

# THE KOMMANDEUR



*Omar regales us with an illustrated travelogue through Churchill's old haunts. Historical places and objects, great information, and not-so-great beer.*

*(page 4)*

Game review: *Road to Independence* (page 16)



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# President's Report



George Phillis

Happy Fall from your President.

First, the excellent news! We have a new editor for *Kommandeur*. He is Luiz Cláudio Silveira Duarte of Brasília, Distrito Federal, Brazil. Some of you already know his work. He edited and published *Line of Communications*, which lasted six issues covering the Europa series of games. Those of you not familiar with this wonderful magazine of some years ago can see it by going to <https://lcduarte.com/line-of-communications/>.

From the beginning, we styled ourselves the Intercontinental wargaming society, and, indeed, founding members were seen in the United States, Britain, Japan, and Germany. Now, once again, our activity center extends outside the United States into South America. This is wonderful news, and I hope you will all take the time to thank Luiz for volunteering to serve as editor. To be more vigorous in showing your approval, please send him articles for our newsletter.

We particularly need short reviews of published board wargames. While there are people saying that play and design of hex and counter board wargames are dying arts, the truth of the matter is that we are seeing at a rough guess well over a hundred new hex and counter board wargames each year, published in greater and greater list of countries. If some companies are releasing fewer new titles, others from around the world have taken their place. My wargames collection includes entire standards of games from France and Poland, a modest number of games from the Russian Republic, somewhat to my surprise a series of very well-made games from the People's Republic of China, not to mention board wargames from Britain, Germany, Australia, Italy, and Spain, among others.

For those of you unfamiliar with the process of electing new officers in the space between elections, mid-term elections are carried out by the Executive Committee, which supported his election without objection.

Second, elections! Next year we have elections. We have eight elected officers, namely President, Secretary, Treasurer, Editor, Judge, Match Coordinator,

Ratings Officer, and Vice President. Let me emphasize that there is nothing wrong with having a contested election. If you're unhappy with the job I'm doing as President, you are welcome to speak up, nominate yourself or have someone nominate you, and run for election to my current office. That goes for each of her other officers too. As has been said many times, frequent elections are necessary evil to keep the blood flowing.

I plan to run for re-election as President. I certainly hope that Luiz will continue as Editor. We know that we will have a vacancy for Treasurer, and will need a new Treasurer. Fortunately we pass very little money around, so the post of Treasurer entails a great deal of responsibility, since we do have a Treasury, but under normal conditions not a great deal of work, so this post is not an enormous burden.

I anticipate that some of the other officers are very definitely going to want to remain in office, while others may very well wish to depart, but I believe I should let them all speak for themselves. So if you are another officer, please speak up as to whether or not you are going to run for re-election.

In past columns, I have talked about progress in my play by mail game of *Empires in Arms*. Matters have recently been slow. One player was seriously down with one of the flus, and has just now recovered. Another player is very much enjoying retirement by traveling a great deal, often to places that are not cursed with the accessibility of the Internet. The result of these issues is that we are approaching the end of October but play is only entering the end of August 1806, so we are now advancing slower than real time. On the bright side, a Congress of Europe was able to negotiate peace between Russia Britain Prussia and Turkey, while Austria solidified its mutual defense agreement with Spain, so that most of the great powers of Europe now have mutual defense agreements with each other. Several of them have made clear that whichever country breaks the peace agreement will be at war with all of them, and the objective of the war this time will be to remove the former great power from the map.

Perhaps we have reached a period of peace. France borders on Prussia, Austria, and Spain, but has enforced peaces (declarations of war not allowed) with both Prussia and Austria, so if the French decided to start a new war, they would more or less have to attack Spain. Attacking Spain is an unattractive objective, because Spain is full of patriots who will set up guerrilla movements against any invader. It is an interesting game. For play-by-electronic mail, it has the challenge that it works as a seven-player game, turns are divided into large phases, some of the phases have sub phases for example the diplomatic section, and the net result is that to advance a month you must go through the cycle of all players a respectable number of times. If any of the seven players is out of action for whatever reason, the game drops to a stop.

