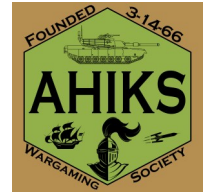


The Kommandeur



Volume 58 Number 5

An AHKS Publication

September 2023

This is our *special* issue, to make up (a bit) for the somewhat limited issue of last month.

We have an immediate need for a new Kommandeur Editor. Someone who can collect articles, assemble them into a zine, nag officers to submit reports, generate an issue in some format, and convert the format to a PDF that the Publisher can mail, is preferred. From many formats, I can handle the conversion to PDF.

President's Report

The primary mailing difficulty appears to have been resolved. The recent mailing went through with almost no bounces. I kept calling our ISP and asking for a particular fix, and finally hit someone who could understand what I was asking and knew how to do it. Before that we hit several people who claimed to have fixed it, but were lying (or had no clue) about what they had done.

The secondary mailing difficulty was that several people somehow were not added or were dropped from the list. I am still working on correcting this issue.

Note Our friends:

War Diary Magazine (wardiarymagazine.com) is an honest-to-goodness board wargaming magazine that actually reviews games and covers game strategy. War Diary magazine as a company also publishes attractive board wargames. Most important, they are run by nice people who give us free advertising. Please look at their web site.

International Kriegsspiel Society (kriegsspiel.org) unites 1,600 members from all over the world in the passion of studying, discussing and playing a single game, the original wargame, Kriegsspiel. There is an IKS Discord server. You can find it by searching on "International Kriegsspiel Society".

~RIP~

As your President, it is my sad duty to report that long-time fellow member Ronald Brooker has passed away.

The Afrika Korps Tournament has gained another player, but is continuing to advance. The Blue and Gray Quad tournament is advancing. Several games have been won.

Member Mark Gorski <markgo_00@yahoo.com> is interested in selling part of his collection of games and magazines. You can contact him for the full list, which includes many only S&T, Command, and War-gamer issues.

Russian Campaign A Five Turn Tournament Report From Art Dohrman

The third round of the double elimination TRC PBEM tournament is underway with three games:

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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 as .rtf, .docx, or similar formats.

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minder, this scenario awards VP based on possession of major and minor cities on the “enemy” side of an objective line. Major cities are worth 2 VP each, and minor cities 1.

Here’s the initial Russian setup and German attacks:

Figure 1 Russian setup and initial German attacks

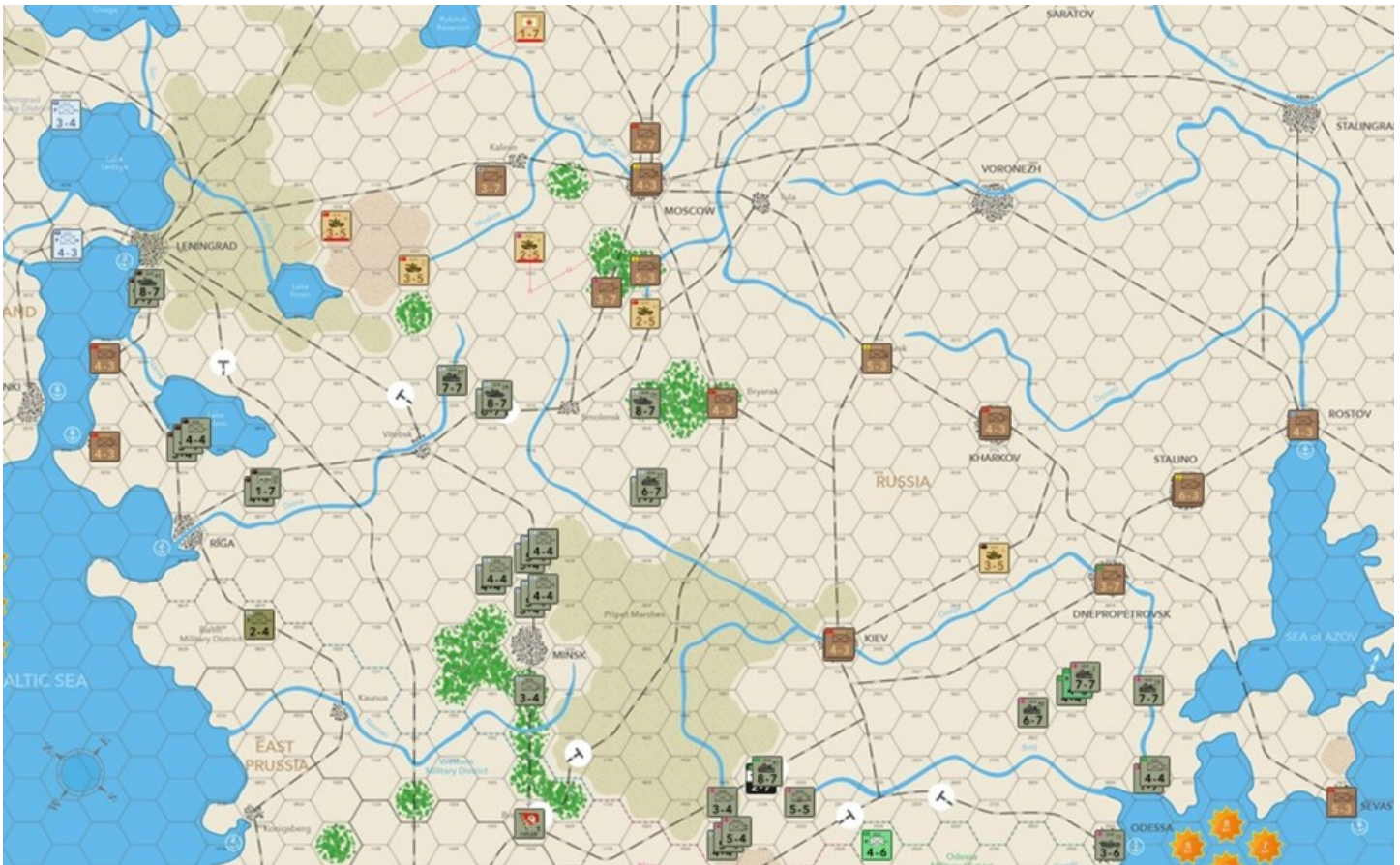
The Germans started off May 1941 with an overrun in the Western Military District which allowed them to exploit deep into the Russian position. Attacks all along the front at 4:1 and 5:1 odds (and a few 3:1s) resulted in the Baltic, Western, and Odessa Military Districts being completely wiped out, including the capture of Odessa itself. The Germans made inroads into Kiev Military District, but substantial Soviet forces remained in being. Not shown in this image but in the north, the Finns launched a 2:1 versus the Russian 7th Army and eliminated it without loss to themselves. Die rolls averaged 3.7 first impulse and 4.1 second; combined with the generally excellent odds, the Russians suffered heavily.

In response, with the bulk of German panzer units in the north, the Russians elected to give substantial ground, retreating out of the reach of most German infantry. In retrospect, the Russian retreat beyond the Dvina River in the north may have been too far. Remaining Kiev MD forces manned the mountainous terrain southeast of Lwow, while other forces formed a defensive line along the Bug River, complete with a second line in front of Kiev. Kiev, Dnepropetrovsk, Sevastopol, and Rostov all received garrisons.

In July 1941 the German panzers exploited the deep Russian retreat in the north by brushing aside the thin screen in front of Leningrad and achieving a “contact” versus the unsupported Leningrad worker on second impulse, placing it in an attack-or-withdraw situation. Five other panzers ended up in the Smolensk-Vitebsk area, threatening Bryansk and

In the winners bracket, Hugh Smithers’ Axis side gives Art Dohrman’s Russians 12 extra replacement points. In the next game, Tom Thornsen is taking the Russian side with a bid of 16 extra replacements. Finally, Paul Raphael and Mike Stubits are still in the bidding/side determination process at this writing.

And we already have a result in the Smithers-Dohrman game! Hugh’s Axis defeated Art’s Russians with a final score of zero victory points, just over the -1 required for a German victory. As a re-



Moscow itself. Two weak Soviet tank corps, and Comrade Stalin himself, are all that stand in front of Moscow. In the south, the screen holds – Kiev and Dnepropetrovsk remain in Russian hands. Attack odds for the Germans were mostly 4:1s and 5:1s first impulse, with several 3:1s second impulse. The dice were not quite as favorable for the Germans this turn.

