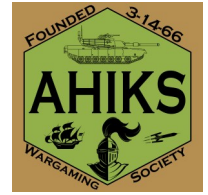


# The Kommandeur



Volume 58 Number 3

An AHKS Publication

June 2022

## Delay of Issue

For those of you wondering about the delay, our Editor had a major family issue, a major work issue, and now could use get-well cards. He can be reached at Bruce Geryk, 212 Creeks Edge, Chapel Hill NC 27516 [bruce.geryk@gmail.com](mailto:bruce.geryk@gmail.com)

## President's Report

Happy summer! I actually have considerable amount of good news.

First, after spending a fair number of hours on email chats with support at our ISP, we appear to have fixed the file entries that were interfering with emailing of The Kommandeur. Those of you who use Yahoo may have been surprised when your previous issue showed up via email. I was almost afraid to try that, since large numbers of rejects by one ISP can lead to problems with other ISPs. However, I tried it, and the issues emailed successfully,, at least so far as I could tell.

Our club Secretary reports that he is substantially finished updating the membership roster. There was an issue with this while he was unwell over the winter. I repeat his recommendation that if you have not yet done so, you should get your shingles immunization.

As I remarked last time, there are a lot of social media sites out there. We could really use someone to volunteer to serve as the AHKS Social Media Coordinator, in charge of getting AHKS information out to as many appropriate locations as possible on each social media site. Whenever I managed to find the time to put a description of AHKS up, along with a copy of our poster, on a few social media locations, we immediately have an influx of new members. We need to do considerably more of that.

The basic message is simple: A volunteer club that is

not recruiting new members on a regular basis is actually dying. That's particularly the case with a club like AHKS, in which most of our members report that they have been wargaming for forty or fifty years. Okay, I concede that that makes these wonderful members newcomers to the hobby (by my standards), since I started wargaming in 1959. Nonetheless, more and more of our members are approaching or passing retirement, meaning there is more time for gaming, at least until the Grim Reaper shows up.

To keep AHKS going, we need a Social Media Coordinator, or perhaps several of them, to do outreach for AHKS on as many different wargaming social media sites as possible.

Once again, I tried to interest people in additional tournaments. I was not successful. Note that you also have the opportunity to join in a game playtest, namely supporting Randy Heller in his effort to develop the tournament game that we will be using for the AHKS Russian Campaign Tournament..

**Next year we have elections!** We definitely need a

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**UNIT COUNTER POOL:** Brian Laskey, 162 Hull Street, Ansonia, CT 06401 (203) 732-1009 [raftman666@gmail.com](mailto:raftman666@gmail.com)

**MEMBERSHIP RECRUITMENT OFFICER:** Open  
**GAME DESIGN BUREAU:** Jeremy Rowley [jerowley@yahoo.com](mailto:jerowley@yahoo.com)

**SOCIAL MEDIA COORDINATOR:** Open

new Treasurer, so if you are possibly interested in supporting the club, and are a long-time member in a solid financial position, so that your bank smiles politely when you propose opening a new account for this strangely-named club, please speak up. I intend to run for President again, though if there is a serious effort to throw me out of office I will probably not fight back very hard. I think I have done good things for the club, though I have not always been equally successful. If you are willing to be a candidate for one of the other offices, please speak up, and also

contact the current office holder. We have a few people who are very attached to particular offices. We have other people who I believe would be agreeable to be replaced if they were asked. Of course, if you think someone is really not doing their job very well, it is your privilege to run against them.

Finally, my Empires in Arms game. I was hoping that we would finish with the first month of 1806 before I spoke up here, and in the end I was not disappointed. We have just started April 1806. Since I last reported, my Spanish army successfully conquered Cyrenai-ca and Tripoli. I also declared war on Portugal, and sent in my armies. Unfortunately, France got control of Portugal as a minor country, and Britain claimed that this allowed Britain to invade Portugal. The British conquered Portugal, while I spent the money and Victory Points.

In other parts of the board, Turkey is still invading Russia, French armies are now marching through Russia to support the Russians against the Turks, and Prussia is at war with Russia and has armies marching into Russia which the French cannot under the rules attack, because Prussia has recently surrendered to France. The English did successfully kick Russia out of Sweden, and have now occupied the place. It appears to me that there is a substantial English Army that may eventually show up in the Mediterranean and make life unpleasant for the Turks, but this may take a while.

The game is a bit peculiar, in that in any given phase, for example the land movement and combat phases, a single player actually only has a few moves. In January I anticipated that my armies would make a grand total of five moves and two attacks. I only have three fleets, so my fleet moves will be also limited to three. The Army moves and the fleet moves occur in different phases, with all seven players taking a move and attack during each phase, so that in the turn there are diplomatic phases, a whole bunch of them, fleet movement and combat, land movement and combat done separately by each player, supplies, and perhaps in after all this we have reached the end of the month.

However, every third month taxes come in and may be spent. If there are battles, the two players in the battle have to submit combat chits and lists of forces in the battle to a third player. There is then a very complicated combat event with three cycles of combat representing the first day of battle. Morale is

central. A very large Turkish army attacked a small Russian army, and when the shooting was over the Ottoman forces, what was left of them, found it convenient to advance heroically to new positions somewhat to their rear.

## New Members

From every corner of the world, new members march to join AHIKS. Welcome to all of you!

Robert Holifield  
 Rob Franz  
 David Kocot  
 David Kobe  
 Nelson Isada  
 Dana Lombardy  
 Nicolas Ricketts  
 Zebulon Tingley  
 Court Heller  
 John Thomas  
 Jan Vanderveken  
 Bill Detert  
 Dave Ward  
 Howard Avis  
 Justin Falston  
 Marshall Neal  
 Beatrice Healy  
 Bruce Warren  
 David Yarish  
 Giuseppe Leccee  
 Bob Trantin  
 Rick Watson  
 David Hicks  
 Miles Seppelt  
 Kemper Straley  
 Brian Bronson  
 Stephen Luscombe  
 John Thornton  
 Joe Joyce  
 James LaMonda  
 Dave Blizzard  
 Ian Valentine  
 Walter Cornett  
 Richard Losey  
 Richard Webb  
 Will Annand  
 Mike Stubits  
 Jeff Jones

