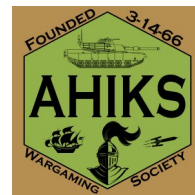


# The Kommandeur



Volume 58 Number 4

An AHKS Publication

August 2023

## Delay of Issue

Our regular Editor has had work issues preventing him from completing this issue in a timely way. Your President has once again stepped into the breach.

The organization of the Kommandeur has been slightly revised. There are now Game and Book articles, followed by officer reports, followed by matching requests and the Unit Counter Pool report, and ending with a reminder on the AHKS Russian Campaign tournament.

As a reminder, next year we have elections. We need at the minimum a new Treasurer, as our faithful Treasurer of many years has indicated he will not be running for re-election, and probably several others.

## Reviews

*War Diary, A Wargaming Journal* is that rara avis, a wargaming magazine that discusses play and tactics of hex and counter board wargames. There are few such magazines left. The magazine, published three times a year, runs \$32 for a sixty-page full-color glossy magazine. Send your money to 403 N. Race St., Glasgow, KY 42141 or via PayPal on their website. [wardiarymagazine.com](http://wardiarymagazine.com) also publishes a few full colored boxed wargames, notably Guadalcanal, 1914 Deluxe, and Blade and Bow. In the current issue, we find articles on games on the Battle of South Mountain, a comparison of Russia Besieged against The Russian Campaign, inside notes on the games Soissons and Archie's War, strategy and play discussions for Ottoman Sunset, a checklist supporting gameplay for Bitter Woods, another review on various games on the Battle of South Mountain, and an interview with Dirk Blennemann. Ads from various game companies play a significant but not overwhelming role in improving the usefulness of the issue. All things considered, it's a fine wargaming magazine.

Game Review: Desert Storm:

The Hundred Hour War

Review by Russ Lockwood

[lockwood161@comcast.net](mailto:lockwood161@comcast.net)

For more of his reviews

read his [After Action Report](#) newsletter

In April, a new wargame company, Accurate Simulations, contacted me and I inserted its press release about its very first game release into the April AAR (see the 4/22/2023 AAR). They followed up and sent me a copy of the game, Desert Storm: The Hundred Hours War, so I set it up and gave it a go. I played this two-player game solo.

## Components

I popped open the box to find one unmounted map (22x34 inches) that stretched from Saudi Arabia to Baghdad (Iraq), one countersheet of punch-out 9/16-inch counters of good thick stock (120 counters with rounded corners -- touche!), two decks of double-sided poker-size cards: 30 cards for the Coalition and 30 cards for the Iraqis, one 32-page rulebook, and one

## Table Of Contents

- 1 ... Delay of Issue
- 1 ... Reviews (War Diary Magazine, Desert Storm: The Hundred Hour War)
- 5 ... Officer Report
- 5 ... President's Report
- 7 ... Vice President's Desk
- 7 ... Treasurer
- 7 ... MapBoard Mk. 1 by Mark A. Palmer
- 8 ... Opponents Wanted
- 10 ... Multi-Player Requests
- 11 ... AHKS Unit Counter Pool (Counters, Parts, Miscellaneous)
- 14 ... Published Board Wargames
- 16 ... AHKS TRC 500 Tourney ... Randy Heller

The AHIKS Kommandeur, magazine of AHIKS, is published bimonthly and sent electronically to all members. Membership in AHIKS is free. To join AHIKS <http://AHIKS.com/To-Join>. Please send contributions to [Editor@AHIKS.COM](mailto:Editor@AHIKS.COM) as .rtf, .docx, or similar formats.

#### ELECTED OFFICERS

**PRESIDENT/PUBLISHER:** George Phillies, 48 Hancock Hill Drive, Worcester MA 01609 [phillies@4liberty.net](mailto:phillies@4liberty.net) 508 754 1859

**VICE PRESIDENT;** Martin Svensson, 1204 Barksdale Drive NE, Leesburg, VA 20176-4911 703-771-9761 [Spqrfan@aol.com](mailto:Spqrfan@aol.com)

**TREASURER;** Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712 (828) 774-8654 [Doctorlaw@juno.com](mailto:Doctorlaw@juno.com)

**RATING OFFICER;** Dave Bergmann, 429 Countryside Circle, Santa Rosa, CA 95401 [opusone1945@sonic.net](mailto:opusone1945@sonic.net)

**EDITOR;** Bruce Geryk212 Creeks Edge, Chapel Hill NC 27516 [bruce.geryk@gmail.com](mailto:bruce.geryk@gmail.com)

**SECRETARY:** Robert Granville, 8 Valley Drive, Littleton, MA 01460 978-339-3348 [rgranville@verizon.net](mailto:rgranville@verizon.net)

**JUDGE:** Randy Heller, 113 Tolend Rd, Barrington, NH 03825 [RGHeller50@Aol.com](mailto:RGHeller50@Aol.com)

**MATCH COORDINATOR:** Mark Palmer, 113 Warm Wood Lane, Apex, NC 27539 [remlap919@outlook.com](mailto:remlap919@outlook.com)

#### APPOINTED OFFICERS

**ARCHIVIST:** William A. Perry, 21 Fitzgerald Lane, Columbus, NJ, 08022 (609) 298-9823 [bpilot8@comcast.net](mailto:bpilot8@comcast.net)

**WEB SITE MANAGER:** Nate Forte, 13192 Pennsylvania Circle, Thornton, CO (303)-884-5250 [Natforteg1@gmail.com](mailto:Natforteg1@gmail.com)

**VIRTUAL FACE-TO-FACE MATCH COORDINATOR:** Nate Forte, 13192 Pennsylvania Circle, Thornton, CO (303)-884-5250 [Natforteg1@gmail.com](mailto:Natforteg1@gmail.com)

**MULTIPLAYER COORDINATOR:** Jeff Miller, 263 Buchert Road, Gilbertsville, PA 19525 (610)-367-8209 [Blachorn1@gmail.com](mailto:Blachorn1@gmail.com)

**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

six-sided die. Set up was almost smooth -- a couple of counters were different from the rules. For example: The rules show four A-10 counters, but the countersheet had three A-10s and an AC130. I used all four counters. The swap of an AC-130 for an A-10 was a last minute production change. One unit showed M-60s on the counter, but AMX-30s in the rules. The rules noted 10 Republican Guard units, but only nine were in the countersheet -- specifically, Saddam's Republican Guard was missing. Iraqi set up, although Kuwait City is just off photo at lower

right corner.

Designer Eric noted: The SRG (Saddam's Republican Guard) was a sort of Praetorian guard unit meant to protect Saddam personally (in Baghdad). Ultimately (a last minute change), I decided to pull it because Iraqi players were using it as a front-line unit. After all, players aren't in any actual danger, so they don't need it to protect themselves. They'd send the SRG off to the front -- something Saddam would never have done in reality.

Bah! Wargamers! Give 'em a big, well-equipped unit and they'll use it where they want.

Close up of Iraqi set up in Kuwait and a sample card. The suit indicates the category. This Iraqi card shows that on a die roll of 1-5, the Iraqi player picks up a point in the economic category.

As for the counter wobbles, I'm the last person who should toss stones, or pebbles, or motes. Wargames contain many different moving parts and wobbles creep in. I've seen 'em happen to me when doing development work for Against the Odds magazine games. It seems no matter how much you strive for production perfection, something creeps in. You just bang your head against the wall, or at least I do, and hope to clarify with errata.

End of Turn 1. The Coalition advances out of Saudi Arabia towards Kuwait City. The spades (Moral category) indicate captured hexes (and one point in the Moral category for the Coalition). The Marines wait (naval box at right) for their moment to land. One odd point about the map: No hex numbers.

Designer Eric noted: I have been waiting for someone to ask that question! The simple reason is that the game is playable in a few hours, so any need to record locations seemed mostly unnecessary (rather than obscure the artwork on the map with a bunch of hex numbers). Welllll...OK. Unless you play by old school e-mail. I suspect you don't need hex numbers for Vassal style gaming. End of the Iraqi half of Turn 3. Note that Kuwait City held out on Turn 2.

