in San Jose,

California. I rented a table and had a terrific time. Ray LaBarbera was there along with his business partner, "Coach," and they were searching for titles to launch a publishing company of their own. They had already landed Mark Simonitch's THE LEGEND BEGINS, and they liked my design as well. I learned later they were in a bidding war with another company, and Ray won out. At the end of the convention, I was approached with a deal I could not refuse. I sold them the game design with the understanding that I had proofreading rights. They did not have a company name, so I gave them mine, Terran Games, and they added the "Inc." Years later, Terran Games folded, and Ray was kind enough to return all rights to BoB and the company name back to me. Fast forward to Paul Koenig and his own game company, Paul Koenig Games (PKG). He contacted me to see if BoB was available because he wanted to have a proven Bulge game in his own stable. He wanted to juice up the graphics while giving me creative control, within a few parameters. How was I able to say no? PKG provided an off mapboard movement chart onto the game map, which is a huge advantage. Two tournament scenarios were added, in addition to 20 years of research provided pro bono by Mr. Bulge himself, Danny Parker.

BoB has the honor of being the one Battle of the Bulge game which has been in print the longest. PacRim still offers the game for sale. Curiously, at one time AHIKS offered to buy \$2,000 worth of BoB shelf stock for club distribution. PacRim wanted an all stock sale or none at all, and the deal fell through. How is it that PacRim became the custodian of BoB stock, and do you maintain a business relationship with the company?

Chester: Ray LaBarbera contracted with PacRim for storage and distribution of all Terran Games, to include BoB. When Ray's company folded, Ray had no storage space or a venue to liquidate stock. He struck a deal with Jeff Tibbetts of PacRim to sign over the inventory in return for suspension of storage fees. I am not familiar with the details of the transaction. Jeff and I have a good relationship, but I have no claim to any of the BoBs he has in stock. That was a business deal between Ray and him.

Historian and game designer, Danny Parker, endorsed aspects of BoB's design. Yours truly ranked the game a 10'on Boardgamegeek. How did you come

to meet Danny and what were his comments regarding BoB?

Chester: A some folks know, I had no access to primary historical sources when I designed BoB. I obtained order of battle (OOB) and order of appearance (OOA) information from the then 20 odd published Bulge games, three of which were Danny Parker designs. I created an averaging matrix to calculate the final numbers for the units. I was a bit unsure about this approach, so I obtained the phone numbers of Richard Berg and Danny Parker. I phoned them both to ask them to see if what I did sounded legitimate to them. Richard was concerned that I planned to announce to the world what I had done, but he assured me, "It happens more often than you know, so go for it. You will be the first to admit it." Danny had no problem with my methodology. He asserted that, since I had no access to primary sources, I had to trust the other game designers did have access. Averaging should produce just as good a result as some of the other Bulge designs. I also expressed to him concern about vagaries in the number of odd units appearing in some designs and not others. His response was, "the Bulge was one of the more confusing battles of the war and units were cut off and recombined on the fly in such numbers that likely 10-20% of the complete OOB will never be known for certain, so go for it".

With all this good advice, I plowed ahead full steam. I took a few knocks for my methods over the years, but I feel they were justified upon release of the third edition. When Danny discovered I was working on a new edition, he offered to run all the numbers from BoB through his own matrix. Would I be interested in what the results were after 20 additional years of research? Absolutely, I was interested. I was like a child in a candy store. Vindication came swiftly and surely. Individual unit numbers as well as new units added to the OOB changed more than I expected, but the total numbers when comparing both Germans and Americans were surprisingly consistent. My total number for the Germans was 816 vs Danny's number of 821, which was only a 5 point difference. My total number for the Allies was 870 vs Danny's number of 946, a difference of 76 points. This was due to information Danny had obtained regarding the British 30 Corps. Not too shabby for a mathematically challenged guy (yours truly) with a 20 year old Bulge game, eh? Danny was very enthusiastic that I would

be making changes to my OOB based on his research. I can't envision a better compliment. I will forever be grateful for the generosity of "Mr. Bulge," who provided an endorsement for the new edition's box cover. Danny is one class act.

What do you see for the future of board gaming? Please distinguish between traditional board wargaming and Euro/Family games.