Hugh Smithers  
 Robert Wachtarz  
 Joe Roberts  
 Dr. Jonathan Lockwood  
 Jeff Gaydish  
 Michael Kane  
 Karl Schindler  
 Jeremy Schwehn  
 Robert McCracken  
 Anthony Scotti  
 Danny Peeters  
 Fabio Spelta  
 Stuart Ashley  
 Robert Wachtarz  
 Cory Hoggatt  
 Gregg Beytin  
 Mike Hummel  
 Bruno Moscetti  
 Gerson Monteiro Jr  
 Michael Rilee  
 Jeff Muniz  
 Steef Jacobson  
 Charles Komlo  
 Greg Cheifetz  
 James Kadtko  
 Marc Busscher  
 Richard Meakin  
 Nick Ridge  
 Jon Edwards  
 Mark Ruggiero  
 Jim Liang  
 Mark Johnston  
 Ricky Moore  
 John Ohlin  
 David White  
 Derek Croxton  
 Byron Henderson  
 George Jurand  
 Ken Hill  
 Richard Smith  
 Lawrence Giden  
 John Thomas  
 Steve Schmitz  
 Todd Larsen  
 Stephen Miller  
 Mark Hargus  
 Kirk Allton  
 Rick Fritsch  
 Douglas Freiberg  
 Louis Desy

## Treasurer's Report

We had some money come in since my last report in the November/December issue. I show below the balance at the beginning of 2022 for comparison. We had no expenses in 2022; don't know whether this reflects a true costs saving or whether no one asked for reimbursements, but we ended the year ahead. In addition to our dividends, we had some donations and additions for the planned TRC 5th ed. tournament to start soon.

Total balance 1-1-23 \$ 8,415.38  
 Dividends 1-31-23 to 4-30-23 \$6.95  
 Donations: \$125.00  
 TRC Tournament entry fees: \$ 60.00  
 Total balance 5-31-23: \$8607.33

Total balance on 1-1-22 was \$ 8,379.37, for a net gain of \$36.01 for 2022.

Until next time!

## 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!

## Open Match List

Game - Publisher - Player - Format  
 1985: Under an Iron Sky TRL - Martin Hogan (1704) -  
 ACW Brigade Series - MMP - Aaron Kulkis (1983) -  
 Advanced Squad Leader-Campaign - AH - Jeff Miller (1303) - VE  
 Air Assault on Crete - AH - Peter Hansen (2129) - V  
 Air Assault on Crete - AH - Jay Unnerstall (1264) - VE  
 A Most Dangerous Time - MMP - Jeff Miller (1303) - VE  
 Arab Israeli War - AH - Dennis Sheppard (804) - VE  
 Ardennse Offensive - SPI - Hugh Smithers (2313) - VE

A Time for Trumpets - GMT - Jeff Miller (1303) - VE  
 A Victory Lost - MMP - Ed O'Connor (1243) - VE  
 A World At War - GMT - Jeff Miller (1303) - VE  
 Battles for the Ardennes - SPI - Thomas Ten Eyck (826) - EP  
 Battle for Germany - SPI - Erica Snarski (2142) - VE  
 Battles's Shadow - HFD - Jay Unnerstall (1264) - VE  
 Bitter Woods - Compass/L2 - Hugh Smithers (2313) - VE  
 Blitz - Compass - Jim Lauffenburger (2191) - VXE  
 Bloody 110 - COA - Aaron Kulkis (1983) - FVL  
 Borodino - SPI - Erica Snarski (2142) - VE  
 Breakout: Normandy - L2 (pref.) or AH - Art Dohrman (1557) - VEF  
 Caesar Alesia - AH - Damon Norko (1736) - VE  
 Caesar's Legions - AH - Stephen Genoff (2194) - VE  
 Cedar Mountain - SPI - Peter Hansen (2129) - V  
 Empire in Arms - AH - Edson Ramos (1989) - P  
 Empire of the Rising Sun - AH - Mike Scott (1555) -  
 Falling Sky - GMT - Jim Lauffenburger (2191) - VXE  
 Fifth Frontier War - GDW - Dane Patterson (2010) - EV  
 Fire in the Sky (1999) - Phalanx - William Marcy (1761) - VTE  
 Flat Top - AH - Paul Koenig (1577) - V  
 Flying Colors - GMT - Thomas Ten Eyck (826) - EP  
 Forgotten Legions - Compass - Erica Snarski (2142) - VE  
 Fox's Gambit - HFD - Jay Unnerstall (1264) - VE  
 Fury in the West - Battleline/AH - Erica Snarski (2142) - VE  
 Gallipoli - GMT - Ivan Kent (2133) - V  
 Gettysburg '65 - AH - Stephen Genoff (2194) - V  
 Great War In Europe - GMT - Donald Deacon (2241) - V  
 Great War in Europe Deluxe - GMT - Terry Gallion (2044) - V  
 Grenadier - SPI - Charles Sutherland (1804) - VE  
 Guns of August - AH - John Troskey (1554) - CV  
 Hitler's War - AH - Erica Snarski (2142) - VE  
 Imperial Tide - Compass - Bob Jones (1548) - VE  
 Invasion of Malta, 1942 - AH - Chris Hyland (1862) - VX  
 Knights of the Air - AH - Jeff Miller (1303) - VE  
 Korean War - Compass - Paul Koenig (1577) - V  
 La Grande Armee - SPI - Charles Sutherland (1804) - VE  
 Lee vs. Grant - VG - Jeremy Rowley (1942) - V  
 Leipzig - SPI - Charles Sutherland (1804) - VE



Lion of Ethiopia - Command/XTR - Erica Snarski (2142) - VE  
 Midway - AH - Bruce Warren (2293) - FTF  
 Midway - AH - Mike Stubits (2311) - VE  
 Main Battle Tank 2ed - GMT - Martin Hogan (1704)  
 Monty's Gamble: Market Garden - MMP - Jerry Wong (1974) - FV  
 Napoleon at Waterloo - SPI - Paul Purman (2159) - V  
 Napoleon at War Quad - SPI - Erica Snarski (2142) - VE  
 No Retreat: North Afrika - GMT - Jerry Wong (1974) - FV  
 NATO: Cold War Goes Hot - Compass - Giovanni Faisca (2178) - VEL  
 Ostkrieg - Compass - Bob Jones (1548) - VE  
 Pacific War - VG - Jeff Miller (1303) - VE  
 PanzerArmee Afrika - SPI/AH - Erica Snarski (2142) - VE  
 Panzer Battles - MMP - John Troskey (1554) - CVS  
 Panzer Grenadier - AP - Carl Wolf (1992) - V  
 Panzer Krieg - AH - Jay Unnerstall (1264) - VE  
 Panzer Leader - AH - Stephen Genoff (2194) - V  
 Proud Monster - XTR - Edson Ramos (1989) - P  
 Punic Wars - SPI - Erica Snarski (2142) - VE  
 Rebel Sabres - TSR - Peter Dunn (2235) - V  
 Rise and Decline of the Third Reich - AH - Bruce Warren (2293) - FTF  
 Russian Campaign - Jedko Games - Peter Dunn (2235) - V  
 Russian Front - AH - Martin Kerslake (2011) - V  
 South China Seas - CMP - Mike Ricotta (2004) - VXE  
 SPQR - GMT - Justo Perez (2009) - FV  
 Storm Over Stalingrad - MMP - Bob Jones (1548) - VE  
 Tank on Tank - LnL - Duncan Rice (1394) - V  
 Terrible Swift Sword - TSR - Peter Dunn (2235) - V  
 The Russian Campaign - 4th L2 or 5th edition GMT - John Ohlin (2346) - V  
 The Russian Campaign - AH - Bruce Warren (2293) - FTF  
 The Tide At Sunrise - MMP - Nick Rusch (1913) - V -E-L-X  
 Thunder at Cassino - AH - Jerry Wong (1974) - FV  
 Tobruk - AH - Dennis Sheppard (804) - VE  
 To The Green Fields Beyond - SPI - John Troskey (1554) - CVS  
 Turning Point: Stalingrad - AH - Bruce Geryk (875) - E  
 Twilight Struggle - GMT - Jeff Miller (1303) - VE  
 Verdun 1916: Steel Inferno (2020) - FOS - William