#### Features and Functions

I would agree with designer Eric that Desert Storm is a low-complexity game. Map scale is 10 miles/hex, units are divisions, brigades, and some battalions,

with individual air groups. Playing time is rated at four hours, although my game took me five hours, albeit with consulting the rules as I played. Set up is free form, with Iraqi forces pretty much anywhere on the map and then Coalition forces setting up in Saudi Arabia. Not knowing how the game played, I set up with some Iraqi forces in Kuwait City and environs and most of the Iraqi Army with a defense in depth all the way back to Baghdad. Still not knowing how the game played, I set up most Coalition forces near Kuwait, with a handful of units on the far left flank as the 'Left Hook.' All the Coalition air was placed on the one "airfield" representing all the airbases in Saudi Arabia except for the naval air that went into the Naval box -- along with two Marine units. The Coalition 'Left Hook' advances on Turn 4, but a line of Iraqi units awaits them.

### Movement and Combat

Movement is wargames standard with units expending 1 MP for a desert (clear) hex, 1/2 along a road, and varying number of MPs for other terrain or to cross streams and rivers. Most Iraqi foot units are only 2 MP and mechanized units are 3, 4, or 5 MPs. One Coalition airmobile unit is 6 MPs, and the other is a whopping 9 MPs. I put the faster of the two out on the 'Left Hook' force.

Combat is a simultaneous. Each unit rolls to hit based on its combat strength, with modifiers based on the target's hex terrain. One hit flips a full-strength unit to its reverse, reduced side, or if already on its reduced side, eliminates it. Air combat and ground combat use the same mechanic, although air units can bomb ground units using a different combat factor from air-to-air combat. Of note is that each unit attacks individually. You never total the combat factors of multiple units. As all units have front and reverse (step loss) sides, two attacking units can eliminate a defending unit with two hits. The defender gets a straight-up 'defense roll' per attack. As this is simultaneous, it is possible that a reduced side attack vs a reduced side defense might eliminate each other. There is no Defender Retreat or Attacker Advance as a result of combat. There is a defender reaction to an attack to retreat 1d6 hexes (if it lives) instead of its 'defense roll.'

The game contains an Advance Phase where the

phasing player can move all units one hex regardless of terrain costs. This is quite helpful in crossing rivers with low MP units. With Kuwait liberated, the Coalition's Main Force pushes into Iraq in search of prime category point hexes, such as the oil derricks (Economic) and Scuds (Military). The Marines landed and captured Iraqi territory. Meanwhile, Coalition units swing around the marches. A few Iraqi units await their fate.

### The Cards and Victory

I was wondering about the Iraqi victory conditions. I figured the Coalition had to liberate Kuwait and kill off some Iraqi units. Er, close, but not exactly.

Victory depends on five categories (Achievements – Political, Moral, Diplomatic, Military, and Economic). After the 10th turn, the player with a lead in three of the five categories wins. And herein lays a path for Iraqi victory. The cards provide points in various categories -- pick a card and roll well, and you get one point in a specific category. Great rolling for these "events" can make up for battlefield woes. Exceptionally clever bit, that -- and a great piece of eye candy photography on each of the cards.

Game On: Air War Priority The way I set up the Iraqi ground units, Coalition ground units cannot reach 'em on the first turn. But you can bomb 'em and the Coalition starts with an edge in aircraft that gets a whole lot larger on Turn 3.

At the end of Turn 5, the Coalition 'Left Hook' drives deep into Iraq. Baghdad is not too far off top of photo. The rules seemed a wee bit vague about the non-phasing player launching intercept missions. My thought was that if the Coalition wanted to limit the Iraqi air force, it assigned a fighter unit to bomb each Iraqi air unit. That way, if it lifts off for interception, the fight is over its base. The rules permit interception, but didn't specifically say what happened if that air unit that wanted to intercept was being attacked. To my mind, if the aircraft wanted to emerge from hardened shelters, they had to engage the unit or units bombing it. Not so, says designer Eric: The Iraqi aircraft can intercept any Coalition air units they want (not just those that flew to their airbase). Coalition air units don't "pin" Iraqi air units to their airbase -- they're assumed to be in the air already...that is, IF the Iraqi player wants to fly...which he may not want to

do if there's nothing but F-15's and F-16's up in the air on the first turn or two. Alas, bombers like B-52s are great at bombing things, but not so much at dog-fighting. If the Iraqi air unit can intercept any unit anywhere on the board, regardless of fighters over the airbase, those are the first ones I'd go after. The flip side is that the Coalition can escort bombers with fighters to try and tempt the Iraqi player to intercept.

As designer Eric noted: Well the game is probably a little over-generous with the Iraqi air force (to give them something to do, however briefly), so I wanted the dilemma to persist that the Iraqi player either has to fight and risk getting shot down or sit there and get bombed (what happened historically for the most part). There's actually no right answer since die rolls are unpredictable. Note that in air-to-air combat, such as would occur during intercepts, the owning player decides which units take a hit. If the Coalition escorts a bomber with a fighter (stacking is maximum two air units per hex) and the Iraqi player intercepts with a MiG-25 (5 combat) and a MiG-21 (1 combat) vs a B-52 (0 combat) and F-16 (6 combat), the Iraqi player would use the MiG-21 as the damage absorbing unit in the event of a Coalition hit. Likewise, if both MiGs, hit, the Coalition player decides how to allocate the two step losses. The bottom line is that the Coalition player has to pay attention for the first few turns. After the IAF is gone, the bombers only have to watch out for the 1-in-6 AA hit.

By the end of my game, the Coalition lost seven air units eliminated and 10 more that lost a step.

### Almost Right

So, my initial game was flawed as I used a Coalition fighter to "pin" an Iraqi fighter. I also only used one Coalition fighter per pin, so it gave the Iraqis more chances to survive the Coalition aircraft. My Iraqi air force lasted until Turn 4, but I was also using the Coalition air force to bomb on turn 1. Of course, every bomber had a 1 in 6 chance of losing a step from AA. And each lost step added a point to the Iraqi tally in one of the victory categories.

Not to beat the Iraqi Air Force topic to death, but as designer Eric noted: The Coalition player can burn off two turns flying nothing but F-15s and F-16s to force the Iraqi air force into an unenviable position (i.e., it's hardly better to dogfight than to just sit there

and be bombed). But, forcing the Coalition to burn off two turns can allow the Iraqis to possibly win the game by running out the clock, so the dilemma behind that choice is that the Coalition player can keep his bombers back until after the Iraqi air force has been destroyed. Ah, but the Coalition giving up those two turns can make it a tight game. These are the ways that the game actually gives the Iraqi side a chance to win when they were otherwise completely outclassed historically. I must say, holding back the bombers until Turn 3 would make for a tighter Coalition timetable. Indeed, if the Coalition suffered more inept rolls like I did with the F/A-18 fighters... I don't know why, but the F/A-18s had a tough day as their dice turned ice cold.

### Liberating Kuwait

I committed most of the Coalition ground units to liberate Kuwait City. It's a tough nut to crack and take if defended stoutly and I stuffed Iraqi infantry and tanks into the city streets. The Coalition attacked on Turn 2 and only took it on Turn 4. Oh, I filtered units around it, but if the Iraqis put a few more units along the line, and if these units survive bombing attacks, it might take half a game to recapture Kuwait. There is no Supply phase, so cut off units fight without penalty.

I also (incorrectly) only used one air unit per hex to bomb. Players are allowed to use two air units for bombing in the same hex. That may have gotten some blocking units eliminated a turn earlier, albeit while leaving other units intact. The Iraqi 38th Infantry Division at Quernah defies the odds and holds out as a traffic jam forms behind the lead Coalition units. The outflanking force infiltrates across the river. End of Turn 6.

### Ground Drive

The left hook waddled forward.

I mostly had 3 MP units, so progress was somewhat slow. I added a couple more units on Turn 2, and aided by bombing, cleared the roads heading into Iraq. The main drive swerved around Kuwait City and headed up the Euphrates River. Swampy chokepoints funneled the attacks, so I sent units towards the center of the map to outflank the defense and perhaps exert pressure along with the left hook.

By the end of Turn 6, the main drive had stalled at the chokiest of choke points at Qurnah (Iraq). For the Iraqis, the 38th Infantry Division that held out in the town proved to be almost immortal. Bombing didn't touch it. Ground assaults across the river often failed. On Turns 6 and 7, the 38th lived a charmed life until it didn't. Saddam must have given out some medals for that stand!

End of Turn 6. The 'Left Hook' is stymied at Najaf, but is pressing forward in the center. The Iraqis form a last-stand line. Meanwhile, the ground force on the left moved forward with the idea of cutting off any Iraqi units still in the middle of the map. There were not many, but a nice Iraqi line stared down the 'Left Hook.' The Republican Guard set up to defend important crossroads, but bombing and ground assault swept them aside. The Coalition forces converged on Baghdad.