Chester: I see the future of wargaming to continue at about the same pace. I predict a "greying of the hobby." We have all been talking about it and I believe it to be irreversible. I soon turn 63. What will it be like in 15 years when I turn 78? What are the chances I will still be pushing cardboard, let alone be able to read the information on a unit counter? The key is reflected in sales. As we age, we buy less and are able to enjoy less. The bottom line is whether or not there will be enough young wargamers coming up behind us with disposable income to take our place. I don't believe the hobby will disappear, but I definitely see game print runs leveling off until such point as the customer base expands, if it ever will. I believe the Euro and family game industry will continue to grow. This is a reflection of the ability to play these games with children. They are enjoyed by both wargamers and non-wargamers. They are the perfect venue for human interaction.

Anything you wish to say in conclusion?

Chester: My life in game design has been a long and interesting journey. It has been a wild ride spanning nearly 50 years. I have plenty of game designs waiting in my game room for me to spend time with them. At this moment, I have two more game designs being considered by publishers. I am currently playing the sit and wait for word routine. I am pleased to say I have made a lot of friends along the way. It has been a good life.

Against the Odds Magazine

Russ Lockwood writes:

ATO 56 features Breslau 1945: Hitler's Stalingrad, a two-player game of the southern and western flank of the Soviet siege of fortress city Breslau. It's scaled at about 650 yards per hex, a game turn represents one week, and units are mostly companies, battalions, and regiments. Combat uses the interactive tactical initia-

tive mechanic that offers the possibility of ambushes and surprises. The Soviets are generally attacking, but sharp German counterattacks are needed to stabilize the line. \$39.95

<https://atomagazine.com/Details.cfm?ProdID=168>

Up next in ATO 57 is A Crowning Glory – the Battle of Austerlitz 1805 is a low complexity grand-tactical game with each turn representing one hour, most units are brigades and some divisions, and a hex is about 650 yards. Interactive by unit and the French try to duplicate their major victory under the Sun of Austerlitz.

<https://www.atomagazine.com/Details.cfm?ProdID=169>

Looking ahead to ATO 58: Clash of Carriers features the Battle of the Philippine Sea 1944, aka the Marianas Turkey Shoot. Uses the same system as Imperial Sunset (Leyte Gulf) in ATO 17 and features 23 aircraft carriers in total. The outgunned Japanese need to make the most of their longer range and land-based air to offset US naval superiority. Cruisers to carriers are individual counters and destroyers are in squadrons. Air units are squadrons. Limited intelligence and counting hampers both sides....or makes opportunities happen.

<https://www.atomagazine.com/Details.cfm?ProdID=175>

Russ

Russ Lockwood

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Forthcoming Games

Once a year Compass Games mails a brochure listing its available titles and titles planned for the future. I go through to order the titles that I do not yet have. My order is a mix of titles released over the past year, perhaps a few titles released earlier, and pre-order titles.

For the current year, my list of more-or-less new and forthcoming Compass Games titles is

The Games:

1812 War On The Great Lakes

2040: An American Insurgency

African Campaign 2nd

Alexandros And Spartacus

Air And Armor

American Tank Ace

Atlantic Sentinels

Battle Hymn 2

Bismarck

Breaking The Chains

Brief Border Wars 2

Brothers At War

Cargo Express

Carrier Battle: Philippine Sea

Death In The Trenches

Desert Blitzkrieg

Dog Boats

Doomsday Project Ep2 Balkans

Eastern Front Operational Battles Quad

Enemy Is At The Gates

Europe In Turmoil 2

Fall Of Tobruk

Third World War

Flanks Of Gettysburg

For Motherland

Galaxy Force

Grant Moves South

Hearts And Minds

Hitler's Last Gamble

Imperial Tide

Interceptor Ace 2

Kaiser Fleet

Kharkhov Battles

Kontakt Now Red Eclipse

Manassas Designer

Maori

Napoleon's Eagles 2 Hundred Days

No Peace Without Honor

Ocean Of Fire

Operation 333

Pontiac's War

Prelude To Revolution

Road To The Rhine

Roma Victrix

Russia Besieged Finnish Expansion

Schnell Boats

Schutztruppe

Seapower And The State

Sensuikan

Silent War Deluxe Edition

Sniper Kill Confirmed

Spitfire Ace

St Lo

Storm Of Steel

Tank Leader
 Test Of Faith
 The Troubles
 Victory At Sea
 War For America
 War in The South Atlantic
 series 120
 West Front Ace
 WWII Market Garden

The Chit Holder Commitment Scheme

... Scott Romanowski

I'll volunteer as a chit holder, but with the Internet you don't need a person!