Marcy (1761) - VE  
 Vietnam - GMT - Jeff Miller (1303) - VE  
 War and Peace - Mike Kettman (1067) - V  
 War at Sea - AH - VE  
 War Galley - GMT - Graeme Dandy (916) - V  
 War of the Suns - MMP - Jeff Miller (1303) - VE  
 Winter War - SPI - Erica Snarski (2142) - VE  
 Wooden Ships and Iron Men - AH - Peter Dunn (2235) - VD  
 WWII - SPI - Erica Snarski (2142) - V  
 WWII: Commander: Battle of the Bulge - Compass - Bob Jones (1548) - V

## MapBoard Mk.1

### By Mark A. Palmer

To access the current Open Match List online: Once you get to the AHIKS website, Hover over "Want an Opponent?" Which will then reveal the "People Wanting a Game" option. Click on the option which will open the People Wanting a Game page. Open the hyperlink located within the first sentence that is highlighted in blue. "This Google Spreadsheet lists, by game title,..."

The week of 21-27May2023 was the worst. Not one, but two members informed me of needing to cancel their active games, and both for the same reason.

Monday I received a letter from a member who was patiently teaching me a game, that he could no longer continue due to the lung cancer discovered the week before. Then Wednesday I received an email that another member needed to suspend all his AHIKS activities to devote his attention upon his ongoing battle with bladder cancer, as well as a difficult living situation. Both fell over themselves in apologies which their fellow gamers and I accepted, of course, but considered unnecessary.

This is a hobby, it's not a job. We play by choice to pass time in an enjoyable manner. There is no honor lost if we might need to cancel a match, especially for health reasons. Shucks, I don't consider honor lost if someone just walks away from a match. I've had that happen to me, and I was ready to do the same. Sometimes personalities and expectations behind the purpose of a match just don't 'click', and the enjoyment

of the gaming is lost. If that happens, just find a different opponent.

The point is that these matches usually take a very long time to play. The quickest in weeks, the average in months, the expectation is ... forever. It is folly to assume our work/living/health situation will be the same at any point in a match as it was at the beginning.

By this time in our lives, we have probably experienced a life-threatening situation that makes us appreciate and enjoy our hobby even more just because we are still breathing. I face that truth every morning when I greet that elderly survivor looking back at me from the mirror with a "Dude! It's great to see you, again!".

## Multiplayer Games Matches Wanted

Game - Publisher - 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 - Erica Snarski - 2142 - V  
 Advanced Civilization - AH - Jeff Miller - 1303 - V  
 Age of Renaissance - AH - Jeff Miller - 1303 - V  
 Air Force - AH - Sam Thornton - 1538 - E, P  
 All Bridges Burning - GMT - Jeff Miller - 1303 - V  
 Amoeba Wars - AH - Jeff Miller - 1303 - V  
 Ancient Civilizations of the Inner Sea - GMT - Jeff Miller - 1303 - V  
 Ancient Civilizations of the Inner Sea - GMT - Erica Snarski - 2142 - 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  
 Battle for Germany - SPI - Mark Palmer - 1074 - V  
 Battle for Germany - SPI - Chris Hyland - 1862 - V  
 Blackbeard - GMT - Nate Forte - 2016 - V + Discord live play  
 Blackbeard - AH - Jeff Miller - 1303 - V  
 Blitz - Compass - Jim Lauffenburger - 2191 - V  
 Circus Maximus - AH - Jeff Miller - 1303 - V  
 Circus Maximus - AH - Erica Snarski - 2142 - V

Clash of Cultures - Z-Man - Jeff Miller - 1303 - V  
 Colonial Twilight - MMP - Jeff Miller - 1303 - V  
 Conquest of Paradise - GMT - Jeff Miller - 1303 - V  
 Conquistador - AH - Jeff Miller - 1303 - V  
 Crown of Roses - GMT - Mike Kettman - 1067 - V  
 Cuba Libre - GMT - Jeff Miller - 1303 - 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  
 Fire in the Lake - GMT - Jeff Miller - 1303 - 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  
 Liberty or Death - GMT - Jeff Miller - 1303 - V  
 Machiavelli - AH - Jeff Miller - 1303 - V  
 Machiavelli - AH - Nacho Fernandez - 1745 - V  
 Magic Realm - AH - Jeff Miller - 1303 - V  
 Merchant of Venus - AH - Mark Palmer - 1074 - V  
 Merchant of Venus - AH - Jeff Miller - 1303 - V  
 Merchant of Venus - AH - Derek Lenard - 251 - V  
 Napoleonic Wars - GMT - Aaron Martin - 2107 - V  
 Napoleonic Wars - GMT - Jeff Miller - 1303 - 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 - AH - Jeff Miller - 1303 - V  
 Spies! - SPI - Erica Snarski - 2142 - V  
 Stellar Conquest - AH - Jeff Miller - 1303 - V  
 Stellar Conquest - AH - Mark Palmer - 1074 - V  
 Stellar Conquest - AH - Brian Stretcher - 885 - V  
 Stellar Conquest - AH - Terry Gallion - 2044 - V - Discord live play  
 Successors - AH - Jeff Miller - 1303 - 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  
 Versailles 1919 - GMT - Derek Lenard - 251 - V  
 Virgin Queen - GMT - Jeff Miller - 1303 - V  
 War of the Suns - MMP - Jeff Miller - 1303 - V

## Multiplayer Coordinator Reports

### Jeff Miller

Hi Gang,

As is normal for summer there was not too many changes in the listings. I am seeing a trend to using discord more and more for multiplayer games either live or PBEM.

If you have not become familiar with discord, I would recommend it. You can use voice, video, exchange files, have specific game servers etc. It is well worth the price – free.