Last Turn: Turn 10

At this point, Iraq had leads in two categories and the Coalition had leads in two categories. In the fifth and deciding category, the Iraqis had a one point advantage. Here's where the cards came in. Both sides selected cards to play in this fifth and decisive category. The Coalition got luckier and tied the score.

The Iraqs tried to set up a defense, but bombing and a Coalition swerve around the porous line ended up taking two Baghdad hexes at the end of Turn 10, giving two more points to the Coalition. It was a squeaker of a victory. Close first try! Saddam sure wishes he had his 'Praetorian Guard' unit. The Coalition units close in on Baghdad..and ending positions.

### Game Rule Lessons

I didn't use the air interception rules correctly, but then again, I only used one fighter to "pin" one Iraqi aircraft. Pairing two high-powered Coalition fighters should obliterate the Iraqi AF in two or three turns, not the four I took.

That said, the bombers would have stayed put, leaving the ground war to the ground troops. Only after killing off the Iraqi AF can the bombers stay safe from air-to-air combat. I also blew the bombing rule. You can indeed place two bombers atop one target -- I only used a maximum of one per target. That may

have helped eliminate Iraqi ground units earlier.

I also completely forgot to use the rule of village militia that ambush the first Coalition unit to enter a village! Iraq has a lot of villages. Given the Coalition losses from AA fire, an equivalent in ground ambushes would slow down the Coalition. By the end of my game, the Coalition lost two ground units eliminated and a dozen or so that lost a step. You can bet that number would increase with the militia ambush rule in effect. Not too bad of a mangling of the rules...

The only rule that doesn't make sense to me is the air interception rule. I suppose the Iraqi fighters could be up and alert and flee the oncoming Coalition air, perhaps even into position to attack bomber packets elsewhere, but it doesn't seem to ring right, especially if you can't use AWACS capability to zero in free hunting fighters. Then again, I'm not a modern buff... And I would be remiss not to mention that my grognard eyes wished for larger fonts. I prefer smaller images and larger numbers.

### Enjoyed It

Any time a game comes down to the last turn right out of the box, before you learn all the key hexes and key cards, that's a good game. It was indeed simple enough to learn for the most part. I did like the dilemma of deciding whether to use the Coalition air for ground support or to bomb key industries. Besides nailing the Iraqi Air Force, the air can go either way. I usually split it with varying degrees of success.

The cards serve as little bits of chaos intruding into your well-oiled, lean mean fighting machine. You don't lose anything, per se, but good rolls help you.

Overall, Desert Storm offered an excellent first go with just the right complexity level. I look forward to future games with live opponents. Enjoyed it.

## Officer Reports

### President's Report

We are rapidly approaching the point where will we will have elections. That starts next year, but we definitely will need a new Treasurer, and may need a few

other officers too. It is not too early to start thinking about being willing to volunteer to help the club. After all, none of us are getting any younger, so therefore at some point some of us are going to want to be replaced or are going to need to be replaced for reasons of health or other issues. On the whole, officers have been doing a fine job, but perhaps a different member would do an even better job. Also, slight turnover among officers might be a good idea, so that members recall that the officer corps is not permanent. I am prepared to run for another term, but I am not overwhelmingly attached to the idea if someone else wants the job. Note that with the job comes the task of publishing the Kommandeur, and occasionally covering for the Editor, who has a real job yet as opposed to being retired and therefore occasionally cannot get things done on the schedule he would like.

We need more short reviews for the Kommandeur. In the above there was a review of War Diary magazine.

Yes, that's a very short review. But it tells you what you need to know, what the object is, what it looks like, how much it costs, and where to send the money.

I have previously lamented the great difficulty of sending emails to all of the membership. This problem finally appears to have been solved. The most recent mailing, reminding everyone to send in their articles to the Kommandeur editor, Bruce Geryk, went out without a hitch. We did encounter a few people whose mailboxes were full. When this happens several times, we assume that the email address has been abandoned, and stop sending email there.

The issue is a series of peculiar computer file entries in the software that handles the mailing. If SPF, DKIM, and DMARC mean nothing to you, be happy! At some point in the last few years, standards for emailing were stiffened up, meaning the things that had been done in the past would no longer pass muster, and a few or a large number of our mailings of issues never reached people. After many calls and hours with our hosting service, I finally hit someone who actually clearly knew what he was doing, knew how to fix what was wrong, and fixed it.

Some years ago, I wrote a series of five books on game design. The first two books of the series are on design of Euro games, and therefore may be of less

interest to readers here. Books 3 and 4 are on the rules and play of Stalingrad, the old Avalon Hill classic. Book 5 is on the design of hex and counter board wargames. These books are written as textbooks, not as casual comments. I tried to consider what features games have, my philosophy on the topic drifting from volume to volume. Book 5 in part dissects the design of three classic games, namely 1914, Panzerblitz, and Fall of Manjuku. I doubtless did not do a perfect job, but I may have given some ideas that will help you if you try to design your own games.

The other interesting part of this is that the books were published electronically on Amazon and on Smashwords, are still in print, and continue to sell. All I have to do is notice the money falling into my checking account and consider how I will spend it, less the part that must disappear into taxes.

Spending leads me to my preferred part of the board wargaming hobby. I collect them.

I have occasionally mentioned that I am playing a game of Empires in Arms. We are actually advancing a little faster than real time, and that we are almost finished with June, 1806, meaning that we have almost finished the first eighteen turns of the game in only fifteen months. Each turn is a month, so we are advancing a little faster than real time. The game has a considerable number of additional years to go, since it runs for about ten years, so with some luck in about 2031 or 2032 we will have completed the game. I am advised historically that most play-by-mail games of Empires in Arms have run out of steam after around a year of play, though one lasted as much as five years of play, so we will see if we exceed the record.

In that game, I am playing Spain. I have conquered North Africa, except for Egypt, have captured part of central Italy, and see no place in particular where there is more terrain to add to the Spanish Empire. I am doing what I told the other players I am doing, namely I am moving my armies back to Spain proper where they may sit in garrisons. The Spanish army, to put it charitably, is not quite the smallest on the board, that distinction being lent to the Ottoman army, but the Ottomans have feudal levies which give them not quite unlimited manpower. The best I appear to be able to do is to park in my corner of the board and hope that I will not be attacked too often. I have taken few losses, so that my army is stronger than

most others, but my neighbor on land, France, can muster huge numbers of new troops every season. Meanwhile, the French have gone to the aid of the Russians, who were being attacked by Turkey and Prussia. There were indications the Austrians wanted Turkey to stop attacking Russia, perhaps because they were being pressured by the French to urge the Turks to do this, and we will see whether the Turks actually stop attacking Russia or not. One might worry that there will be a three-way alliance between the French, the Austrians (who have the second most powerful army on the board), and perhaps the Russians, whose army has been thoroughly wrecked up by their war but which has huge manpower reserves that can be mobilized. In this case, it becomes difficult to see how a well-played France will not be in a good position to win.

## Vice President's Desk

It's summertime and the time is right for reading. I have found that most wargamers tend to be readers. These days I primarily read fiction and I have a considerable selection of varying genres. However, in the past I was an avid non-fiction person specializing in military history. So, if you are heading out for a summer jaunt to relax and read here are some thoughts.

My maternal grandmother was a reader. She died ten days after my sixth birthday, so I have few memories of her. However, I became acquainted with her books. One of those was Cuba's fight for freedom, and the War with Spain by Henry Houghton Beck. It was published in 1898, just a short period after the short-lived war ended. Needless to say, it has a good dose of American patriotism from that period with questionable historicity. I do not blame the author for many facts were not known directly after the war. However, it contained numerous photos and was a solid read. For a more accurate portrayal, check out Empire by War by Ivan Musicant (1998).

Another history book worth reading that covers a different empire is The Boer War by Thomas Pakenham. As far as I am concerned, this is perhaps the best book on the subject. I bought it in 1979, the year it was published, and found it compelling. As critics would say, it's a page turner. Many others consider it to be the definitive, scholarly account of a war featuring greed, blundering and brutalities. While it's mas-

sive (718 pages) and sounds overwhelming, you will warm up to it quickly! Are there any board wargames covering the Boer War?