There's a cryptographic primitive called a "commitment scheme" that handles exactly this case: a value is chosen and committed to, then later revealed in a verifiable way. The people involved don't have to know any cryptography because there are web sites that will encrypt and decrypt using AES, the Advanced Encryption Standard. This is a simplified version of that primitive, for things that have little monetary value, like winning games.

What a "commitment scheme" is doing is the cryptographic equivalent of putting your chit in a locked box and giving it to your opponent. The lock is unpickable and the box is invulnerable, so your chit remains secret until you give your opponent the key to open the box.

1) Go to a website that allows you to do online AES encryption and decryption. I found <https://www.devglan.com/online-tools/aes-encryption-decryption> with a simple Google search, and will use that as an example here. It's easiest if both you and your opponent use the same web site.

2) In the "AES Online Encryption" column, type what you want on the chit in the "Enter text to be Encrypted" box. This should contain more than just a number or letter, e.g. "I choose victory condition 3 in my game with Ted. Scott R., August 8 2022.", not just "3". It should be clear enough so, in case of dispute, the Judge can easily rule if it's the chit for this game. If it's unclear it should be ruled against you.

3) Pick a random 16-character key `_for_this_chit_`.

You must pick a new key for `_each_` chit. If you reuse a key, then someone who knows the old key can read everything you encrypt with that key, past or future. Example keys: NSPJIOBGLBFWTZYA or gtTIUNtRfOEGbJvS or 0VHluZ1LBv3cqyFd

4) Write that key down along with what it pertains to. Case matters for the key; ABC and abc are two different keys!! Example:

My Waterloo game with George, August 2022, key eQVvJyG29Q3oWiNf

Save what you have written down because you will need it after the game ends.

5) Type your key in the "Enter Secret Key" box.

6) Click on the "Encrypt" button.

7) Copy the contents of the "AES Encrypted Output" box and send it to your opponent. Example:

8HAvMI8GMXRqjrRuMGf/
 HHdfM4F50N6GkXHYebNE3GUuZKTc-
 celyLInPsuIdCQR1z3AdaOLzhJT2mXhhUsqTrBMu
 9hMe+K6TXdjff7rKPqE=

8) After the game is over, send the key from step 4 to your opponent.

From your opponent's point of view:

1) When you receive the encrypted chit from your opponent, save it. You will need it at the end of the game.

2) At the end of the game, your opponent will send you the key used. Go to <https://www.devglan.com/online-tools/aes-encryption-decryption>

3) Copy-and-paste or type the encrypted chit you received in step 1 in the "Enter text to be Decrypted" box in the "AES Online Decryption" column. Example:

8HAvMI8GMXRqjrRuMGf/
 HHdfM4F50N6GkXHYebNE3GUuZKTc-
 celyLInPsuIdCQR1z3AdaOLzhJT2mXhhUsqTrBMu
 9hMe+K6TXdjff7rKPqE=

4) Copy-and-paste or type the key you received in step 2 in the "Enter Secret Key used for Encryption" box. Example: eQVvJyG29Q3oWiNf

5) Click on the "Decrypt" button then the "Decode to Plain Text Button". The decrypted text of the chit will appear there. Example:

I choose victory condition 3 in my game with Ted.
Scott R., August 8 2022.

Important: Do not lose your key. If you lose the key used, there is no way to decode your chit. Trust the world community of cryptographers on this; they've been trying to find weaknesses in AES for over twenty years. If you lose your key you've got gibberish, not a chit.

Important: Do not reuse a key. Whoever has the key can decrypt everything encrypted with it. The rest of the world might be sharing all the keys you've ever revealed.

Important: Do not adapt the scheme I wrote for use when money is involved. If money is involved or something equally valuable, employ professional advice, and I'm not a professional.

Scott Romanowski

Ethics in Gaming III An Opinion Piece from Randy Heller

This piece is a continuation of the ethics editorials which appeared in the K over the last year. The past focus has been the Boardgame Players Association, in particular the convention director's, unwillingness to adequately follow-through with a thorough and complete investigation of an individual, who had been eliminated in single elimination play, accepting the winning tournament award. The GM made himself available to corroborate the error, but was not approached. In addition, a member of the BPA Board who witnessed what transpired was not given heed. The only request was to make an official "pen and ink" change for the record. This has not taken place.

Subsequent to this, further developments have occurred which give rise to the question of the actions or in some cases lack of actions by the board. A long-time member of the board voluntarily resigned after allegedly being accused of soliciting inappropriate photographs of WBC convention attendees. The accused resigned apparently believing this would as-

suage offended parties. Apparently, the board agreed, as the individual was a participant in this year's WBC convention.