As far as my current games:

Kingmaker, current not much of a change in my fortunes Lord Stanley is currently drinking away in Calais as he does not have enough ships to transport his troops out, while my only other lord is on a suicide mission to try and slow down the bloody handed tyrant that is crushing the hopes and dreams of the English people. Not to mention the other players.

Here I Stand, France is continuing to build its forces to counter the evil empire to the east and the southwest.

Britannia is on its last turn and it seems close from what I can tell – but then again, I am certainly no expert at the game.

Empire in Arms is getting more and more bloody. Russia has managed to push back the Prussian armies due to a massive inflow of cash from France. Still, we managed to kill quite a few Russians [the only way to deal with them!]. The devil seems to favor them as Turkey had an ugly run of dice in their attacks into southern Russia. Hopefully spring will

bring a turn of fortunes before France can take a more active role as the two seem locked at the hip.

I have also started a game of Time of Crisis – non AHIKS members [although that listing is still open above] using the Discord site. On my single games I'm learning how to launch amphibious assaults.

Florida has decided it wants to join the Union again – smart state.

I have tacked on another ASL campaign game to Red Barricades, Hatten and KGP – Blood Reef Tawara! Now if I could just stop breaking all my Japanese guns, machine guns etc.!

Heading for WBC again this year. Hopefully we see some shaking up of the board and director this year. The website is so far behind with updates it is sad. Last years reports have not been updated yet [although they require the GMs to have them in within one month, I believe of the convention ending], might even be 2 years at this point. This year's previews and information are not updated yet – and they put last years reports on hold until they can get the previews done.

We will not even talk about all the other out dated or missing information on the site. Now they are talking about paying someone else to keep the site updated, although the convention director is supposed to do it as part of his job description. Supposedly he works 50 hours a week for the salary he is getting.

Let us just say I really miss Don Greenwood – had hiccups here and there but nothing even close to this.

Have a great summer everyone!

## Vice President's Desk

### From Martin Svensson

I am fortunate in that I have a live gaming opponent. Generally, we gave every Sunday. Over the past 4-1/2 years we have tackled numerous games, game systems and topics. I will report on recent investigations.

Very recently I ordered a copy of MMP's Storm Over Jerusalem. It is an area movement system depicting the Roman siege of Jerusalem in 70 A.D. I had high

hopes for this game and I'm not sure why. Many years ago I played Avalon Hill's Siege of Jerusalem (SoJ). SoJ is a far more complex treatment. Storm Over Jerusalem is simple in comparison. However, is the game simplistic? Yes.

We played it twice, both of us taking both sides. The Romans won on both occasions, as they did historically. However, tactics in this game seem limited. Where can tactics be deployed? Perhaps in how you activate areas. The game involves cards. This may be another vehicle. In the end, every combat seems to come down to your die roll. Get a 2d6, you probably have a battle victory.

We recently took a stab at the newish GMT printing of Vietnam 1965-1975. This is a horse of another color. I tried to learn the Victory Games game a decade ago with an experienced player. Perhaps it was just me, but the rules as written seemed obtuse. I thought the rulebook was poorly organized. GMT has vanquished that.

The rulebook is excellently organized. The operations flow chart is a godsend. It makes it so much easier to figure out what steps to complete based upon the operation. The game contains a masterful example of play. I suggest study the action report, you will have a zen moment concerning this game. I have played or attempted many Vietnam War games (a favorite topic) over the years and finally found it possible to play the Holy Grail on the topic. Now that the mechanics are coming together, I can concentrate on tactics and understand the potency of field operations.

Lastly, we experimented with 1914 Nach Paris by VUCA Simulations. Firstly, the game is beautiful. The box has a terrific finish. The components are first class-counters, play aids and counters. VUCA always presents incredible aesthetically pleasing games. In addition, they release well designed games to boot.

This title features numerous scenarios. The replay value is commendable. The game is a little pricey, but it is worth it. A winner for me considering World War I is another favorite gaming topic.

Soon I will be starting a Vassal match of Across the Pacific (PRP) with a long-time gaming friend. It is highly involved, but should be interesting.

I hope your gaming summer will keep you off the street.

## South Pacific: A First Look Report by Brian Stretcher

For any of you who followed this column in the past, you might recall I had been waiting for my copy of South Pacific: The Solomons Campaign, 1942-1943, from Avalanche Press for years. Turns out it was over five years, having ordered my copy on November 27, 2017, along with several other in-stock games that were being offered as part of the then common Black Friday deals, all for a total of about \$85.00. That was quite a deal for five games and a year's membership in the Gold Club, except for the five year waiting period, long enough for me to doubt that I actually ordered the game. That said, AP did deliver, and the fact that shortly after publication, AP was offering the few copies they had remaining for about \$150.00, the price I paid was quite the bargain. My copy arrived just about the time I was sure it was never coming, several weeks after the game's release, since I had no way to confirm I actually ordered the game. This article will let you know what comes in the box and a little bit about the game.

South Pacific is the latest in AP's Second World War at Sea (2WWAS) series, one of their flagship game series along with the similar Great War at Sea, and Panzergrenadier, their tactical World War 2 offering. All games in the series have a standard set of basic, advanced, and optional rules, and each individual game comes with a second rules book with special rules for the game and the game scenarios, of which there might be many. The nice thing about series games is that you don't have to relearn the game for each release. The bad thing about series games is that total content can become overwhelming, and significant updates can render past versions or editions obsolete. This forces owners of older editions to either pay to upgrade, or to stick with what they've already got and so not buy more games from AP.

2WWAS is now in its second edition. There were a lot of individual games in the first edition, and like the re-issue of Bismarck and Arctic Convoy, South Pacific is a re-issue of sorts of the original SOPAC, which more or less covers the same ground, or section of ocean in this case. The re-issued games are consid-



erably different than their originals; some of the components are different, the rules are considerably different (and there are a lot more of them), and the scenarios between editions are not totally compatible, or just different. More recent editions have more color in their components, particularly the pieces, but colorful components is not AP's forte other than unit counters.

Before I get into what's in the box, let me give you a brief description of the game system, or as brief as I can. 2WWAS is an operational to tactical naval game system. As in many of these sorts of games, Task Forces (TF) move around on a large scale operational map, covering the entire area of operations, searching for enemy forces or trying to avoid being found, attempting to accomplish missions (bombardment, amphibious assault, minelaying, raiding, interception) and accumulate the necessary VP to win. If forces make contact on the operational map, combat moves to a tactical map for resolution. Ships through Destroyer Escort size are represented individually with their own double-long counter, and smaller ships represented by more generic, 1/2 inch square multiple-ship counters. Aircraft are represented by "steps" in a standard 1/2 inch counter, with 2 steps being a squadron. All counters are double-sided, ships with just a silhouette on one side showing the ships general class, capital, light, transports, or small. In a nutshell, movement is pre-plotted, usually two turns in advance, ships move on the map in Task Forces seen by the other player, with contact when they happen to move into or adjacent to the same sea zone during their move. It's the pre-plotted movement that keeps things interesting, as nearby forces can miss each other completely if they guess wrong.