Another volume dealing with empires is The Great War in Africa by Byron Farwell. Mr. Farwell was a very able military historian (he too wrote about the Boer War) and it is on full display with this book published in 1986. He covers military actions by the British against Germany in their colonies of Togo, Cameroon, German South-West Africa and German East Africa. The author documents the campaigns of German officer Paul von Lettow-Vorbeck well. Lettow-Vorbeck kept Germany viable in East Africa by adopting guerilla tactics, living off the land, thus, tying up much larger British forces for four years. Highly recommended.

Compass Games will be releasing Schutztruppe, a game on this subject in a few months.

## Treasurer

**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!

## 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,..."

Lately I've been having difficulty in matching requests. I maintain email security by being the point

of contact between two members until they decide upon a match. Only then do I disclose their email addresses to each other.

The difficulty I've been experiencing has been either from slow responses or no response. The former might be addressed if you ensure my email doesn't go into your Junk or Spam email folders. Most of the time that is the case, as I have not ever received an Undeliverable result. I'm not going to guess at any reasons behind a non-response.

Now for something completely different.

I don't remove any requests on the Open Match List without the posting member's consent. Therefore, postings have remained open for a very long time. I would encourage everyone to look at the Open Match List to see if you have a posting and please let me know if you want it removed.

As always, thanks for playing!

## Opponents Wanted

## Two-Player Games

To set up a match, contact Mark Palmer  
remlap919@outlook.com

Game -- Publisher -- Player -- Format -- Month --  
Notes

1985: Under an Iron Sky -- TRL -- Martin Hogan  
(1704) -- -- 3-2021 --

ACW Brigade Series -- MMP -- Aaron Kulkis (1983)  
-- 8-2020 --

Advanced Squad Leader-Campaign -- AH -- Jeff Miller  
(1303) -- VE -- 11-2022 --

Afrika Korps -- AH -- Omar Dewitt (44) -- V -- 7-  
2023 --

Air Assault on Crete -- AH -- Peter Hansen (2129) --  
V -- 5-2021 --

Air Assault on Crete -- AH -- Jay Unnerstall (1264) --  
- VE -- 2-2023 --

A Most Dangerous Time -- MMP -- Jeff Miller  
(1303) -- VE -- 11-2022 --

Antietam -- SPI -- Omar Dewitt (44) -- V -- 7-2023 --

Arab Israeli War -- AH -- Dennis Sheppard (804) --  
VE -- 6-2022 --

Ardennse Offensive -- SPI -- Hugh Smithers (2313) -

- VE -- 12-2022 --

A Time for Trumpets -- GMT -- Jeff Miller (1303) --  
VE -- 1-2023 --

A Victory Lost -- MMP -- Ed O'Connor (1243) -- VE  
-- 11-2022 --

A World At War -- GMT -- Jeff Miller (1303) -- VE -  
- 11-2022 --

Battles for the Ardennes -- SPI -- Thomas Ten Eyck  
(826) -- EP -- 9-2021 --

Battle for Germany -- SPI -- Erica Snarski (2142) --  
VE -- 3-2023 --

Battle of Austerlitz, Dec. 2, 1805 -- SPI -- Erica Snar-  
ski (2142) -- VE -- 6-2023 --

Battle of the Bulge, WWII: Commander -- Compass -  
- Bob Jones (1548) -- V -- 5-2022 -- Rated or Non-  
rated

Battles's Shadow -- HFD -- Jay Unnerstall (1264) --  
VE -- 2-2023 --

Bitter Woods -- Compass/L2 -- Hugh Smithers (2313)  
-- VE -- 12-2022 --

Blitz -- Compass -- Jim Lauffenburger (2191) -- VXE  
-- 11-2021 --

Bloody 110 -- COA -- Aaron Kulkis (1983) -- FVL --  
8-2020 --

Borodino -- SPI -- Erica Snarski (2142) -- VE -- 3-  
2023 --

Caesar Alesia -- AH -- Jay Unnerstall (1264) -- VE --  
7-2023 --

Caesar's Legions -- AH -- Stephen Genoff (2194) --  
VE -- 12-2021 --

Cedar Mountain -- SPI -- Peter Hansen (2129) -- V --  
5-2021 --

Chickamauga -- SPI -- Omar Dewitt (44) -- V -- 7-  
2023 --

Empire in Arms -- AH -- Edson Ramos (1989) -- P --  
8-2020 --

Empire of the Rising Sun -- AH -- Mike Scott (1555)  
-- -- 3-2021 --

Falling Sky -- GMT -- Jim Lauffenburger (2191) --  
VXE -- 11-2021 --

Fifth Frontier War -- GDW -- Dane Patterson (2010) -  
- EV -- 4-2021 --

Fire in the Sky (1999) -- Phalanx -- William Marcy  
(1761) -- VTE -- 10-2021 -- Midway scenario pre-  
ferred, but not required

Flying Colors -- GMT -- Thomas Ten Eyck (826) --  
EP -- 9-2021 --

Forgotten Legions -- Compass -- Erica Snarski (2142)  
-- VE -- 3-2023 --

Fox's Gambit -- HFD -- Jay Unnerstall (1264) -- VE -  
- 2-2023 --



Fury in the West -- Battleline/AH -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Gallipoli -- GMT -- Ivan Kent (2133) -- V -- 5-2021 -  
 Gettysburg '65 -- AH -- Stephen Genoff (2194) -- V -  
 - 12-2021 --  
 Great War In Europe -- GMT -- Donald Deacon (2241) -- V -- 12-2021 --  
 Great War in Europe Deluxe -- GMT -- Terry Gallion (2044) -- V -- 11-2022 --  
 Grenadier -- SPI -- Charles Sutherland (1804) -- VE -- 2-2021 --  
 Guns of August -- AH -- John Troskey (1554) -- CV -- 9-2020 --  
 Hitler's War -- AH -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Invasion of Malta, 1942 -- AH -- Chris Hyland (1862) -- VX -- 4-2022 --  
 Invasion of Russia, 1812 -- Europa Simulazioni -- Erica Snarski (2142) -- VE -- 6-2023 --  
 Jerusalem -- SDC -- Erica Snarski (2142) -- EP -- 6-2023 -- No Vassal module  
 Knights of the Air -- AH -- Jeff Miller (1303) -- VE -  
 - 11-2022 --  
 Korea -- SPI -- Erica Snarski (2142) -- VE -- 6-2023  
 Korean War -- Compass -- Paul Koenig (1577) -- V -  
 - 7-2021 --  
 La Grande Armee -- SPI -- Charles Sutherland (1804) -- VE -- 2-2021 --  
 Lee vs. Grant -- VG -- Jeremy Rowley (1942) -- V -- 12-2021 --  
 Leipzig -- SPI -- Charles Sutherland (1804) -- VE -- 2-2021 --  
 Lion of Ethiopia -- Command/XTR -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Midway -- AH -- Bruce Warren (2293) -- FTF -- 9-2022 -- Olympia, WA area  
 Midway -- AH -- Mike Stubits (2311) -- VE -- 12-2022 --  
 Main Battle Tank 2ed -- GMT -- Martin Hogan (1704) -- -- 3-2021 --  
 Monty's Gamble: Market Garden -- MMP -- Jerry Wong (1974) -- FV -- 3-2021 --  
 Napoleon at Waterloo -- SPI -- Paul Purman (2159) -- V -- 9-2021 -- Learning the game  
 Napoleon at War Quad -- SPI -- Erica Snarski (2142) -- VE -- 3-2023 --  
 No Retreat: North Afrika -- GMT -- Jerry Wong (1974) -- FV -- 3-2021 --  
 NATO: Cold War Goes Hot -- Compass -- Giovanni Faisca (2178) -- VEL -- 11-2021 --  
 Pacific War -- VG -- Jeff Miller (1303) -- VE -- 1-2023 --  
 PanzerArmee Afrika -- SPI/AH -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Panzer Battles -- MMP -- John Troskey (1554) -- CVS -- 9-2020 --  
 Panzer Grenadier -- AP -- Carl Wolf (1992) -- V -- 9-2020 --  
 Panzer Krieg -- AH -- Jay Unnerstall (1264) -- VE -- 2-2023 --  
 Panzer Leader -- AH -- Stephen Genoff (2194) -- V -- 12-2021 --  
 Proud Monster -- XTR -- Edson Ramos (1989) -- P -- 8-2020 --  
 Punic Wars -- SPI -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Rebel Sabres -- TSR -- Peter Dunn (2235) -- V -- 11-2021 --  
 Rise and Decline of the Third Reich -- AH -- Bruce Warren (2293) -- FTF -- 9-2022 -- Olympia, WA area  
 Russian Campaign -- Jedko Games -- Peter Dunn (2235) -- V -- 11-2021 --  
 Russian Front -- AH -- Martin Kerslake (2011) -- V -- 7-2021 --  
 South China Seas -- CMP -- Mike Ricotta (2004) -- VXE -- 11-2020 --  
 SPQR -- GMT -- Justo Perez (2009) -- FV -- 11-2020  
 Storm Over Jerusalem -- MMP -- Erica Snarski (2142) -- V -- 6-2023 --  
 Storm Over Stalingrad -- MMP -- Bob Jones (1548) -- VE -- 5-2023 -- Rated or Non-rated  
 Tank on Tank -- LnL -- Duncan Rice (1394) -- V -- 12-2020 --  
 Terrible Swift Sword -- TSR -- Peter Dunn (2235) -- V -- 11-2021 --  
 The Russian Campaign -- 4th L2 or 5th edition GMT -- John Ohlin (2346) -- V -- 3-2023 --  
 The Russian Campaign -- AH -- Bruce Warren (2293) -- FTF -- 9-2022 -- Olympia, WA area  
 The Tide At Sunrise -- MMP -- Nick Rusch (1913) -- V-E-L-X -- 4-2021 --  
 This War Without An Enemy -- Nuts! Publishing -- Andrew Patience (1646) -- V -- 7-2023 --  
 Thunder at Cassino -- AH -- Jerry Wong (1974) -- FV -- 3-2021 --  
 Tobruk -- AH -- Dennis Sheppard (804) -- VE -- 6-2022 -- competitive game  
 To The Green Fields Beyond -- SPI -- John Troskey (1554) -- CVS -- 9-2020 --  
 Turning Point: Stalingrad -- AH -- Jan Vanderveken (2286) -- VE -- 7-2023 --  
 Twilight Struggle -- GMT -- Jeff Miller (1303) -- VE