The BPA manages a WBC Facebook Page. During the course of an online discussion, the convention director was asked why the GM for the event in which the "spoiler" went on to win the tournament was not queried, the knee jerk reaction was to immediately ban (eject) the inquiring party. Presumably the ban extends to all BPA activities.

Early on at this year's 2022 WBC, a well-respected grognard and long standing GM was given his walking papers. The individual was served the letter below (permission to print granted) without explanation. Vamoose...out! No convention refund was offered. He wisely and promptly retained an attorney to investigate, because he had no idea as to why he had been expelled.

During the process of discovery, the attorney for the BPA revealed to the client's attorney that the grognard had showed public affection to a family member friend. But wait a minute. This took place in front of the mother and with her permission. Yet, a complaint was lodged with the convention director. Why wasn't this properly investigated before such drastic action was taken? If and when he is exonerated, will there be any compensation for travel time, convention fee, and hotel cost?

Given the fact that a previous BPA board member who resigned under highly suspicious circumstances was allowed convention attendance, this seems to be the height of hypocrisy. Is this a case of executive overreach by the convention director? Given the circumstances noted above, perhaps a resignation is in order. There are others waiting in the wings to take over. It may require a recall demand by members of the BPA for justice to be served. Time will tell.

VIA HAND DELIVERY

Re: Notice of Suspension of Membership

Dear

July 25, 2022

It is my opinion that you have acted in a such way as to disrupt the World Boardgaming Championships ("WBC") or to cause harm to The Boardgame Players Association, Inc. (the "BPA") or its members or guests. This is your notice that your membership in be

BPA is immediately suspended. Therefore, you are not permitted to vote in any BPA matter, you may not attend any BPA-sanctioned event, including the WBC and you may not participate in any BPA sanctioned event. I have notified the BPA's President and Chairman of the Board of Directors of this suspension. The BPA has contacted virtually all of the public areas of the Seven Springs resort for the WBC, we therefore demand that you immediately vacate the premises.

Cc: BPA Board of Directors

Cordially yours,
Executive Director

Treasurer Notes

It has been difficult for me to find the time to write anything for the past several issues. The main thing over the summer was transitioning to a new job; I am no longer self employed but working for a law firm for the first time in my legal career, and the transition has eaten into my time and left me pretty exhausted most evenings. But I promised myself I would get out something this issue, so here it is!

Gettysburg A Photographic Tour

My wife and I took a trip to Acadia National Park this summer. It's about a ten hour drive from where I live in Western North Carolina. There is essentially no military history there, although I think a U-boat may have dropped off a couple of spies near Bar Harbor in World War II. We had a nice time there doing other things in relatively pleasant weather. But, since we had to practically drive past the battlefield on the way back, my wife agreed to a three-night stop in Gettysburg. I had always threatened to take the whole family there for vacation when we were younger to many moans and groans (Dad! It's just another cannon!), but seriously, it has been on my bucket list for a long time. So she indulged me. We stayed at a very nice B&B in town, just a short walk to Cemetery Hill. In fact, while we were out walking our first night there, we made it to Cemetery Hill without really realizing it. Our B&B was around in 1863, and there are visible bullet holes in the bricks around the garret window, where Rebel sharpshooters were taking shots at Federals on Cemetery

Hill. The B&B is supposedly haunted and offers a number of ghost tours, which are common at Gettysburg. We didn't do one, although we have done a couple similar tours elsewhere and they can be fun, even if silly. I was there to tour the battlefield. The town itself is both historical and touristy. If you have family who likes to shop, eat ice cream, and go to decent restaurants while you do your thing in the park, this is a trip worth considering, as there are few such well preserved battlefields in the United States. I've been to Chickamauga and Murfreesboro. While very nice parks, there isn't the "family support" so close to keep easily bored people busy.

My plan was to tackle the battlefield over two days. On Day one, a quick walk to Cemetery Hill and the National Cemetery across Baltimore Pike, then over to Culps Hill. From there a stop at the Visitor Center to see what was there, then up to Cemetery Ridge to look across at the Confederate lines. On day two I planned to walk towards the Lutheran Seminary and down Confederate Lane to look at the Union lines across the way, then follow the path of Pickett's Charge back to Cemetery Ridge. From there, I planned on walking to the Round Tops to take in the highlights of the second day of the battle.