My other recent gaming is a 4X space computer game, open to any reasonable number of players, with players able to add on when they want. You can see it at <https://battleforhonor.de>. The game is in development, meaning that occasionally the designer adds new features to the game. On the other hand, there is no charge to play. The game uses motifs from the Honor Harrington series of David Weber. I say motifs, because some of the star names are the same, there are warp lines, but other than that no elements of the plot of the Harrington novels shows up in the game. It being a space game, there is a large economic section with construction, there are opportunities to design your own warships and build them, and there is warfare, handled mostly by the computer. It's a simultaneous move game with the clever design feature, every twenty-four hours there is a clock tick, and you have advanced one time. Being fast at the keyboard does you absolutely no good, because you still have to wait for the clock tick. ✂

## Treasury Note

### 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!

AHIKS is the world's oldest and largest international board wargaming society. Our objective is to supply mature, reliable opponents for enjoyable board wargaming experiences, no matter whether you play face-to-face, over the internet, or via paper mail.

Membership in AHIKS is free. To join AHIKS, please visit

<https://ahiks.com/to-join/>

We have a two-entry scheme, to minimize hackers and spammers.

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# Churchill



*Omar DeWitt*



*Chartwell, front view*



*Chartwell, from the back*



*Churchill's studio*



*Some of Churchill's paintings*

Viking Cruise Lines offered a cruise, British Isles Explorer, which started in London, went clockwise around the islands, and ended in Bergen, Norway. Sue and I signed up for the trip and for a five-day pre-extension on Winston Churchill. This article covers the five days.

When we arrived in London it was after 2 PM, so we got our room without waiting. The Strand Palace Hotel was founded in 1909; it housed U.S. servicemen in WWII, experienced a major renovation in 1958, and was later modernized. It was quite nice, but not the Radisson that had been originally listed.

Our guide was Don, who spoke well, had lots of information, and was humorous. At six we got on our bus, and he took us to a fish-and-chips dinner at the Admiralty pub /restaurant. The place was full and extremely noisy. We were taken up to a balcony which overlooked the main floor, so we got all their noise. The staff were quite efficient. The food came up by dumbwaiter and was gigantic. The "fish" was over a foot long but was well battered and well cooked. The chips were crisp; there was a choice of ketchup or mayonnaise. I had a beer.

When we left, the place was still full of noisy people. In fact, London was full of people.

## Saturday August 19, 2023

Breakfast was the usual buffet. It was fine. I had a British sausage, which has meal added to the meat, a triangular mystery called a Black porridge, and a croissant. Quite adequate.

The trip started off with a visit to Chartwell, the family residence of the Churchills from 1922 until 1964. The front view of the building is rather bland, but the rear view is much better. To me, a house is a house. There were paintings and photographs, of course. Several floors, many rooms. The view out the windows was grand, the grounds are immense. A wall of photographs had been put up for the many visitors. A large contingent of visitors was with us that fine day.

We walked down to his studio, a separate building. He did his painting there, and two walls were covered with them. They were paintings, but none caught my eye.



*Blenheim Palace, front view*

## Sunday August 20

We gathered at ten to seven, and 28 of us got on our bus to travel to Blenheim Palace, the birthplace of Winston Churchill and the place where he was married. The grounds are immense and the building huge. We went in a small door to the side of the main entrance where there was a memorial exhibit of Churchill. Photographs and memorabilia of his early years, including his crib!, were there. Throughout his life he was energetic, in debt, outspoken, and, essentially, in everyone's face. After college, he spent several years in the cavalry. Part of the time he was stationed in India, but was able, by serious finagling, to leave his regular unit and join another group going to the North-West Frontier (Afghanistan) in 1897. He joined Gen. Bindon Blood and his 2,000 troops as a war correspondent and sent fifteen dispatches to the Daily Telegraph. He wanted to get into a fight and did get into several.



When Kitchener led soldiers to Omdurman (1898) in Africa to avenge Gordon, Churchill had to get involved, although Kitchener (25 years his senior) did not want Churchill anywhere near the action. But Winston was able to get assigned as a war correspondent/lieutenant to the Twenty-first Lancers. During the battle, the 21st got into a very serious fight with the dervishes; Churchill narrowly escaped death.

In 1899, he published his massive two-volume book on the battle, *The River War*, which infuriated Kitchener.

When the Boer War broke out, he was able to talk the Morning Post into sending him to South Africa as a reporter.

He tried to rejoin the army to get into the fight, but Kitchener, who then was in charge of the army, was dead set against him. Churchill was on an armored reconnaissance train that was ambushed by the Boers, and he was captured while wearing a British uniform. He and a fellow prisoner planned to escape together, but Winston saw an opportunity and escaped by himself, making no friends.



*Blenheim Palace from the back*

At the beginning of WWI, Churchill was First Lord of the Admiralty, who had much more power than our Secretary of the Navy. He did many positive things for the Royal Navy but was greatly censored for his role in the Dardanelles defeat. Churchill had been an architect of the endeavor, but the generals on the spot had changed his plan.