Contact is determined by die roll, which might be modified by weather or night. If contact is made, ships are transferred to the tactical map, where a battle is fought over several tactical sequential phases including movement, gunnery, and torpedo attacks. For each hit registered on a target, damage is separately rolled for, and the proper ships section is marked off: guns, hull, torpedo mounts, etc. on the ship data display. Tactical combat is quite detailed, with primary, secondary, and tertiary guns having different ranges and effects against opposing ship armor, and random: hits and damage are all determined by die roll. Hits will reduce gunnery and possibly

speed, and ships are sink when all hull boxes are marked off. So there is a lot of die rolling for hits and damage. Ships with faster speeds get to move more times during a tactical round (a set of as many as 22 separate steps), and so it is easier for them to close with or increase distance from the enemy. In addition, one side in each tactical round will have the initiative, which for the most part gives them the advantage of moving first and last in a tactical round, again to close with or run from the enemy. Yet as in all tactical naval games, the primary decisions the player makes is whether to close, hold, or increase range from the enemy, and which enemy ships to shoot at. The rest (i.e. hits and damage) is pretty much random.

Aircraft are based on land, aircraft carrier, or seaplane tender and are used to search and make strikes on enemy bases and ships. Aircraft have to be readied before they fly and only so many can launch from a base during the four-hour game turn. Aircraft may be assigned various missions dependent on type: search, CAP, ASW, strike, and so forth. Each aircraft type is rated for air-to-air combat, ground attack, naval attack, altitude and range (sea zones per turn) and endurance (turns it can spend in the air).

Ships have to be found to be attacked from the air. Search is performed by the total number of steps of planes at each base assigned to search, the more steps assigned the better the modifier, with the range to target giving increasing negative modifiers, as does poor weather. But, a stack of searching aircraft can roll for each TF within range, apply the appropriate modifiers, and see if contact is made. So, searches are not made by specific aircraft moving across the map, but rather by a concentration of search planes within a radius from their base. Contact may result in false or exaggerated reports.

Contacted ships may be attacked by aircraft within range with a strike mission. But attack is not automatic, because range and weather also affect whether the strike will find the target. In some games, land based air might simply refuse to make the strike at all, but that does not seem to be the case in South Pacific.

If targets are found, ships are deployed on the tactical map in a manner reminiscent of AH's old Midway game, i.e. arrayed on the map spread out so that their AA factors can defend themselves or other ships with

a couple of hexes, according to their commander's wishes. If there is CAP, air-to-air combat may be fought between both the CAP and any fighter escort, and the bombers seeking to attack the ships by the CAP which survives. After that combat, the attacking aircraft are placed on top of their target ships and AA fire is conducted. Then the aircraft may conduct their attacks. As with gunnery, each attack factor equals one die roll, with a modified 6 being a hit, causing damage. Torpedo and dive bombers have really good modifiers against target ships, although light ships are harder to hit than capital ships. Level bombers against light ships can't hit much of anything without invoking the "anything can happen rule," which allows a second try to hit if there is no chance of hitting with one die. That is probably fair. Massed torpedo bombers are quite deadly, even against some of the larger capital ships that can take a relatively tremendous amount of hull damage.

That's it for the basic rules. There are a lot more special and advanced rules for different sorts of missions, submarines, ASW, convoys, armed merchantmen, CV handling, seaplane tenders, amphibious invasions, minelaying, minesweeping and minefields, heavy aircraft, fragile aircraft, special leaders, and just about anything else you might think of in a naval game.

So, what do you get with South Pacific? There is a lot packed into the relatively small yet rather homely box, which features a rather sedate photo of what might be an American light cruiser slowly underway in a tropical port, while many sailors on other ships look casually on. Not a great inspiration for the potential action crammed in the box, but such is the way of a lot of AP covers (Bismarck, for example, features a painting of the HMS Hood. Not totally irrelevant, but why wouldn't a game called Bismarck feature a painting or photo of the actual Bismarck?).

Inside the box you will find the three rules booklets: Series rules (40 pages), the South Pacific specific rules plus scenarios (only 5 pages of rules, the rest of the 64 pages being dedicated to scenarios), and the Ship Data book, which has all of the hit records necessary to play the game. The rules are in black and white only. There are three maps included in the game: one standard-size map of the of the Solomons and surrounding areas, at 36 nautical miles per sea zone, so Noumea in the SE corner, the coast of Aus-

tralia and New Guinea towards the west edge, and Truk in the NW corner to Tarawa in the NE. There is a standard, generic tactical map (with all the hit tables), and a special tactical map which is an actual depiction of one sea zone off of Guadalcanal, the infamous Ironbottom Sound. More on this map anon. The maps are on relatively thin glossy paper and probably would not hold up well with multiple playings without tearing. The standard tactical map is functional but not terribly attractive and is identical in all games in the series, depicting a generic sea zone with deployment areas. The operational map is, in my opinion, quite attractive in a simple, non-cluttered way, rather reminiscent of the map in the second edition of Flat Top. The Ironbottom Sound map is mainly used for Battle Scenarios set in that particular sea zone, and there are several. This map has specific coastlines, islands, and shallow sea areas that can affect combat and movement, plus the time scale of combat is slowed down on this map. The map can also be used for games in which combat is initiated in that sea zone during operational games, or so the rules say. However, there are no rules for how to deploy one's ships from the Operational Map to the Ironbottom Sound map. Since the Ironbottom Sound map does not have the deployment hexes like the standard tactical map, players appear to be on their own to figure out where to put their ships if incidental combat happens in this sea zone.

The game includes the standard Player Aid Charts, of which there are many, most of which spell out which of the myriad of modifiers apply in certain situations. Most of the player aids are in black and white superimposed over a black and white photo. There are Task Force organization cards for each side, and cards for the many airbases that can be used during the game, including all of the carriers and seaplanes. Those are in muted colors. There is one log sheet to use to record TF movement, although in my experience the log sheet isn't quite enough in a larger scenario, because TF's may combine and split and there is somewhat more information that may be necessary to record than the boxes provided on the log sheet. It can be difficult to track.