The first day went pretty much as planned. Cemetery Hill is pretty much bare, looking towards town to the north and Culps Hill to the east. There are markers aplenty, markers galore, describing what units were there and when, and what casualties were taken. Mostly Union artillery positions on the hill itself. Then across to the National Cemetery. There are many unmarked graves there, but, as a national cemetery, there are numerous gravesites from veterans of other wars there as well. The local cemetery is just on the other side of the fence.

I then trekked down the road a bit to Culps Hill and the area nearby. There is an observation tower on top of Culps Hill which gives a 360 degree view of the battlefield, Gettysburg itself, and beyond. The markers in this area show where the left and right flanks of various units were located. But the most interesting thing was the terrain below Culps Hill itself, where the Confederates attacked into breastworks at night. It is very rugged even without breastworks, which have mostly eroded away. That the Rebels managed to advance up the hill and take any Union position at all is impressive.



The terrain at Culp's Hill.

From there I continued on back to Baltimore Pike and headed down towards the Visitor Center. I stopped there to see what was offered and to use the restroom, and cool down. This was August in Pennsylvania, and it was hot and humid. I checked out museum prices and the gift shop, but there was nothing there worth buying. I then headed out to Cemetery Ridge.

At Cemetery Ridge, Pennsylvania has a very large memorial that you can climb and view the immediate area. I then walked down and along the Union lines that faced the Rebels on July 3, 1863. It is a long way across the field to where you can just make out the memorials on Seminary Ridge. I found the Copse of Trees and the markings showing the highwater mark of Pickett's Charge, but I missed The Angle somehow on the first day. Then, as it was getting towards lunchtime, I headed on down the park road back towards civilization, passing the memorial to the Kentucky Regiment, lead by the infamous Colonel Sanders, with McDonald's regiment to their immediate left. Well, they are pretty much right there in the middle of things, right along Emmitsburg Road.

Day two and my wife started out with me. We walked up to the National Cemetery and the adjacent cemetery before heading back into town, continuing past our B&B and turning west towards the Lutheran Seminary and Confederate Lane. We turned down Confederate Lane and made our way past numerous memorials erected by southern States, including North Carolina, which is a nice one. It is shady along the Lane there, but it was getting hot despite still being morning. We passed lots of cannons. But we

continued down to the Virginia Memorial and the jump-off point for Pickett's Charge.



Looking at Seminary Ridge from The Angle. The Virginia Memorial is the white dot in the center. It's a long way away across open ground.

It is an interesting sight from the Virginia Memorial to Cemetery Ridge. It looks to be a long way away, mostly uphill across open ground, with only a few undulations to offer any protection from fire. And it was hot. We were dressed appropriately for the day, but it was still a miserable walk in the sun; I can only imagine what it would have been like wearing woolen garments. I took some pictures along the way to have a record of various viewpoints along our path, keeping the Copse of Trees in the distance. By the time we reached Taneytown Road, my wife had had enough and had to withdraw, heading back to the B&B. I continued on up to The Angle, where General Armistead and his regiment held for a few minutes before going over the wall and overrunning nearby Union artillery positions, until the regiment was overwhelmed in a counterattack. I held there for a few minutes myself, enjoying the shade.

About 100 yards to go to the Union line on Cemetery Ridge. The Angle is at the tree at the end of the mowed path. The Copse of Trees is the clump to the right.

By then I had had enough too, and decided to go to the Visitor Center instead of heading towards the Round Tops. First, the area around Little Round Top was closed to fix some erosion problems, and it was a reasonably long way away in the midday sun with



little shade. So I did not get to see the Round Tops, Devils Den, Peach Orchard or The Wheatfield. That will have to wait for another day. I did the Film and Cyclorama at the Visitor Center, which was pretty impressive actually, as it is more an immersive experience, with sound and light effects, not just looking at a 360 degree painting like I thought it would be. The film was moving as well. I also did the museum. There is a lot in there, as different sections go day-by-day through the battle. Lots of uniforms, equipment, maps, interactive experiences and displays that all good museums should have. Maybe too much. I can imagine, sadly, that many people just go to the museum and walk very little of the battlefield itself. You can drive the battlefield, of course, or take a bus, but it just wouldn't be the same.

It was, overall, a moving experience. If you read books on the battle, watch movies and documentaries, or even play a bunch of Gettysburg games, you can get a good overall picture of the battle, and develop a good understanding of why certain decisions were made, but there is nothing quite like walking the fields yourself, seeing the battlefield, lines of sight, positions, and terrain from the same perspectives as the soldiers who fought on those three days in July, 1863.