The memorial exhibit also included a spot showing all the luggage he carried when he traveled later in life, about 30 pieces! A life-sized manikin of Churchill was there so the visitors could take a picture with him.

A coffee/tea followed, with an optional croissant.

Two hours were ours to look around Blenheim Palace. Neither of us was interested in the inside of the palace, so we walked around the grounds. Below the palace was a garden with two square pools and benches around. We took a path along the lake past a giant bust of Churchill up to a circular rose garden. The roses were beyond their time, but we sat on a bench enjoying the sun, the breeze, and the view. There was a large tree we both liked.



Eventually we got back on the bus and went to lunch at 2 pm.

Back at the hotel we were not very hungry for dinner, but we had a beer and split a sandwich.

## Monday August 21

I hesitate to talk about food since my taster is no longer sharp and my appetite has diminished. The breakfasts at the hotel were buffet. Several fresh fruits were available, along with sliced cheese and ham. A hot-line included pancakes, hash brown triangles, beans, sausages (vegetable and British), eggs (scrambled and fried). Breads (toastable), croissants, pastries, jams, juices were there.

The drive to Bletchley Park took only an hour and 20 minutes. It is not far from a town, a railway, and a major road. It is about midway between Oxford and Cambridge, all of which is why it was chosen. The site had been abandoned for some years before the war but had recently been purchased by a builder who was just starting to put up a housing development when the government wanted the land. He was offered £6,000 or having his land appropriated



*The "Mansion"*

by the government. The 200 staff of the deciphering group was moved from London to "the mansion." The distance from London protected them from possible German bombers. When the Munich agreement was signed, the group went back to London until Poland was invaded.

Bletchley initially was rather hit-and-miss, but by the end of the war they had grown to a staff of 8,000 and were well organized and efficient.

They were trying to decipher messages from the German Enigma machine. This was a cipher machine developed by the army from an initial design by German Arthur Scherbius at the end of World War I. A typed letter was sent through three wheels (the letter changed at each wheel) and ended up any letter (except the typed letter — a flaw used by Bletchley). The wheels were changed daily and rotated periodically during the day (so it was necessary to know the initial settings each day). At one time, the Kriegsmarine added a fourth wheel, which put Bletchley out of action for about a year. The Luftwaffe was the easiest to read, which is why the commander of Crete had all the information before the attack... and still managed to lose.

The Poles had been working on the Enigma machine since 1933; they passed on their extensive findings to the British, which helped them a great deal.

Alan Turing's machine, that duplicated the Enigma machine physically, helped find the settings on the German machine for the day. Its problem was that it was very slow at first. The development

of the first computer helped speed things up.

By the time of D-Day, the position of each German division was known.

In the growth from 200 to 8,000, the people were found initially from debutantes who had studied foreign languages, then from the Navy (the leader of Bletchley was an admiral), then from the public (for instance by putting crossword puzzles up in a test; winners were interviewed). Women made up about 80% of the employees. Everyone chosen had to sign the Secret Service Act, which said: say nothing to anyone forever. The “forever” was later changed to 30 years. I find it amazing that no one talked in 30 years!



*Commander Denniston's office*

There was a memorial to the Polish, who had started trying to decipher Enigma. Their aid was a great help to Bletchley.

We started by being given a tour by a very knowledgeable and clear-speaking man. Then we were free to explore the campus.

We visited the Mansion, where Commander Denniston's Office was. He interviewed all the incoming “workers.” Other offices were set up with period typewriters, desks, and file cabinets. There were displays on Hitler's “unbreakable” Enigma machine, Lorenz SZ 40, with 12 rotors; the British broke that code as well.



*Lorenz SZ 40*

The British had their code machines, too. They were similar to the German Enigma. When the British left Dunkirk, they discarded several of the machines. Our guide told us that the Germans saw them and ignored them, assuming they were unbreakable.

Several buildings were open and contained interesting items. One building contained Alan Turing's office (set up with typewriter and telephone and file cabinets, and papers all over) and several rooms with puzzles for the visitors. The offices contained desks loaded with papers, file cabinets, etc.



*Alan Turing's office*

Before we left, we visited the gift shop. There were many books on Bletchley and the people who made it work. As well as coffee mugs. Over the trip we saw any number of books on Churchill, but no copies of the book I am reading: *Warlord*, by Carlo D'Este. I am finding it quite fascinating; I am only halfway through the 700 pages, just starting WWII.