-- 1-2023 --  
 Verdun 1916: Steel Inferno (2020) -- FOS -- William Marcy (1761) -- VE -- 10-2021 --  
 Vietnam -- GMT -- Jeff Miller (1303) -- VE -- 1-2023 --  
 Wagram -- SPI -- Omar Dewitt (44) -- V -- 7-2023 --  
 War and Peace -- -- Mike Kettman (1067) -- V -- 8-2022 --  
 War at Sea -- AH -- James McCormack (2369) -- VE -- 8-2023 --  
 War of the Suns -- MMP -- Jeff Miller (1303) -- VE -- 11-2022 --  
 Winter War -- SPI -- Erica Snarski (2142) -- VE -- 3-2023 --  
 Wooden Ships and Iron Men -- AH -- Peter Dunn (2235) -- VD -- 11-2021 --  
 WWII -- SPI -- Erica Snarski (2142) -- VE -- 8-2021

## Multi-Player Requests

To set up a match, contact Jeff Miller  
 Blachorn1@gmail.com

Game -- Publisher -- Player -- Format -- Notes  
 A Distant Plain -- GMT -- Duncan Rice -- V -- Best = 4  
 A Distant Plain -- GMT -- Jeff Miller -- V -- X  
 A Distant Plain -- GMT -- Art Dohrman -- V -- X  
 Advanced Civilization -- AH -- Jeff Gual -- V -- Best = 6 to 8  
 Advanced Civilization -- AH -- Eric Aune -- V -- X  
 Advanced Civilization -- AH -- Erica Snarski -- V -- X  
 Advanced Civilization -- AH -- Jeff Miller -- V -- X  
 Age of Reininsannce -- AH -- Jeff Miller -- V -- Best = 5 or 6  
 Air Force -- AH -- Sam Thornton -- E, P -- Best = 2  
 All Bridges Burning -- GMT -- Jeff Miller -- V -- Best = 3  
 Amoeba Wars -- AH -- Jeff Miller -- V -- Best 4 to 6  
 Ancient Civilizations of the Inner Sea -- GMT -- Jeff Miller -- V -- Best = 4  
 Ancient Civilizations of the Inner Sea -- GMT -- Erica Snarski -- V -- X  
 Andean Abyss -- MMP -- Jeff Miller -- V -- Best = 4  
 Angola -- MMP -- Jeff Miller -- V -- Best = 4  
 Angola -- MMP -- Nick Rush -- V -- X  
 Angola -- MMP -- Tom Liakos -- V -- X  
 Battle for Germany -- SPI -- Mark Palmer -- V -- Want 3

Battle for Germany -- SPI -- Chris Hyland -- V -- Want 3  
 Blackbeard -- GMT -- Nate Forte -- V + Discord live play -- Best = 3  
 Blackbeard -- AH -- Jeff Miller -- V -- Best = 4  
 Blitz -- Compass -- Jim Lauffenburger -- V -- Best = 4  
 Circus Maximus -- AH -- Jeff Miller -- V -- Best 6 to 8  
 Circus Maximus -- AH -- Graeme Dandy -- V -- X  
 Circus Maximus -- AH -- Robert Dowrey -- V -- X  
 Circus Maximus -- AH -- Erica Snarski -- V -- X  
 Clash of Cultures -- Z-Man -- Jeff Miller -- V -- Best = 3 or 4  
 Colonial Twilight -- MMP -- Jeff Miller -- V -- Best = 2  
 Conquest of Paradise -- GMT -- Jeff Miller -- V -- Best 3 or 4  
 Conquistador -- AH -- Jeff Miller -- V -- Best = 3 or 4  
 Crown of Roses -- GMT -- Mike Kettman -- V -- Best = 4  
 Cuba Libre -- GMT -- Jeff Miller -- V -- Best = 4  
 Divine Right -- TSR -- Delwayne Arakaki -- V -- Best 4 to 6  
 Dominant Species -- GMT -- Jeff Miller -- V -- Best = 4  
 Dominant Species -- GMT -- Nacho Fernadez -- V -- X  
 Dune -- AH -- Jeff Miller -- V -- Ok 4 Best = 6  
 Dune -- AH -- Brian Nickel -- V -- X  
 Empires of the Middle Ages -- SPI -- Mike Kettman -- V -- Best = 5 or 6  
 Falling Sky -- GMT -- Jeff Miller -- V -- Best = 4  
 Falling Sky -- GMT -- Jim Lauffenburger -- V -- X  
 Fire in the Lake -- GMT -- Jeff Miller -- V -- Best = 4  
 Flat Top -- AH -- Chris Hyland -- V, D, G, H, X -- Best = 3+  
 Fortress America -- MB -- Jeff Miller -- V -- Best = 4  
 Gangsters -- AH -- Jeff Miller -- V -- Best = 4  
 Gandhi -- GMT -- Jeff Miller -- V -- Best = 4  
 Gunslinger -- AH -- Jeff Miller -- V -- Best = 4 to 7  
 Gunslinger -- AH -- Graeme Dandy -- V -- X  
 Gunslinger -- AH -- Matt Scheffrahn -- V M G -- X  
 Liberty or Death -- GMT -- Jeff Miller -- V -- Best = 4  
 Machiavelli -- AH -- Jeff Miller -- V -- Best = 6 to 8  
 Machiavelli -- AH -- Graeme Dandy -- V -- X  
 Machiavelli -- AH -- Nacho Fernadez -- V -- X  
 Magic Realm -- AH -- Jeff Miller -- V -- Best = 3 or 4  
 Merchant of Venus -- AH -- Mark Palmer -- V -- Best = 3 or 4