Then there are the counters. There are over 1000 of them, many of which are the long ship counters, all printed in glorious color. The counters have become the hallmark of this game series, and, in my opinion, deservedly so. They are advertised as "silky-

smooth,” and so they are. Indeed, the box is covered in the same sort of paper, and so despite its appearance is pleasing to the touch. Ships have all of their information printed on the counter, although it might not actually be necessary, as all of that information is also included in the ship database, and will change with damage, but it is nice to have it at a glance. American ships are on a pale blue background, Japanese have a yellow background. USN planes are darker blue with a background star roundel, USAAF in green with a star roundel, and US Marine aircraft also in green on a Marine logo. Japanese planes are superimposed over a rising sun, of course, somewhat tan to grey in color overall. Rounding out the forces are a smattering of Commonwealth forces in various shades of tan to dark blue. Note that ships are shown from above, and the images vary. All ship types are not generic in appearance, but vary by class; the Yamato looks like the Yamato, not a generic BB. The aircraft counters also have top-views of the aircraft type, so you can distinguish your Corsairs from your Wildcats quite easily. The aircraft are also identified by model number, not their nicknames, so you will not find any Zekes or Zeros, just A6M2's or 3's. The Vals and Kates are there, you just might not recognize them at first by their model numbers.

The scenario book contains 15 Operational Scenarios and 27 Battle Scenarios, which take place solely on the tactical map. As such, the Battle Scenarios are very quick playing. A few of those battle scenarios are simply airstrike resolutions, but most are battles between a small set of surface ships. Included are Savo Island scenarios, for example. Some of these scenarios might represent different portions of the battle, or what-if situations involving somewhat different force structures or ship locations. Most of the Battle Scenarios run no more than 8 tactical rounds. The Operational Scenarios, however, may run 20, 48, or as many as 78 turns (some in Bismarck run well more than 100 turns!). The Battle Scenarios are playable solitaire or by email, but the Operational Scenarios are not playable solitaire effectively because of all the secrecy and pre-plotted movement. Nevertheless, the physical size of the map and Operational Scenarios could lend themselves to email play with some work, easier than the two-map Bismarck game that covers a lot of empty ocean to hide in.

So there are a lot of situations to choose from here. Apparently, a lot that weren't even included that will

be released separately in a booklet format, many of which use the Ironbottom Sound tactical map. I was convinced to pick up that packet for about \$12.00 through the Gold Club, which will include a handful of super-sized ship pieces. I have not yet had a chance to read through all of the scenarios, which is half the fun of an AP game. I'm sure they will all sound interesting, and a lot of them will work, and some of them won't. The scenarios are presented in a chapter format, chronologically from the start to the end of the campaign. All of the second edition 2WWAS game scenarios are now presented in that format, as will be the second edition GWAS scenarios, and those in Panzergrenadier as well. This makes the scenario booklet worth reading even without studying the forces involved. And there are so many scenarios...

Despite the length of time it took to get this game published, I am pleased with the product. I am even more pleased that the pre-production sales offered by AP are not, in fact, Ponzi schemes, but their business model is clear: preorders pay the bills now while releases are spread out over time. I'm not overwhelmed with the game, perhaps, because of the basic shortcomings of AP products: their boxes are terrible, the maps and player aids average. Pieces are very good, perhaps only lacking in thickness. The game was hyped by Dr. Benninghof considerably, and it doesn't quite live up to that hype. While it seems I got a pretty good deal for my patience, I would not pay the retail price for this or any similar game, which I understand was approaching \$150 when they were down to their last few. One can get a lot more game for that sort of price from GMT, for example, with mounted boards, wooden pieces, and a gorgeous fat box that can hold everything, for less than that. There is currently no VASSAL support for either the GWAS or 2WWAS series, although it is my understanding that 2WWAS might have a VASSAL website under development, where players can go to play these games even if there are no open VASSAL modules available. I'm hopeful, because it is difficult to play these games by email otherwise without leaving the game set up, and they have a pretty large footprint, particularly the double-map games like Bismarck.

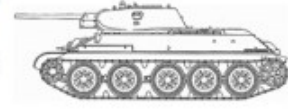
South Pacific may be reprinted later this year. If it is, and you are interested in the series, take a look, as there is a lot it has to offer. But consider the price point carefully. I still have some concerns with AP's





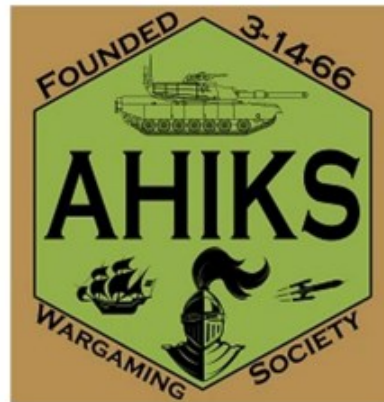
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business model. Apparently AP has some concerns with its business model as well, given their current posts. The little additions, like Ironbottom Sound, are meant to increase sales of the core games, but that doesn't always work, and there is an increasingly limited number of players to market to who don't already have the core games, almost by design. And, if play is limited to FTF, there are severe limitations on expanding that market. Therefore, the logic of limiting online play because of fear of decreased sales and/or pirated games seems self-defeating in the long run. It isn't necessary for everyone in your live gaming group to have a copy of the game to play together, is it? I guess if everyone pirated copies of a game that would be one thing. But, I don't know too many who don't own a copy of a game that they play by VASSAL, or at least a compatible earlier edition. Probably more games are sold to a group of six online players than six players who regularly meet to play FTF.