Nevertheless, the Russian situation was perilous. Clearly Moscow had to be the priority. Most of the replacements manned the woods west of Moscow, while Comrade Stalin developed a sudden interest in the Caspian Sea and railed off to Astrakhan. Two bypassed Soviet armies in Estonia hold Tallinn and block the two German panzers which captured Leningrad from rejoining the main front. Their life expectancy is rather short but they still have a function to perform. Kiev is left with a minimal garrison while the industrial centers of Kharkov and Stalino are fortified.

Figure 2 Situation at end of Russian Aug 41

The crucial weather die roll turned up: light mud. Under the scenario rules, this also meant that November/December weather would also be light mud. (If

September/October weather had been clear, November/December would have been snow). So the Germans were limited to one Stuka in September, and one in November.

The Germans used their single Stuka to aid in the capture of Kiev, while the infantry generally closed up with the panzers. Dnepropetrovsk and Bryansk also fell to the Germans. The German attacks were fewer and at reduced odds for the most part; combined with poor die rolls this led to limited results for the Germans.

In the Russian September/October turn, the Estonia garrison continued to hold out, while the first big batch of Siberian reinforcements thickened up the defenses of Moscow, Kursk, Kharkov, and Stalino. The November weather, as previously noted, was again light mud. The Germans used their last Stuka to capture Kharkov and attacked Kursk on second impulse. The result was a Contact: the Russian garrison remained in the city but was placed in an attack-or-withdraw position. The Estonia garrison was eliminated. Some attacks at good odds, and some at low odds, combined with die rolls closer to the average yielded generally favorable results for the Germans. At this point, possession of Leningrad yielded the



Germans +2 victory points; retention of Stalino by the Russians resulted in -2 VP. With a net value of zero, the Germans were now sitting on a 2 point lead, above the threshold of -1 for a victory.

In the Russian turn, the Guards deployed in the center and commenced a push toward Smolensk and Bryansk. Several low odds attacks and ‘meh’ die rolls resulted in a big hole in the German front: one German unit remained to guard a seven-hex front between Smolensk and Kursk. Against this however the Germans had plenty of strong units in the Kursk-Kharkov area to shift over.

And they certainly did so in the last turn (January 1942). Bryansk was strongly held, and the Germans launched a pair of 2:1 attacks to gain full possession of Kursk: the first one failed with an AR (attacker retreat), but the second impulse do-over resulted in another Contact, with the Germans firmly in possession of the city. A 1:1 attack against Sevastopol failed; it had a 47% chance of kicking out the Russians and gaining the Germans 2 more VP, which would certainly have ended any hope of a Soviet victory. And the Finnish unit that had been moving along the north board edge for three turns (unnoticed by the Soviets) walked into Archangel unopposed! At this point with Leningrad and Archangel on the plus side for the Germans (+4) and Stalino on the negative side (-2) the net score was +2 for a resounding German victory.

Figure 3 End of German February 1942

The Russians needed to make up 4 VP to pull out a win. The first task was Archangel: replacements and reinforcements came on at the eastern board edge and recaptured Archangel with a 2:1 attack. VP total back down to 0. Since experience has shown the futility of attempting to capture the Bryansk city-woods hex (where retreat is not required) with low odds attacks against multiple German units, the Russians elected to concentrate against Smolensk and Kursk for the last 2 VP. Only low odds attacks were available, and extremely favorable die rolls were required (as I expressed to Hugh before the die rolls, probability of success was greater than zero, but not by much). The required die rolls were not forthcoming, and I conceded after first impulse.

At the end of the game, 20 German units were in the dead pile. This compares to German casualties of 9 and 13 units in two of my previous games in this scenario; not a scientific survey perhaps, but an indication that this was a hard-fought contest. Overall the dice were reasonably neutral; certainly both of us had particular die rolls we wished had turned out differently, but in terms of the raw average die roll the dice didn’t favor one side over the other. I’ve identified a couple of things I’ll do differently the next time I play the Russians. For one thing, I’ll certainly pay attention to the pesky Finns! An excellent game, and a well-deserved victory for Hugh, who advances as the sole proprietor of the winners’ bracket. Who will emerge from the losers’ bracket to challenge him?