Merchant of Venus -- AH -- Jeff Miller -- V -- X  
 Merchant of Venus -- AH -- Derek Lenard -- V -- X  
 Napoleonic Wars -- GMT -- Aaron Martin -- V -- Best = 4  
 Napoleonic Wars -- GMT -- Jeff Miller -- V -- X  
 Pendragon -- GMT -- Jeff Miller -- V -- Best = 4  
 Plains Indian War -- GMT -- Jeff Miller -- V -- Best = 4  
 Republic of Rome -- AH -- Jeff Miller -- V -- Best = 5 or 6  
 Sails of Glory -- Ares -- Nate Forte -- TTS - Discord live play -- Best = 4+  
 Samurai -- AH -- Delwayne Arakaki -- V -- Best = 4  
 Source of the Nile -- AH -- Jeff Miller -- V -- Best = 4  
 Spies! -- SPI -- Erica Snarski -- V -- Best = 5  
 Stellar Conquest -- AH -- Jeff Miller -- V -- Best = 4  
 Stellar Conquest -- AH -- Mark Palmer -- V -- X  
 Stellar Conquest -- AH -- Brian Stretcher -- V -- X  
 Stellar Conquest -- AH -- Terry Gallion -- V - Discord live play -- X  
 Successors -- AH -- Jeff Miller -- V -- Best = 4  
 Tank Duel -- GMT -- Nate Forte -- V - Discord live play -- Best = 3  
 The Kaiser's Pirates -- GMT -- Nate Forte -- V - Discord live play -- Best = 4  
 Time of Crisis -- GMT -- Jeff Miller -- V -- Best = 4  
 Time of Crisis -- GMT -- Derek Lenard -- V -- X  
 Titan -- AH -- Jeff Gaul -- V -- Best = 4  
 Titan -- AH -- Eric Aune -- V -- X  
 Titan -- AH -- Jeff Miller -- V -- X  
 Unterseeboot -- PC AH Submarine -- Nate Forte -- Discord live play -- Best = 4  
 Versailles 1919 -- GMT -- Aaron Martin -- V -- Best = 4  
 Versailles 1919 -- GMT -- Derek Lenard -- V -- X  
 Virgin Queen -- GMT -- Jeff Miller -- V -- Best = 6  
 War of the Suns -- MMP -- Jeff Miller -- V -- Best = 3

## Virtual FTF Match Requests

To set up a game contact Nate Forte  
 Natforteg1@gmail.com

Sniper -- SPI -- Nate Forte (#2016) -- V / L -- 12 (2020) -- Discord  
 Ney vs Wellington -- S&T -- Nate Forte (#2016) -- V / L -- 12 (2020) -- Discord  
 Panzer Leader -- AH -- Nate Forte (#2016) -- V / L --

12 (2020) -- Discord  
 Sails of Glory -- AR -- Nate Forte (#2016) -- TT / G -- 12 (2020) -- Discord  
 SPQR -- GMT -- Justo Perez -- TT / V / Z -- 12 (2020) -- ?  
 Gunslinger -- AH -- Nate Forte (#2016) -- V / G -- 6 (2021) -- Discord

## AHIKS Unit Counter Pool

We have a supply of unit counters and other game components if you need one or two to perfect your game. A list of the available counters follows.

To request a lost counter, rulebook or accessory, email the UCP custodian, Brian Laskey at ahiks-ucp@comcast.net ! Please Note: In order to use the Unit Counter Pool you must be a current member of AHIKS. If you are not a member but would like to find out how to join please go to the To Join page.

### AVALON HILL-VICTORY GAMES

Across Five Aprils General 25-2 Counter Insert  
 Advanced Civilization Bulge '81  
 Afrika Korps Empires in Arms  
 Air Assault on Crete 1776  
 Anzio Tac Air  
 ASL (Beyond Valor, Red Barricades, Yanks)  
 B-17 General 26-3 Counter Insert  
 Bismarck Flight Leader  
 Blitzkrieg Firepower  
 Bitter Woods (1st ed. No Utility), 2nd ed Merchant of Venus  
 Breakout Normandy  
 Bulge '65 General 28-5 Counter Insert  
 Bulge '81 Midway/Guadalcanal Expansion  
 Bulge '91  
 Bull Run  
 Caesar's Legions Merchant of Venus  
 Chancellorsville Panzer Armee Afrika  
 Civil War Panzer Blitz  
 Desert Storm (Gulf Strike: Desert Shield) Panzerkrieg  
 D-Day Panzer Leader  
 Devil's Den Russian Campaign  
 1809 Siege of Jerusalem (Roman Only)  
 Empires in Arms 1776  
 Firepower Stalingrad (Original)  
 Flashpoint Golan Stalingrad (AHgeneral.org version)  
 Flat Top (No Markers) Storm over Arnhem  
 Fortress Europa Squad Leader

France 1940 Submarine  
 Gettysburg '77 Tactics II  
 GI Anvil (German & SS Infantry; Small Third Reich  
 Guadalcanal Tobruk  
 Hells Highway (German) Turning Point  
 Stalingrad  
 Hitler's War VITP  
 Hundred Days Battles War at Sea

SPI  
 Battles for the Ardennes (Some  
 Allied) Jackson/Corinth Reinforce the Right! (S&T  
 180)  
 Berlin '85 Kharkov Soldiers (Off-Centered)  
 Boar Nicaragua (S&T 120) Solomons Campaign  
 Operation Typhoon (Soviet) Sorcerer  
 Crusader Panzergruppe Guderian South Africa  
 Eylau Plot to Assassinate Hitler Strategy One  
 Fall of Rome Raid Tannenburg  
 Fighting Sail Red Star/White Star To The Green  
 Fields Beyond  
 Unit Type Marked Blank Counters (Misc gray,  
 white, olive green, tan, light blue)

MISC  
 ACES HIGH (3W) English Civil War (Ariel) Opera-  
 tion Crusader (FGA)  
 Alesia (GMT) Eylau (3W) Proud Monster (XTR)  
 Alexandros (Command #10) Field Marshall (Jedko)  
 Race for Tunis (3W)  
 Ardennes (Gamers) First Blood (AHIKS) RAF  
 (Decision)  
 Barbarossa (TSR) German Only Forward to Rich-  
 mond (3W) Raphia (GDW)  
 Bastogne or Bust (Terran Games) - Confederate Only  
 Stalin's Tanks (Metagaming)  
 Battle of Britain (Gamescience) Gleam of Bayonets  
 (TSR) Sturm Nach Osten (3W)  
 Bitter Woods (L2) Hundred Days Battles (OSG) Ti-  
 gers in the Mist (GMT)  
 - Expansion & Some Utility Hunters (Consim Press)  
 Victory in the West (GMT:  
 German)  
 Blank Counters (Various) Jerusalem (SDC) Von  
 Manstein (Rand)  
 Blitzkrieg '41 (XTR) Landships! (COA) Sheet 1 War  
 Without Mercy (COA)  
 Case White (GDW: Polish-Soviet) -Front counters  
 fine, back off  
 center Wilderness War (GMT)  
 Chickamauga (West End) Lawrence of Arabia (3W)

World in Flames (ADG 5th ed.)  
 Clash of Steel (3W) Legend Begins  
 Colonies in Revolt (TSR) - (Rhino & Terran Games  
 3rd ed.)  
 C.V. (Yaquinto) Missile Boat (Rand)  
 Dark December (OSG) Moscow '41 (TSR)  
 Decision at Kasserine (3W) 1944 (3W: Germans)  
 Desert Rats (Simulation Games) Objective Schmidt  
 (Gamers)  
 Dresden (3W & Simulation  
 Games) One Page Bulge (Steve Jackson)  
 Command Magazine Asst- Black Gold, Blood &  
 Iron, Buena Vista, Mississippi Banzai, NNN- D-Day  
 90,  
 Olustee, Triumph of the Will, Emperor's First Battles  
 Repl., Maneuver, Napoleon's Last Battles  
 Repl., Sevastapol, Kreig Repl.