*Churchill is buried under the white stone*

## Tuesday August 22

Churchill's last days were of less interest. He died in 1965 of a heart attack. He was 90. He had had several heart attacks during the war that were kept secret from everyone, including Churchill initially.

We stopped at St. Paul's church where there are memorials. Wellington and Nelson have coffins there that are quite elaborate. Also, Diana and Charles were married there.

We also viewed from across the street the house where Churchill died. He owned the house and had lived there for a few years. He is buried in the churchyard of a small church with family connections. Our bus had parked on a main street in Bladon, and we walked up a hill between houses to St. Martin's church. His grave is in the churchyard under a white stone.

Back at the hotel we decided to go to a pub for lunch, where we learned that Britain has changed. I still had not had bitter beer; I asked the barmaid (undoubtedly there is a new gender-absent name) if they had bitter beer. She said, "Certainly." And pointed to a row of beer spigots. "Any one of these." I said that ale and IPA were not bitter. (Our guide later told me that if it came from a spigot, it was bitter. Things have changed, not for the better.) My



quest continues.

We settled for an IPA (quite weak) and a sandwich.

Using our map, we walked down to the river, which was a block away. After visiting Cleopatra's needle, we sat in the park across the street for a bit. Two men were hitting a ping pong ball around on the table nearby. There were busts of various famous people (not famous to us) along the walk.

In the evening we went to Churchill's war rooms in London. They are open to the public, and Sue and I had been there before. Our group was the only one there that evening; we had a guide. There were plenty of offices (some with uniformed manikins), several war rooms with maps on the wall and manikins watching them, sleeping quarters with a bed and a desk, Churchill's sleeping room, the conference room with papers set out on the tables for participants, communication rooms with manikins on the telephone. The people working there were told the place was bombproof, but those higher up soon learned that it was only bomb resistant. A map showed where bombs had landed in the area.

After the tour we met in one of the rooms for our final dinner of the Churchill pre-sail extension. There were many mysterious dials on one wall. We sat at three tables and were served a three-course dinner, with wine of course. It was quite adequate.

Thus ended our tour of Churchill's London.



## From the Editor:

# I relieve you, sir!

It's always with some trepidation that one takes charge of a task such as editing *The Kommandeur*; there are not many newsletters which can boast such longevity.

My name is Luiz Cláudio, and I'm from Brazil. Right now I live in Brasília, smack in the middle of the country, but next year I hope to move back to a beachfront house in the southern state of Paraná.

I am just two years older than AHIKS; my first wargames were SPI's *Strike Force One* (published in Brazil in 1978, as *Batalha das Quatro Horas*) and *Wurzburg*. Shockingly, the next one was the all-time monster *The Campaign for North Africa!* My friends and I played some scenarios, although sadly the full campaign always eluded us.

But play it we did, and this ignited in me a passion for monster games. I'm particularly fond of the Europa series, especially *Second Front*. As space and time constraints grew, I moved my wargaming almost exclusively to the digital realm, when necessary creating modules for both *ZunTzu* and *Vassal*. I have also purchased digital editions of several TSWW titles, which I intend to play someday...

I also enjoy many other game genres: board games, ancient or new; role-playing games; card games; ... I have played a few digital games, and even created some content in this area, but I much prefer the personal interaction which we can find across a gaming table. Last year, Brazil's Foreign Ministry published my game *Palavreado* as a free print-to-play game; and I'm creating a new role-playing world, ROMAMOR, based on an alternate, feminist history of the Roman Republic.



Luiz Cláudio Silveira Duarte

In 2015, I got a master's degree in Information Systems Design, and I've edited several books and two scientific journals. I retired as a senior legislative aide in Brazil's Senate; my major interest nowadays is my ongoing research on the fascinating relationships between rules, games, and people.

Since 2013, I have published a number of articles on Game Studies. Several were written in English, and I'm making them available at my blog, on <https://lcluarte.com/>. I also intend to publish there selected translations of my book *Homo regulans*, which was published last year. Membership in my blog is free, but I have started a paid membership drive, should you wish to contribute to my work.

I became a member of AHIKS only recently, and George's request for an editor last issue caught my eye. I quite enjoy working as an editor, and also creating layouts, so I was happy to offer my services. I was elected to the position by the Executive Committee, in a mid-term election; and I intend to present myself as a candidate to the membership at large, in the upcoming election.