Judge's Report — Randy Heller

Development of the six turn Barbarossa scenario for the AHIKS TRC 500 Tournament continues to make progress. We have been focusing on fine tuning the victory conditions. A hiccup occurred when a misinterpretation of rule 28.3 took place. Axis progress in one section of the map does not transfer to another section of the map. In other words, it applies only to "each hex of the furthestmost eastern hex row running north-south which is occupied by an Axis unit." Once that was clarified, we were back in the saddle. Game result reports continue to slowly come in. At this time, the following is forming up well. Unless convinced otherwise, it could be the final iteration. Time will tell.

Victory Conditions: The Axis player wins IMMEDIATELY if he controls Moscow at any point during the scenario (see rule 17.2.1). The Axis player also wins IMMEDIATELY if Stalin is eliminated or surrendered at any point during the scenario.

Failing an immediate victory, the Axis player wins the match if his Victory Point total equals or exceeds NINETEEN (+19) at the end of the Russian March/April 1942 turn. Victory Points are added to the Axis player's total for controlling objectives (cities and oil wells) east of the scenario start line and subtracted from the Axis player's total if the Soviet player controls objectives west of the scenario start line. Victory points can also be awarded or lost based on other outcomes during the scenario, as noted below. The Russian player wins by preventing an Axis victory.

For determining the victory points, a side needs to:

1. Control the objective, per rule 17.2.1, applying it to oil wells in addition to cities with the following change to that rule.
2. No objective will be considered 'not controlled' for determining victory points in this scenario. If an objective is 'contested' at the end of the scenario, the side that last occupied the objective hex will be given credit for the points for that objective.
3. If an objective hex has never been occu-

ped by either side during this scenario, assume that it was occupied by the side whose side of the start line that the objective hex belonged to.

NOTE: Since all games are being played by email in this tournament, players must show movement trails when they have entered an objective hex so that there is no doubt which player last occupied a particular objective hex.

Victory points are awarded to the Axis player as follows:

Control Major cities on the other side of the start line = 2 points for Axis / -2 points for cities lost to the Soviet

Control Oil wells on the other side of the start line = 2 points for Axis / -2 points for Soviet

Control Minor Cities on the other side of the start line = 1 point or Axis / -1 point for Soviet

Eliminate an Axis HQ unit or Hitler = -1 point each (maximum of -4) Rule 11.3 still applies for the loss of Hitler.

Eliminate Stavka = 1 point (maximum of 1 point even if Stavka is lost multiple times in the scenario)

Axis lose 0 Panzer corps (tank silhouette units) during the scenario = 1 point

Axis lose 3 or more Panzer corps during the scenario = -1 point

Campaign Game and Sudden Death victory conditions are not used.



If Königsberg had never been occupied by either side, players should consider that Königsberg had been last occupied by the Axis player since that objective started on the Axis side of the scenario start line.

Vice President's Desk

Over the years I have entered into discussions with fellow gamers about what are the best games by subject, designer and publisher. I originally discovered board wargaming in 1973 when my brother and I purchased Avalon Hill's Africa Korps in an Eckerd's drug store. Time flies, both the publisher and drug store chain are long gone.

So, as an exercise I have decided to tackle the 10 best Avalon Hill games of all-time. I tried to base it upon personal experience, whether the game has held up well as a design over the passage of decades and innovativeness. I will earn some ire from the readership since I eliminated all the early designs. Why? They were important back in the day but have been surpassed.

The Rise and Decline of the Third Reich, 3rd printing, 4th edition rules. (1981)

Incredibly innovative. This game had it all-politics, diplomacy, military actions on a grand scale. The gamer could try the actual historical approach or alternative strategies. John Prados will always be remembered for this classic.

Caesar (1976)

Avalon Hill never produced numerous ancient games. However, of those produced this is the best. Dr. Robert Bradley produced a well-balanced game of Caesar's siege of Alesia. Some argue that the ramparts on the map are inaccurate, an overlookable flaw. Richard Berg's GBoH Alesia is probably more accurate, but this was more fun.