Gamers Repl/Variant Counters 92, 94& 95  
 1992: Barren Victory, Bloody 110, Bloody Roads  
 South, Force E's War, Guderian's Blitzkrieg, Omaha,  
 Stalingrad Pocket  
 1994: Ardennes, Enemy at the Gates, GD '40, Guder-  
 ian's Blitzkrieg, M'Kau  
 1995: Black Wednesday, Hunters From The Sky,  
 Perryville, CWB, April's Harvest, GD'40, Tunisia  
 1997: Gaines Mill, Hube Pocket, SP2, TCS Airstrike  
 counters, Generic CWB repl. leaders, etc.  
 1998: A Raging Storm, Afrika, Gaines Mill, GD'41,  
 OCS Dumps, Semper Fi!, Stalingrad Pocket II, TCS  
 Aircraft  
 1999: Seven Pines, GD '41, Raging Storm, Stalin-  
 grad Pocket 2, Lodz 1914, Hallowed Ground, Hube's  
 Pocket

## PARTS LIST

Aces High (3W) Map  
 Advanced Civilization (AH) Map, Cards  
 Alexandros (Command #10) Mag, Map, Rules  
 Afrika Korps (AH) Map, Battle Manual, Rules,  
 TRC (Partly used), CRT  
 Air Assault on Crete (AH) Rules-h, OOBs  
 Armada (SPI) Rules and Errata  
 ASL (AH) 1st ed. Rules, Red Barricades Map, Asst.  
 scenarios  
 Bastogne or Bust (Terran) Misc. Parts  
 Battle for Moscow (GDW) Map, Rules  
 Battle of Britain (Gamescience) Misc. Parts  
 Battle of the Ring (Wargamer #1) Rules  
 Birth of a Nation (3W) Rules

Bismarck (AH) Map, Rules, Charts  
 Bitter Woods (AH) Map, OOBs 1sted., Rules 2nd & 3rd editions.  
 Bitter Woods (L2) Map, Charts, OOBs  
 Blenheim (3W) Map, Rules  
 Bloody Buna (3W) Rules  
 Blue Max (3W) Rules  
 Bulge '65 (AH) Map, Battle Manual, CRT, OOBs  
 Bulge '81 (AH) OOBs- scans of  
 Breakout Normandy (AH) Map, Charts, Rules, OOBs  
 Breitenfeld (SPI) Map, Rules  
 Bull Run (AH) Map, Charts, Rules-h  
 Caesar's Legions (AH) Rules  
 Cassino (SPI) Rules  
 Chancellorsville (AH) Map, Rules, Charts  
 Chickamauga (West End) Map, Rules, Union/Confed Chart  
 Condor (3W) Rules  
 Crescendo of Doom (AH) Rules-h, Ref Charts, Scenario Cards  
 Cross of Iron (AH Rules 2nd ed.-h, scenario cards)  
 C.V. (Yaquinto) Map, Rules, Charts  
 Decision at Kasserine (3W) Rules, Order of Appearance Charts  
 D-Day (AH) Map, Rules, CRTs  
 Devil's Den (AH) Rules-h, Charts  
 Desert Rats (Simulation Games) Cover Sheet fair  
 Destruction of Army Group Center (SPI) Rules  
 Divine Right (TSR) Rules  
 Dresden 1813 (3W/Decision) Rules  
 East is Red (SPI) Rules  
 1809 (VG) Map, Org Displays  
 Empires in Arms (AH) Map, Rules, Charts  
 English Civil War (Ariel) Various Parts  
 Eylau (SPI) Map & (3W) Map  
 Fall of Rome (SPI) Rules  
 First Blood (AHIKS) Map, Rules  
 Fortress Europa (AH) Rules 1st ed., Map, charts, OOBs ed.?  
 Forward to Richmond (3W) Rules & 2nd ed. Supplement  
 France 1940 (AH) Map, Rules, Charts, OOBs  
 Panzer Armee Afrika (AH) Map, Rules, TEC  
 Gettysburg 77 (AH) Map  
 G.I. Anvil of Victory (AH) Rules, Scenario Cards  
 Gleam of Bayonets (TSR) Map, Rules  
 Great War in the East (SPI) Rules- Both Standard & Tannenberg  
 Guadalcanal (AH) Map, Charts, Manual  
 Hell Hath No Fury (3W) Rules, Map  
 Hitler's Last Gamble (3W) Map  
 Hitler's War (AH) Map, Record Cards  
 Hundred Days Battles (Both OSG & AH Version) Map, Rules-h  
 Jackson/Corinth (SPI) Map, Rules Both  
 Jerusalem (SDC) TEC, OOBs  
 Kaiser's Battles (S&T 83) Mag, Rules  
 Kharkov (SPI) Map  
 Kreig (3W) Charts Only  
 Lawrence of Arabia (3W) Rules  
 Legend Begins (Rhino) 1st ed. Map, Rules, Charts & (Terran) 3rd ed. Rules, Charts  
 Marston Moor (3W) Rules  
 Merchant of Venus (AH) Map, Rules-h, Misc.  
 Napoleon at Waterloo (SPI) 2nd ed. Map, Rules  
 Napoleon's Art of War (S&T 75) Magazine Only  
 Nicaragua (S&T 120) Map, Rules, Magazine  
 Never Call Retreat (3W) Rules  
 October War (S&T 61) Rules  
 One Page Bulge (Steve Jackson) Map, Rules, CRT/TRC  
 Panzer Blitz (AH) Map, Rules, Scenario Cards  
 Panzerkreig (AH) Rules-h  
 Panzer Leader (AH) Map, Scenario Cards  
 Paths of Glory (GMT) Map  
 Plot To Assassinate Hitler (S&T 59) Rules  
 Raphia (GDW) Map, Rules  
 Red Star/White Star (SPI) Map, Rules Both, Status Sheets  
 Reinforce the Right! (SPI S&T 180) Map, Rules  
 Russian Campaign (AH) Rules 2nd ed., Map, Charts  
 Scrimmage (SPI) Rules  
 1776 (AH) Map, charts, Rules  
 Squad Leader (AH) Rules 3rd ed., Charts, Scenario Cards, Maps  
 Soldiers (SPI) Map  
 Solomons Campaign (SPI) Map, Rules, Charts  
 Sorcerer (SPI) Map, Rules  
 South Africa (S&T 62) Rules  
 Stalin's Tanks (Metagaming) Rules, Map  
 Strategy One (SPI) Map, Charts  
 Sturm Nach Osten (3W) Rules  
 Tactics II (AH) Map, Rules, Time-Weather Chart  
 Tank (SPI) Rules  
 Tannenburg (SPI) Map  
 Third Reich (AH) Map, 1ed. Rules, Scenario Cards  
 Tigers in the Mist (GM) Rule, Map both rough shape, Charts  
 Tobruk (AH) Roster Pad  
 Triplanetary (GDW) Map  
 Veracruz (SPI) Rules  
 VITP (AH) Map, Rules, OOAs  
 Victory in the West (GMT) Map B

Von Manstein (Rand) Map, Rules  
 War and Peace (AH) Rules, Charts  
 War at Sea (AH) Map  
 War Without Mercy (COA) Map  
 Waterloo (AH) Map  
 Westwall (SPI) Rules Standard & Bastogne  
 Wilderness War (GMT) Map, Charts, Rules, Play-  
 book, Clips  
 Wooden Ships & Iron men (AH) Rules  
 World in Flames (ADG) 5th ed. Map, Weather chits  
 (worn), Some charts

#### Miscellaneous

Strategy & Tactics #259 (magazine only) Dominion-  
 Mini Expansion Envoy Cards Die Macher- 3 cards  
 (unknown purpose) AH  
 PBM Pads: Afrika Korps, Anzio, Bulge 65, Bulge  
 '81, Kriegspiel, Luftwaffe, 1914, PanzerBlitz, Rus-  
 sian Campaign (Russian  
 only), Stalingrad, Waterloo SL/ASL Boards: 1-4, 8,  
 16-24 SPI Simultaneous Movement Plotting Sheets  
 AH Non-Wargames: Executive Decision, Stock Mar-  
 ket  
 Note: The “-h” after Rules denotes some highlight-  
 ing/underlining and/or writing

## Published Board Wargames

From George Phillis, based on games in his  
 collection.

Awful Green Things from Outer Space Dragon 28  
 1979  
 Awful Green Things from Outer Space TSR 1980  
 Axis & Allies MB 1984  
 Axis & Allies Europe Avalon Hill 1999  
 Axis & Allies Pacific Avalon Hill 2000  
 Axis and Allies Nova Games 1981  
 Axis Empires: Dai Senso! Decision Games 2011  
 Axis Empires: Totaler Krieg Decision Games 2011  
 Axis of Evil Modern War 39 2019  
 Axis&Allies Pacific 1940 AvalonHill 2009  
 Azteca Tilsit 1998  
 Aztlan Ares 2012  
 Azul y Roja Ludo 200x  
 B-17 AvalonHill 1983  
 B-17 Flying Fortress leader DVG 2017  
 B-17 Queen of the Skies On-Target 1981  
 B-29 Superfortress Legion Wargames 2012  
 Babylon 5 Component Game System CGS 1997