## Board Wargame List — Continued From George Phillies

- Angola -- MMP  
 Annihilator\*/One World -- Metagaming -- 1979  
 Annihilator/One World\* -- Metagaming -- 1979  
 Ant Army -- RebelGames -- 1979  
 Antarctica -- Savita -- 2006  
 Antietam -- Command 22 -- 1993  
 Antietam -- SPI -- 1975  
 Antietam Campaign -- Decision Games -- 1995  
 Antietam II-In Their Quiet Fields -- The Gamers -- 1995  
 Antony and Cleopatra -- Hollandspiele -- 2019  
 Ants -- Chicago Wargame Report 35 -- 1981  
 Ants -- CWA -- 1981  
 Antwerpia 1945 -- Taktyka I Strategia 18 -- 2006  
 Anvil-Dragon -- Jagdpanthr -- 1976  
 Anvil-Dragon: Southwall 1944 -- Wargamer 60 -- 1986  
 ANZAC Attack -- LNL Publishing -- 2013  
 Anzio -- AH/Oleson -- 2014  
 Anzio -- AvalonHill -- 1978  
 Anzio -- AvalonHill -- 1969  
 Anzio -- AvalonHill -- 1974  
 Anzio Beach Head -- S&T -- 1970  
 Anzio Beach Head/Bastogne -- S&T 20 -- 1970  
 Anzio Beachhead -- S&T 134 -- 1990  
 Anzio Cassino -- Worthington -- 2010  
 Anzio: Operation Shingle -- Paper Wars 77 -- 2013  
 AO Sierra Expansion Kit -- Omega --  
 AO Victor Expansion Kit -- Omega --  
 AO-Sierra -- OmegaGames --  
 AO-Victor -- OmegaGames --  
 Apache -- Yaquinto -- 1981  
 Apocalypse -- GamesWrksp -- 1980  
 Apocalypse in the East The Rise of the First Caliphate  
 646-656 AD -- Against the Odds 48 -- 2018  
 Apocalypse Road -- GMT Games -- 2020  
 April's Harvest -- The Gamers -- 1995  
 Aquitane -- Sandhurst -- 1982  
 Arab Israeli Wars The -- Guild of Blades -- 2003  
 Arabian Nightmare -- 3W -- 1991  
 Arabian Nightmare: The Kuwait War -- S&T 139 --  
 1990  
 Arabian Nights -- WestEndGms -- 1985  
 Arab-Israeli Wars -- AvalonHill -- 1977  
 Arbela -- Gary Gygax -- 1969  
 Arbela -- Turning Point Simulations -- 2016  
 Arc of the Kaiser's Last Raider -- One Small Step --  
 2017  
 Archipeligo -- Asmode --  
 Arcola -- OSG -- 1979  
 Arcole 1796 -- Vae Victis Games -- 2016  
 Arctic Convoy -- Avalanche Press -- 2006  
 Arctic Convoy -- Avalanche Press -- 2008  
 Arctic Disaster -- Against the Odds 47 -- 2017  
 Arctic Disaster The Destruction of Convoy PQ-17 --  
 Against the Odds 47 -- 2017  
 Arctic Front -- Avalanche Press -- 2002  
 Arctic Front -- GDW -- 1985  
 Arctic War Mini WWII Supplement -- Formosa Force  
 Games -- 2018  
 Ardennes -- The Gamers -- 1994  
 Ardennes 1940 -- Taktyka I Strategia -- 2018  
 Ardennes 1944 -- ADA -- 1972  
 Ardennes 2024 -- Taktika I Strategia -- 2019  
 Ardennes '44 -- GMT Games -- 2003  
 Ardennes Offensive -- SPI -- 1973  
 Ardeny 1944-45 -- T&S --  
 Ard-Ri -- Stupendous -- 2000  
 Arena of Death -- Ares 4 -- 1980  
 Arete -- TheGamers -- 2020  
 Arista -- PM --  
 Arkham Horror -- Chaosium -- 1987  
 Armada -- Jeux Descartes -- 1986  
 Armada -- S&T 72 -- 1979  
 Armada 3 -- EuroGames -- 2002  
 Armageddon -- Kerry Anderson -- 1999

Armageddon -- S&T 34 -- 1972  
 Armageddon War -- Flying Pig Games -- 2018  
 Armageddon War Strategy Guide -- Flying Pig Games -- 2018  
 Armata Romana -- Avalanche Press -- 2018  
 Armia "Karpaty" 1939 -- Taktyka I Strategia 22 -- 2007  
 Armies of the White Sun -- S&T 305 -- 2017  
 Armor -- Yaquinto -- 1980  
 Armor at Kursk -- TFG -- 198x  
 Armor Supremacy -- Battleline -- 1979  
 Armored Assault -- ADA -- 1972  
 Armored Assault -- Bad Baby Productions -- 2007  
 Armored Assault -- I.C.E. -- 1989  
 Armored Knights -- Operation Gazelle -- Grognard Games -- 2011  
 Armored Knights Guderian Crosses the Desna 1941 - - Grognard Games -- 2013  
 Armored Knights North Afrika -- Operation Crusader -- Grognard Games -- 2012  
 Armored Knights North Afrika -- Operation Venizia - - Grognard Games -- 2012  
 Armored Reserves -- I.C.E. -- 1990  
 Armored Stand -- Critical Hit -- 1997  
 Arms Race -- AttackIntl -- 1976  
 Army Group Center -- 3W -- 1993  
 Army Group Center -- CSL Conflict Simulations LLC -- 2019  
 Army Group Center -- Six Angles 12 -- 2008  
 Army Group Center DAMOS -- CSL Conflict Simulations LLC -- 2019  
 Army Group North -- CSL Conflict Simulations LLC -- 2019  
 Army Group North -- Strategic -- 1982  
 Army Group North 1944 -- PerryMoore --  
 Army Group South -- CSL Conflict Simulations LLC -- 2019  
 Army Group South -- SunsetGame -- 2002  
 Army Group South Ukraine -- Avalanche Press -- 2009  
 Army of Italy (in two boxes) -- Red Sash Games -- 2017  
 Army of Shadows -- Yeah! 2 -- 2015  
 Army of the Heartland ~The -- Clash of Arms -- 1996  
 Army of the Potomac -- WWW -- 1983  
 Army of the Rhine -- Red Sash Games -- 2020  
 Army of the Tennessee -- WWW -- 1983  
 Arnhem -- Critical Hit -- 2003  
 Arnhem -- PZFST 5.4 -- 1970  
 Arnhem -- SPI -- 1976  
 Arnhem 1944 -- T&S --  
 Arnhem 1944 -- Taktyka I Strategia 9 -- 2004  
 Arnhem 1944 -- Vae Victis 13 -- 1997  
 Arnhem and Operation Market Garden -- SpartanInt - - 1971  
 Arnhem Bridge -- Attactix -- 1983  
 Arnhem The Farthest Bridge -- Decision Games -- 2010  
 Arquebus -- GMT Games -- 2017  
 Arrakhar's Wand -- Dragon 69 -- 1983  
 Arriba Espana -- Fiery Dragon -- 2004  
 Arriba Espana -- World at War 8 -- 2009  
 Arriba Espana! -- Brian Train -- 1996  
 Arsouf -- Panzerfaust --  
 Arsuf -- Decision Games -- 2012  
 Arsuf 1191 -- TCS Games -- 2008  
 Art of Siege, The -- SPI -- 1978  
 Art. 104 Le Jeu des Manifestations -- Casus Belli 51 - - 1989  
 Artifact -- Metagaming -- 1980  
 As Tears Go By -- High Flying Dice -- 2014  
 Asia 1483 -- Guild of Blades -- 1999  
 Asia Aflame -- ADG -- 1993  
 Asia Crossroads -- S&T 216 -- 2003  
 Asia Engulfed -- GMT Games -- 2007  
 ASL Action Pack #10 2 New Maps -- MMP -- 2018  
 ASL Action Pack #11 29 Let's Go -- MMP -- 2018  
 ASL Action Pack #12 Octoberfest XXX -- MMP -- 2015  
 ASL Action Pack #12 Oktoberfest XXX -- MMP -- 2018  
 ASL Action Pack #13 Oktoberfest XXXII -- MMP -- 2018  
 ASL Action Pack #16 From the Land Down Under -- MMP -- 2021  
 ASL Action Pack #2 -- MMP -- 1999  
 ASL Action Pack #6 A Decade of War 1936-1945 -- MMP -- 2010  
 ASL Action Pack #9 To the Bridge! -- MMP -- 2013  
 ASL Action Pack#1 -- AvalonHill -- 1996  
 ASL Annual '90 -- AvalonHill -- 1990  
 ASL Annual '91 -- AvalonHill -- 1991  
 ASL Annual '92 -- AvalonHill -- 1992  
 ASL Annual '93A -- AvalonHill -- 1993  
 ASL Annual '93B -- AvalonHill -- 1993  
 ASL Annual '95 -- AvalonHill -- 1995  
 ASL Annual '97 -- AvalonHill -- 1997  
 ASL Comp Afrika Korps El Guettar Stakes -- Critical Hit -- 2012  
 ASL Index -- Critical Hit -- 1996  
 ASL Roma 2020 -- MMP -- 2020