Flat Top (1981)

Originally published by Battleline Games. Avalon Hill bought the rights and added an additional scenario with hundreds of additional counters. This game is tense. The pins and needles of play is best experienced in a double-blind format. You will never forget the gaming session.

Diplomacy (1976)

The importance of this game cannot be understated. It

is considered one the finest crafted designs ever. The game is still in print, currently by Renegade Games. The gaming community that continues to support it is amazing. These days I occasionally play it online.

Kingmaker (1974)

Although Kingmaker was released by Ariel Games in the UK prior to 1974, it is the AH release that put the game on the map. It was popular enough to warrant a second printing in 1988. Thankfully, Gibson Games UK released the definitive version earlier this year. The ambiguities removed, stunning artwork and alternative versions of play available. The game is gorgeous.

Napoleon's Battles (1989)

Surprised by this choice? It was my personal introduction to miniatures. I later learned that GDW's System 7 series beat this in terms of marrying miniatures with board games, but for me this was it. Cardboard counters are replacing expensive and laborious figures. A brilliant concept.

PanzerBlitz (1970)

What can I say, the game probably put Avalon Hill on the map more than any other. It is still widely played. Not bad for a 50+ year old game. Over the years, many variants have been created with maps, counters, etc.

The Russian Campaign (1977)

The game was originally published by Jedko Games of Australia. Avalon Hill's version was an immediate success. What's not to like? The Eastern Front (a perennial favorite of gamers), relatively straight forward rules and very playable. I ran an informal tournament with AHIKS members years ago and I managed to get a dozen people to play, single elimination. It's fun, challenging and the subject for the TRC 500 tournament starting in January.

Squad Leader (1977)

At the time of its release, Squad leader became the preeminent tactical game of the day. I was not a big tactical person, but I liked this one. It mirrored combat at this level without a myriad of rules. SL mor-

phed into three gamettes and ultimately ASL.

Wooden Ships & Iron Men (1975)

Like a number of AH other titles, the genesis of this title was with Battleline Games. AH published Battleline's Fury in the West, Dauntless, Air Force, Trireme, Machiavelli, Submarine, Flat Top, Samurai and others.

However, in this case, the WS&IM improved under the AH auspices. I thought the game captured the age of sail fairly well. Later in life, I adopted Clash of Arms Close Action. While it is the better game, WS&IM sparked interest.

Other worthy mentions

Up Front (1983)

Frederick the Great (1982)

Magic Realm (1979)

Bitter Woods (1998)

Great Campaigns of the American Civil War series (AH 1992-1998)

If you respond back with your choices and thoughts!

Opponents Wanted

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

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

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

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

Antietam - SPI - Omar Dewitt (44) - V

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
Battle of Austerlitz, Dec. 2, 1805 - SPI - Erica Snarski (2142) - VE

Battle of the Bulge, WWII: Commander - Compass - Bob Jones (1548) - V

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

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

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

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

Chickamauga - SPI - Omar Dewitt (44) - 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

Invasion of Malta, 1942 - AH - Chris Hyland (1862) - VX

Invasion of Russia, 1812 - Europa Simulazioni - Erica Snarski (2142) - VE

Jerusalem - SDC - Erica Snarski (2142) - EP

Knights of the Air - AH - Jeff Miller (1303) - VE

Korea - SPI - Erica Snarski (2142) - 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
 Midway - AH - Richard Saunders (1664) - E
 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
 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
 Punic Wars - SPI - Mark Palmer (1074) - VE
 Rebel Sabres - TSR - Peter Dunn (2235) - V
 Richtofen's War - AH - Richard Saunders (1664) - E
 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 Jerusalem - MMP - Erica Snarski (2142) - V
 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
 This War Without An Enemy - Nuts! Publishing - Andrew Patience (1646) - V
 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 - Jan Vanderveken (2286) - VE
 Twilight Struggle - GMT - Jeff Miller (1303) - VE
 Verdun 1916: Steel Inferno (2020) - FOS - William Marcy (1761) - VE
 Vietnam - GMT - Jeff Miller (1303) - VE
 Wagram - SPI - Omar Dewitt (44) - V
 War and Peace - - Mike Kettman (1067) - V
 War at Sea - AH - James McCormack (2369) - VE
 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) - VE