Book Review: *Tombstone*, by Tom Claven; St. Martin's Griffin, New York, 2020 Review by Brian Stretcher

The subtitle to this book is: The Earp Brothers, Doc Holliday, and the Vendetta Ride from Hell. This is a follow up book to Claven's book *Dodge City*, which I believe I reviewed in these pages a couple of years

ago. *Dodge City* dealt more with Wyatt Earp's and Bat Masterson's early careers as lawmen in Dodge City Kansas, but did touch upon Earp's later career in Tombstone, Arizona, best known for the gunfight at the OK Corral. This book focuses more on the times in Tombstone, the events leading up to the gunfight, and the events immediately following, including the vendetta ride mentioned in the subtitle.

If you like histories of the old west, then you'll like this book. It is well written, concise, and yet detailed in its descriptions of the characters and life in a western boomtown in the late 1800's. Most of you know generally how the gunfight turned out, but the book does much to dispel many myths and legends perpetuated by movies, tv, and in some cases some of the participants themselves. And yet it is full of colorful characters, from prostitutes to crooked sheriffs, Wells Fargo stagecoach and train robberies, biased newspapermen, rustling ranchers, numerous outlaws, and most of the things that Western fiction has made familiar, except these are real and well-researched. There is of course moment-by-moment gunplay as well.

As the author states, the 1881 gunfight at the OK Corral can be seen as the last gasp of violent lawlessness in a closing frontier as civilization took hold in the West. And just like Gettysburg, it's a place many Americans can easily get to and see for themselves.

In the Trenches Brian Stretcher

Here are recent developments in the games I have in progress right now.

Kingmaker: Our game ended suddenly when only one of Ragged Staff's nobles was left in the open with all three Lancastrian heirs, and Knot attacked at overwhelming odds. Rather than lose the heirs to Knot, Ragged Staff executed the bunch before battle, therefore handing the game to Boarshead; Boarshead had the remaining two (Yorkish) heirs plus an Archbishop to crown one king. As the game had been progressing slowly and a number of players were weak and puny and not having much fun, we decided to call it and start discussion on a new game.

878 Vikings: Jeff Miller and I have reach Round 4 of

the game. Getting the first two moves of the Round, Ivar the Boneless came ashore and parked at Leicester. Meanwhile, Halfdan and Bjorn Ironside cleaned up the rebellion in the north and a few straggling Thegns in Mercia. The second Viking move is still in progress, with Halfdan taking most of the army into Winchester, the heart of Wessex, leaving Bjorn behind with a small force in Hereford. The battle there rages still at the time of this writing.

Bismarck: Graeme Dandy and I have finished out the first day turn and entered the night turns of the first day. The British did finally find and sink a U-boat just before night set in. In the first night turn, there were reports of possible U-boats northeast of Scapa Flow, but no contact was made. British submarines, in the meantime, have managed to find and sink a few German merchantmen making their way down the Norwegian coast. The Kriegsmarine has sortied from Wilhelmshaven in force, but so far there has been no contact with the German fleet.

Imperial Struggle: Jeff Miller and I have started a new game of Imperial Struggle. My French won an automatic victory at the end of the third Peace Turn, in large part because Jeff never recovered from losing Europe and taking on too much debt while he was still learning the game. French were at the maximum of 30 points before we even got to the War of the Austrian Succession.

We have moved on to our second game. Jeff stuck

with the British as more familiar, and I suspect this game will run a lot more even. We have only completed the second French Action impulse for turn 1, so not much to report, although the British have moved significant naval forces into Europe, displacing a French Squadron in the Bay of Biscay. Meanwhile, the French are working on keeping up in Europe while expanding their holdings in North America.

Here I Stand: HIS remains in the second turn, although we have made it about halfway through the fourth Action Phase of the turn. The Ottomans have defeated Hungary-Bohemia, taking possession of Buda, bringing the Hapsburgs into the war. However, the Hapsburgs remain busy with their war against France, which is knocking at the gates of Navarre. A combined Imperial Fleet (with a Genoan squadron) tried to smash the French fleet in Marseille, but were defeated on tie die rolls and lost two squadrons to one French. Henry the VIII has been mostly content to send missions to the New World, but has asked the Pope permission to divorce Catherine of Aragon. Given the vacuum in Italy following the Milanese rebellion that eliminated the French presence there, the defection of the Genoese to the Hapsburgs, the Papacy is attempting to subdue Florence by siege. But, the Papal armies lack leadership and the Florentines have been stubbornly resistant. Meanwhile, the Protestants cannot seem to get the Reformation out of low gear, continuing to roll poorly on their reformation attempts.