ASL: Afrika Korps, Along the Via Balba -- Critical Hit -- 2010  
 ASL: Defeating Enemy Armor -- Critical Hit -- 1997  
 ASL: Instructions/Rules Book 4th -- MMP --  
 ASL: Action Pack # 3, Few Returned 2nd -- MMP --  
 ASL: Action Pack # 5, East Front -- MMP --  
 ASL: Buckeyes -- Heat of Battle --  
 ASL: Long March -- Heat of Battle --  
 ASL: Primosole Bridge -- Critical Hit -- 1997  
 Aspern-Essling -- The Gamers -- 1999  
 Aspern-Essling 1809 -- Vae Victis -- 2009  
 Aspern-Essling (Napoleonic Wargames) -- L. Albert -  
 - 1970  
 Assassin -- ConflictMg -- 1972  
 Assassin -- MacIntyre -- 1977  
 Assault -- GDW -- 1983  
 Assault Across the Suez 1915 -- Perry Moore -- 2002  
 Assault Marines -- Group One -- 1980  
 Assault on Belgium -- Udo Grebe -- 1997  
 Assault on Belgium -- Udo Grebe -- 200x  
 Assault on Cherbourg -- Panzerschrek 13 -- 2004  
 Assault on Hoth -- WestEndGms -- 1988  
 Assault on Leningrad -- Wargamer 14 -- 1981  
 Assault on Leningrad -- Six Angles 9 -- 2013  
 Assault on Narvik -- --  
 Assault on Sevastapol -- CumminsEnt -- 1990  
 Assault on Tobruk -- SimCan -- 1980  
 Assaut sur Suez 1956 -- Vae Victis 92 -- 2010  
 Assyrian Wars -- Udo Grebe -- 2005  
 Asteroid -- GDW -- 1980  
 Asteroid Four Zero -- TFG -- 1979  
 Asteroid Pirates -- Yaquinto -- 1981  
 Asteroid Racer -- Bad Baby Productions -- 2008  
 Astromachia -- PeterDrake -- 1997  
 Astronaut -- Cleaver -- 198x  
 AstroNavis Merchant -- Astronavis -- 2004  
 At All Hazards -- Ivy Street -- 1999  
 At Any Cost Metz 1870 -- GMT Games -- 2017  
 At the Gates of Moscow -- SGP -- 1984  
 Ataturk -- Khyber Pass Games -- 2004  
 Athens & Sparta -- Columbia Games -- 2007  
 Atlanta -- GuidonGms -- 1973  
 Atlanta Campaign ~The -- S&T 169 -- 1994  
 Atlanta Campaign ~The -- S&T 170 -- 1994  
 Atlanta Is Ours -- MMP -- 2018  
 Atlantic 1939-45 -- Worthington -- 2016  
 Atlantic Chase -- GMT Games -- 2020  
 Atlantic Navies -- Clash of Arms -- 2008  
 Atlantic Storm -- AvalonHill -- 1998  
 Atlantic Wall -- SPI -- 1978  
 Atlantic Wall 2nd -- Decision Games --  
 Atlantic Wolves -- Canvas Temple Publishing -- 2020  
 Atlantis -- Panzerfaust 2.6 -- 1968  
 Atlantis 12,500 B.C. -- Excalibre -- 1976  
 Attack Force -- TSR -- 1982  
 Attack in the Ardennes -- GDW -- 1982  
 Attack of the Mutants -- Yaquinto -- 1981  
 Attack Sub -- AvalonHill -- 1991  
 Attack Vector -- Ad Astra Games -- 2005  
 Attack! -- Eagle Games -- 2003  
 Attack! Deluxe Expansion -- Eagle Games -- 2009  
 Attack! Expansion -- Eagle Games -- 2003  
 Attila -- Intl Team --  
 Attila Scourge of Rome -- GMT Games -- 2002  
 Attila the Hun -- Strategic -- 1980  
 Attila-Scourge of Rome -- GMT Games -- 2003  
 Attrition -- SGS 345 -- 2000  
 Au Fil de L'Epee -- Vae Victis 45 -- 2002  
 Au Pont de Lodi -- No Turkeys 3 -- 2008  
 August '44 -- DDH Games -- 2009  
 August Fury -- The Gamers -- 1990  
 Aurelian Restorer of the World -- Hollandspiele --  
 2020  
 Austerlitz 1805 Partie Sud -- Vae Victis 58 -- 2004  
 Aussie ASL Pack -- Critical Hit -- 1996  
 Austerlitz -- Battleflag 18 -- 1972  
 Austerlitz -- GMT Games -- 2000  
 Austerlitz -- International Team -- ????  
 Austerlitz -- Konstantinos Tigkos -- 2004  
 Austerlitz -- SPI -- 1973  
 Austerlitz -- The Gamers -- 1993  
 Austerlitz (Napoleonic Wargames) -- L. Albert --  
 1970  
 Austerlitz 1805 -- Avalanche Press -- 2007  
 Austerlitz 1805 -- Vae Victis 2 -- 1995  
 Austerlitz Partie Nord -- Vae Victis 64 -- 2005  
 Austro-Prussian War, 1866 ~The -- S&T 167 -- 1994  
 Autumn for Barbarossa -- Special Ops 7 -- 2017  
 Autumn Mist -- Fiery Dragon -- 2004  
 Autumn of Glory -- Clash of Arms -- 1995  
 Avalanche -- Avalanche Press -- 1994  
 Avalanche, The Salerno Landings -- GDW -- 1976  
 Ave Tenebrae -- JeuxDescrt --  
 Avec infini Regret -- Vae Victis -- 2014  
 Avenge Pearl Harbor -- Special Ops 8 -- 2018  
 Avenge Pearl harbor! -- Special Ops 8 -- 2018  
 Aviation -- Gibson --  
 Awakening the Bear Operation Barbarossa 1941 --  
 Academy Games -- 2016  
 Awakening the Bear Operation Barbarossa 1941 Fire-  
 fight Generator -- Academy Games -- 2009