Published Board Wargames

A partial list from George Phillies

- Battle of Issy 1815 - C3I 32 - 2020
 Battle of Jassin, 1915 - Khyber Pass Games -
 Battle of Kalnock - Takara - 1985
 Battle of Legnano - TCS Games - 2008
 Battle of Lepanto The - S&T 272 - 2012
 Battle of Ligny - PZFST 3.5 - 1969
 Battle of Lobositz, The - GDW - 1978
 Battle of Maiwand. The - Khyber Pass Games - 2004
 Battle of Midway - World at War 54 - 2017
 Battle of Monmouth, The - Magazzu - 1978
 Battle of Monmouth, The - S&T 90 - 1982
 Battle of Moscow - Grogard - 1996
 Battle of Moscow - S&T 24 - 1970
 Battle of Nations - SPI - 1975
 Battle of North Kursk - Kuro Neko Design Workshop - 2019
 Battle of Owarg's Caves - anon - 198?
 Battle of Pleasant Hill, The - S&T 106 - 1986
 Battle of Prague, The - GDW - 1980
 Battle of Raclawice 1794 - Strategemata - 2020
 Battle of Raphia 217BC, The - GDW - 1977
 Battle of Roarke's Drift, The - HistAltern - 1978
 Battle of Sagunto ~The - Simtac - 1993
 Battle of Salamanca, The - Strategic - 1981
 Battle of Saratoga - Oldenberg - 1976
 Battle of Seattle - Brian Train - 2000
 Battle of Seattle - SGS 336 - 2000
 Battle of Sharpsburg - DKSZ 8 - 1976
 Battle of Shiloh - SpartanInt - 1971
 Battle of Shiloh - WestEndgms - 1984

- Battle of Shiloh - WestEndgms - 1984
 Battle of Slag Hills - Fact&Fant - 1975
 Battle Of Stalingrad - Empires of History #1 - 2002
 Battle of Stalingrad - Guild of Blades - 2002
 Battle of Stanrey - Nippon Sunrise - 1984
 Battle of Stone's River, The - Ultimate - 1978
 Battle of the Alma - 3W - 1994
 Battle of the Alma, The - GDW - 1978
 Battle of the Alma, The - GDW - 1980
 Battle of the Atlantic - One Small Step - 2015
 Battle of the Atlantic - Panzerschrek 4 - 2000
 Battle of the Atlantic - PZFST 3.3 - 1969
 Battle of the Atlantic - Taurus - 1975
 Battle of the Bulge - Avalanche Press - 2002
 Battle of the Bulge - AvalonHill - 1965
 Battle of the Bulge - AvalonHill - 1991
 Battle of the Bulge Counter Sheet - Camelot Games - 2014
 Battle of the Bulge Counter Sheet #2 - Camelot Games - 2014
 Battle of the Bulge II Elsenborn Ridge - Avalanche Press - 2009
 Battle of the Bulge WWII Commander Volume One - Compass Games - 2019
 Battle of the Bulge, The - AvalonHill - 1981
 Battle of the Coral Sea - Tsukuda - 1985
 Battle of the Crater - La Vivandiere 3 - 1974
 Battle of the Five Armies - LarrySmith - 1975
 Battle of the Five Armies - TSR - 1976
 Battle of the Five Armies - TSR - 1977
 Battle of the Little Big Horn - Khyber Pass Games - 2005
 Battle of the Pyramids - DKSZ 7 - 1975
 Battle of the Pyramids - Northwind - 1976
 Battle of the Reich's Fortress - Bushwhacker 3 - 1975
 Battle of the Ring - Wargamer 1 - 1977
 Battle of the River Plate - BruceMoore -
 Battle of the River Plate - Minden Games - 2011
 Battle of the Scheldt - Decision Games - 2013
 Battle of the Wilderness - SPI - 1975
 Battle of Thermopylae - Guild of Blades - 2004
 Battle of Thermopylae - La Vivandiere 4 - 1974
 Battle of Trenton/Princeton - Oldenberg - 1976
 Battle of Tsushima, The - S&T 130 - 1989
 Battle of Two Empires - Wargaming - 1977
 Battle of Verdun - Lifer 1.1 - 1972
 Battle of Vittoria, 1813 ~The - S&T 151 - 1992
 Battle of Vittoria, The - Strategic - 1981
 Battle Over Britain - Minden Games - 2013
 Battle Over Britain - TSR - 1983
 Battle over Dunkirk - Panzerschrek 17 - 2020
 Battle over Europe - Panzer Digest 14 - 2019
 Battle over the Pacific - Minden Games - 2014
 Battle Pack 7 Leader of Men - GMT Games - 2015
 Battle Pack Alpha Second Edition - LNL Publishing - 2015
 Battle Pack Braov Lock 'n Load - LocknL - 2018?
 Battle Pack Bravo Second Edition - LNL Publishing - 2015
 Battle Platform Antilles - Dan Verssen Games - 2010
 Battle Rider - GDW - 1993
 Battle Royale the First Silesian War - High Flying Dice - 2012
 Battle Sphere - Sten - 1978
 Battle Stations - SimCan - 1984
 Battle Stations! Battle Stations! - Decision Games - 2002
 Battle Wagon Salvo - Lou Zocchi - 1977
 Battle with the Graf Spee - SoPacGames - 1977
 Battlecars - GmsWrkshop - 1983
 BattleChrome – Fire & Steel - Competitive Edge #12 - 1999
 Battlecruiser - Eagle Games - 1975
 Battlefield Tactics - Dombrowsky - 1985
 Battlefield: Europe - GDW - 1990
 Battlefleet Mars - SPI - 1977
 Battleforce - FASA - 1987
 Battleline Alexander the Great - GMT Games - 2014
 Battlelore - Fantasy Flight - 2013
 Battlemist - Hexplay - 1998
 Battlemist The Sails of War - FFG - 1999