Babylon 5 Wars AoG 1997  
 Back to Iraq Command 50 1998  
 Back to Iraq XTR 1993  
 Back to Iraq? S&T 208 2001  
 Bad Moon Rising High Flying Dice 2016  
 Bad News on the Doorstep The Battle of Kontum  
 High Flying Dice 2022  
 Baiting the Bear High Flying Dice 2015  
 Balaclava Decision Games 2021  
 Balaclava SPI 1978  
 Balance of Power AWA 1979  
 Balance of Powers Compass Games 2014  
 Balck Friday Against the Odds 48 2018  
 Balkan Blitzkrieg Fastplay Games 201x  
 Balkan Front GRD 1990  
 Balkan Fury Diffraction Entertainment 2011  
 Balkan Gambit, 1943-1945 S&T 298 2016  
 Balkan Hell: Bosnia-Herzegovina Command 35 1995  
 Balkan Storm PacRim 1995  
 Balkan Wars S&T 164 1993  
 Balkans 1941: The Prelude to Barbar S&T 182 1996  
 Balkans 1944 World at War 81 2022  
 Ballistic Missile Tabletop 1975  
 Balloon Buster Nova 1985  
 Ball's Bluff Legion Wargames and War Diary Maga-  
 zine 2015  
 Baltic Arena Clash of Arms 2005  
 Baltic Gap Summer 1944 MMP 2006  
 Banana Republic D&F  
 Banana Wars US in the Caribbean 1898-1934 S&T  
 322 2020  
 Band of Brothers Worthington 2015  
 Band of Brothers Battle Pack 1 Worthington 2017  
 Band of Heroes LNL Publishing 2007  
 Bandenkrieg: Hell Behind the Eastern Front Critical  
 Hit 2013  
 Banditen Para Bellum 7 2020  
 Bannockburn 1314 Taktyka I Strategia 2012?  
 Bannockburn 1314, part 1 Taktyka I Strategia 19  
 2006  
 Bannockburn 1314, Part 2 Taktyka I Strategia 20  
 2006  
 Banzai Blitz SpartanSGJ 1976  
 Banzai!Blitz! SSGJ 10 1976  
 Banzai\* AvalonHill 1984  
 BAOR S&T 98 1981  
 Baptism at Bardia Peter Schutze 2006  
 Baptism by Fire: The Battle of Kasserine MMP/The  
 Gamers 2017  
 Bar Lev ConflictGC 1974  
 Bar Lev GDW 1977

- BAR Primer Clash of Arms 2012?  
 Baraique de Fraiture 2 The Battle for Parker's Crossroads Critical Hit 2011  
 Barbarian Kings Tactics 42 1987  
 Barbarian Kings Ares 3 1980  
 Barbarian Prince Heritage 1981  
 Barbarian The White Dwarf 15 1979  
 Barbarian, Kingdom, and Empire Icarus 1983  
 Barbarians Camelot 1993  
 Barbarians GMT Games 2008  
 Barbarians KP - Kieth Poulter 1994  
 Barbarians at the Gates Compass Games 2020  
 Barbarossa MITSGS 1968  
 Barbarossa Poultron 1969  
 Barbarossa SPI 1971  
 Barbarossa TSR 1986  
 Barbarossa 1941 Vae Victis 43 2002  
 Barbarossa 1941, Kociol Bialostocki Taktyka I Strategia 31 2010  
 Barbarossa 1941, Litwa, lotwa Taktyka I Strategia 32 2010  
 Barbarossa Army Group Center, 1941 GMT Games 1998  
 Barbarossa Army Group North, 1941 GMT Games 2000  
 Barbarossa Army Group South 1941 GMT Games 1997  
 Barbarossa Campaign The Panzerschrek 3 1999  
 Barbarossa Crimea, 1941-42 GMT Games 2010  
 Barbarossa Deluxe Decision Games 2016  
 Barbarossa Kiev to Rostov, 1941 GMT Games 2008  
 Barbarossa Solitaire David Kershaw 2002  
 Barbarossa to Berlin GMT Games 2002  
 Barbarossa: The Russo-German War World at War 1 2008  
 Barbary Coast War Guild of Blades 2004  
 Bargation 1944 Taktyka I Strategia 26,25 2008  
 Bar-Lev the 1973 Arab-Israeli War Compass Games 2019  
 Barnard's Star Kerry Anderson 1999  
 Barons of Fyn~The Bone Games 1996  
 Barons' War Clash of Arms 2004  
 Baroque Aleph Game Studio 20xx  
 Barren Victory The Gamers 1991  
 Barrenlands Maps 5&6 Columbia Games 2000  
 Barring the Gate The Battle of Chateau de Hougoumont High Flying Dice 20xx  
 Baseball Strategy AvalonHill 1962  
 Basketball Strategy AvalonHill 1974  
 Bastogne SPI 1976  
 Bastogne World at War 56 2017  
 Bastogne A Desperate Defense Decision Games 2010  
 Bastogne Crossroads of Deah Pacific Rim Publishing 1991  
 Bastogne Crossroads of Death JPW 1991  
 Bastogne or Bust Paul Koenig Games 2015  
 Bastogne or Bust Terran Games 1995  
 Bastogne Screaming Eagles Under Siege MMP 2009  
 Bastogne The Desperate Defense FGA 1992  
 Bastogne&The Battle of the Ardennes S&T 20 1970  
 Bataan! The Battle for the Philippines, 1942 Compass Games 2010  
 Bataan, Battle for the Philippines Balboa 1972  
 Bataille de Corbach Campagne d'Allemagne 1760  
 Vae Victis 142 2018  
 Bataille de la Marne 1914 JeuxDesc  
 Batailles pour le Canada Vae Victis 44 2002  
 Batalj Casper 1998  
 Batman Fluxx Clayface 2015  
 Baton Races of Yaz, The Dragon 82 1984  
 Baton Races of Yaz, The TSR 1984  
 Baton Rouge S&T 133 1990  
 Battle Yaquinto 1979  
 Battle Above the Clouds MMP 2009  
 Battle Armor Bad Baby Productions 2007  
 Battle Armor Hive Invasion Bad Baby Productions 2007  
 Battle at Bull Run White Dog Games 2009  
 Battle at Durk's Well, The Tom Webster 1979  
 Battle at Lone Jack A Missouri Street Fight One Small Step Games 2015  
 Battle Beyond Space Z-Man Games 2012  
 Battle Box Warcoach Games 2020  
 Battle Cry AvalonHill 1999  
 Battle Cry MiltonBrad 1962  
 Battle Cry WotC 2010  
 Battle Cry for Freedom Decision Games 2002  
 Battle Cry! 3W 1986  
 Battle for Andromeda Taurus Ltd 1975  
 Battle for Baghdad MCSGroup 2009  
 Battle for Basra GDW 1991  
 Battle for Bataan Panzerschrek 9 2002  
 Battle for China Fiery Dragon 2004  
 Battle for China,1937 S&T 259 2009  
 Battle for Endor WestEndGms 1989  
 Battle for Galicia NO MAP OR UNITS Oregon Con-Sim Games 2006  
 Battle for Germany Decision Games 1994  
 Battle for Germany S&T 50 1975  
 Battle for Germany Tactics 24 1985  
 Battle for Gettysburg Chris Harding Simulations 2013  
 Battle for Hue ConflictMg 6 1977



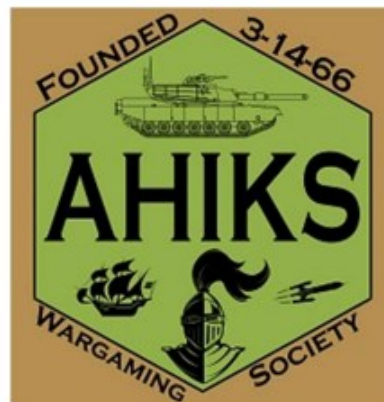
## AHIKS TRC 500 TOURNEY

“Gaming on the Edge of Insanity”



This is an online Russian Campaign Tournament, each game lasting six game-turns, with a \$500 cash, first place prize. VASSAL is the default gaming program for online play. The event will be single elimination play, with the winners advancing to a final round of play.

The tournament is sponsored and managed by AHIKS.



AHIKS is the world's oldest and largest international board gaming society. Our objective is to supply mature, reliable opponents for enjoyable board gaming experiences, no matter whether you play face-to-face, over the internet, or via paper mail. Membership is free. To join, contact [https://ahiks.com/to join/](https://ahiks.com/to%20join/)

To participate, remit \$5 (checks payable to Brian Stretcher) and include your contact information, with email address to:

AHIKS 500 TRC Tournament  
c/o AHIKS Judge Randy Heller  
P.O. Box 102  
Barrington, NH 03825

*Entry deadline: 30 November 2023*