AHIKS Unit Counter Pool

To request a lost counter, rulebook or accessory, please email the UCP custodian, Brian Laskey at raftman666@gmail.com

Please Note: In order to use the Unit Counter Pool you must be a current member of AHIKS. Please provide your AHIKS member number and mailing address when making a request. If you are not a member but would like to find out how to become one please go to the New Member Application page or click [here!!](#)

AVALON HILL-VICTORY GAMES
 Across Five Aprils
 Advanced Civilization
 Afrika Korps
 Air Assault on Crete

Anzio	War at Sea
ASL (Beyond Valor, Red Barricades, Yanks)	General Vol 25-2 Insert: Bulge '81, Empires in Arms, 1776, Tac Air
B-17	General Vol 26-3 Insert: Flight Leader, Firepower, Merchant of Venus
Bismarck	General Vol 28-5 Insert: Midway/Guadalcanal Expansion
Blitzkrieg	SPI
Bitter Woods (1st ed. No Utility), 2nd ed	Battles for the Ardennes (Some Allied)
Breakout Normandy	Berlin '85
Bulge '65	Boar
Bulge '81	Crusader
Bulge '91	Eylau
Bull Run	Fall of Rome
Caesar's Legions	Fighting Sail
Chancellorsville	Jackson/Corinth
Civil War	Kharkov
Desert Storm (Gulf Strike: Desert Shield)	Nicaragua (S&T 120)
D-Day	Operation Typhoon (Soviet)
Devil's Den	Panzergruppe Guderian
1809	Plot to Assassinate Hitler
Empires in Arms	Raid
Firepower	Red Star/White Star
Flashpoint Golan	Reinforce the Right! (S&T 180)
Flat Top (No Markers)	Soldiers (very off centered)
Flight Leader	Solomons Campaign
Fortress Europa	Sorcerer
France 1940	South Africa
Gettysburg '77	Strategy One
GI Anvil (German & SS Infantry; Small)	Tannenburg
Guadalcanal	To the Green Fields Beyond
Guns of August	Unit Type Blank Counters (Misc colors)
Hells Highway (German)	MISC
Hitler's War	ACES HIGH (3W)
Hundred Days Battles	Alesia (GMT)
Merchant of Venus	Alexandros (Command #10)
1914	Ardennes (Gamers)
Panzer Armee Afrika	Barbarossa (TSR) German Only)
Panzer Blitz	Bastogne or Bust (Terran Games)
Panzerkrieg	Battle of Britain (Gamescience)
Panzer Leader	Bitter Woods (L2) Expansion & Some Utility
Russian Campaign	Blank Counters (Various)
1776	Blitzkrieg '41 (XTR) Sheet 1
Siege of Jerusalem (Roman Only)	Case White (GDW: Polish-Soviet)
Squad Leader	Chickamauga (West End)
Stalingrad (Original)	Clash of Steel (3W)
Stalingrad (AH General,org version)	Colonies in Revolt (TSR) -
Storm over Arnhem	
Submarine	
Tactics II	
Third Reich	
Tobruk	
Turning Point Stalingrad	
Victory in the Pacific	

C.V. (Yaquinto)
 Dark December (OSG)
 Decision at Kasserine (3W)
 Desert Rats (Simulation Games)
 Dresden (3W & Simulation Games)
 English Civil War (Ariel)
 Eylau (3W)
 Field Marshall (Jedko)
 First Blood (AHIKS)
 Forward to Richmond (3W) Confederate only
 Gleam of Bayonets (TSR)
 Hundred Days Battles (OSG)
 Hunters (Consim Press)
 Jerusalem (SDC)
 Landships! (COA) Front counters fine, back off center
 Lawrence of Arabia (3W)
 Legend Begins (Rhino & Terran Games 3rd ed.)
 Missile Boat (Rand)
 Moscow '41 (TSR)
 1944 (3W) Germans
 Objective Schmidt (Gamers)
 One Page Bulge (Steve Jackson)
 Operation Crusader (FGA)
 Proud Monster (XTR)
 Raphia (GDW)
 Stalin's Tanks (Metagaming)
 Sturm Nach Osten (3W)
 The War At Sea (Jedko)
 Race for Tunis (3W)
 RAF (Decision)
 Tigers in the Mist (GMT)
 Triplanetary (GDW) A few counters
 Victory in the West (GMT: German)
 Von Manstein (Rand)
 War Without Mercy (COA)
 Wilderness War (GMT)
 World in Flames (ADG 5th ed.)

 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 Replacement/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, Hubes 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, Stalingrad Pocket 2, Lodz 1914, Hallowed Ground, Hube's Pocket

AHIKS UCP PARTS LIST

Aces High (3W) Map
 Advanced Civilization (AH) Map, Cards
 Alexandros (Command #10) Mag, Map, Rules
 Afrika Korps (AH) Map, Battle Manual, Rules, Time Chart, 1941 Situation Card
 Air Assault on Crete (AH) Rules-h, OOBs
 Anzio (AH) Map, OOBs, Battle Manual, some are photocopies
 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. P arts
 Battle of the Ring (Wargamer #1) Rules
 Birth of a Nation (3W) Rules
 Bismarck (AH) Map, Rules, Charts
 Bitter Woods (AH) Map, OOBs 1st ed., 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, Battle Manual
 Decision at Kasserine (3W) Rules, Order of Appearance Charts
 D-Day (AH) Map, Rules, CRTs, Battle Manual, Time Chart
 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 Arme 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
 Guns of August (AH) Map, rules
 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
 Krieg (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
 1914 (AH) Map, Charts, CRT, Battle Manual, Cards
 Never Call Retreat (3W) Rules
 October War (S&T 61 Rules)
 One Page Bulge (Steve Jackson) Map, Rules, CRT/TRC
 Panzer Blitz (AH) Map, 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
 The War At Sea (Jedko) Map, Rules
 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, Rules, Errata (1973,1976)
 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, Playbook, Clips
 Wooden Ships & Iron men (AH) Rules
 World in Flames (ADG) 5th ed. Map, Weather chits (worn), Some charts
- MISC
 Strategy & Tactics #259 (magazine only) Dominion-Mini Expansion Envoy Cards Die Macher- 3 cards (unknown purpose)

PBM Pads: Afrika Korps, Anzio, Bulge 65, Bulge '81, D-Day, Kriegspiel, Luftwaffe, 1914, PanzerBlitz, Russian Campaign (Russian only), Stalingrad, Waterloo

SL/ASL Boards: 1-4, 8, 16-24

SPI Simultaneous Movement Plotting Sheets

AH Non-Wargames: Executive Decision, Stock Market

Note: The “-h” after Rules denotes some highlighting/underlining and/or writing