By all means, send me suggestions and criticisms, and please send in your submissions. I can easily work with most editable document formats – MS Word, LibreOffice, Rich Text Format, HTML, Markdown, plain text... but please, pretty please, do not send submissions in PDF, MS Publisher, or other layout formats.

Most of my editing work is done in my Linux workstation, with the final layout done in Adobe InDesign.

Thanks for having me. ✂

# From the Judge



Randy Heller

Input for the AHIKS Russian Campaign 500 Tournament is coming along well. Unless convinced otherwise by the current playtesters, victory point level will remain at 19 points. Play balance is extremely fine tuned. I am personally not a fan of bidding for sides. Never have been. It is my opinion that on occasion a game is won by the more clever bidder and not necessarily the better gamer. In addition, the tournament winner should be well versed at playing both sides, not just one side. Without bidding, the best game player is more likely to be rewarded with a game win.

I have to confess that up to this time, entry numbers have been lackluster. The AHIKS Officer Corps initially debated on whether or not a \$10 or \$5 entry fee should be required. I advocated for the less expensive fee, believing it would garner more players.

As of yet, that has not been born out. I also confess that there is a contingent of gamers who are dead set against cash tournament prizes. Why is that? I don't know, but it is likely an issue one could claim to be "philosophical." I well recall an AHIKS sponsored cash prize tournament several years ago, which took place at a prominent gaming convention. The winner declined the cash. What to do with the winning money? It was donated to a local chapter of the Disabled American Veterans. The chapter president sent a thank you letter to the winner (which was not acknowledged). Should this once again happen with this \$500 cash prize, I have the perfect charity in mind as the recipient.

Fair warning... sign ups for the AHIKS Russian Campaign 500 Tournament end on 30 November 2023. Entrees received after that date will be reluctantly returned. ✂



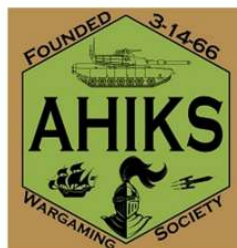
## AHIKS TRC 500 TOURNEY

"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/>

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

# Tournament News



Art Dohrman

## TRC Five Turn Double Elimination Tournament Approaches Conclusion

Hi folks, the *Russian Campaign* tournament which has been ongoing since January 2023 is approaching a conclusion. Tom Thorsen's Axis have defeated Mike Stubits' Russians to advance. Tom will next play Art Dohrman to determine who will play Hugh Smithers for the overall champion (see the brackets on the next page).

Tom has kindly provided a game summary, included below:

"The *Russian Campaign* game between Mike S. (Russia) and Tom T. (Axis) has ended in a very close game. The Axis controls Leningrad and Sevastopol for +4 VP, while the Russian controls Stalino, Kharkov and Kursk for -5 VP. The final score of -1VP is an Axis victory for Tom. The Russian player was given an additional 20 replacement points (4/turn).

For the opening set-up, the Axis reinforced the Rumanian army with AGS HQ, two Panzer and the mechanized corps from AGS. Two more infantry corps from AGN and one from AGC were also deployed to Rumania as well.

The Axis enjoyed early success in the North and center, inflicting heavy losses on the Russian forces. By the start of turn 3 they had crossed the Dvina River and captured Tallinn and Vitebsk. The Leningrad Worker was the only Russian unit in the North, while the Russian forces in the center were deployed to protect Moscow.

Progress in the Ukraine met with the usual terrain difficulties, but the Axis forces had captured Odessa and were across the Bug River facing a Russian defensive line along the Dnepr River from Kiev to the Black Sea.

The weather roll for turn 3 was 'Clear', forcing the Axis to risk lower odds attacks as they needed to capture as much terrain as possible before the snow started in November. The dice favored the Axis on the first Impulse (September) and Axis forces swept forward to capture Smolensk and Bryansk, eliminate the defenders at Leningrad and Dnepropetrovsk and breach the defensive lines of the Moskva River and the Dnepr River into Crimea. The second impulse

(October) saw Axis forces secure Leningrad, Kalinin, Kiev, Dnepropetrovsk, and Sevastopol. The forest in front of Moscow is cleared of Russian forces but the advance on Moscow stops there. Stalin decides to Winter in Gorki.

The Russian turn 3 reinforcements poured out of Moscow while most of the reinforcements from the East were sent south to contain the Axis forces at Dnepropetrovsk. Two Panzer corps surrounded at Kalinin survived 1-1 attacks in the Russian September & October turns, but the Russians held the forest adjacent to the city and the battle raged on.

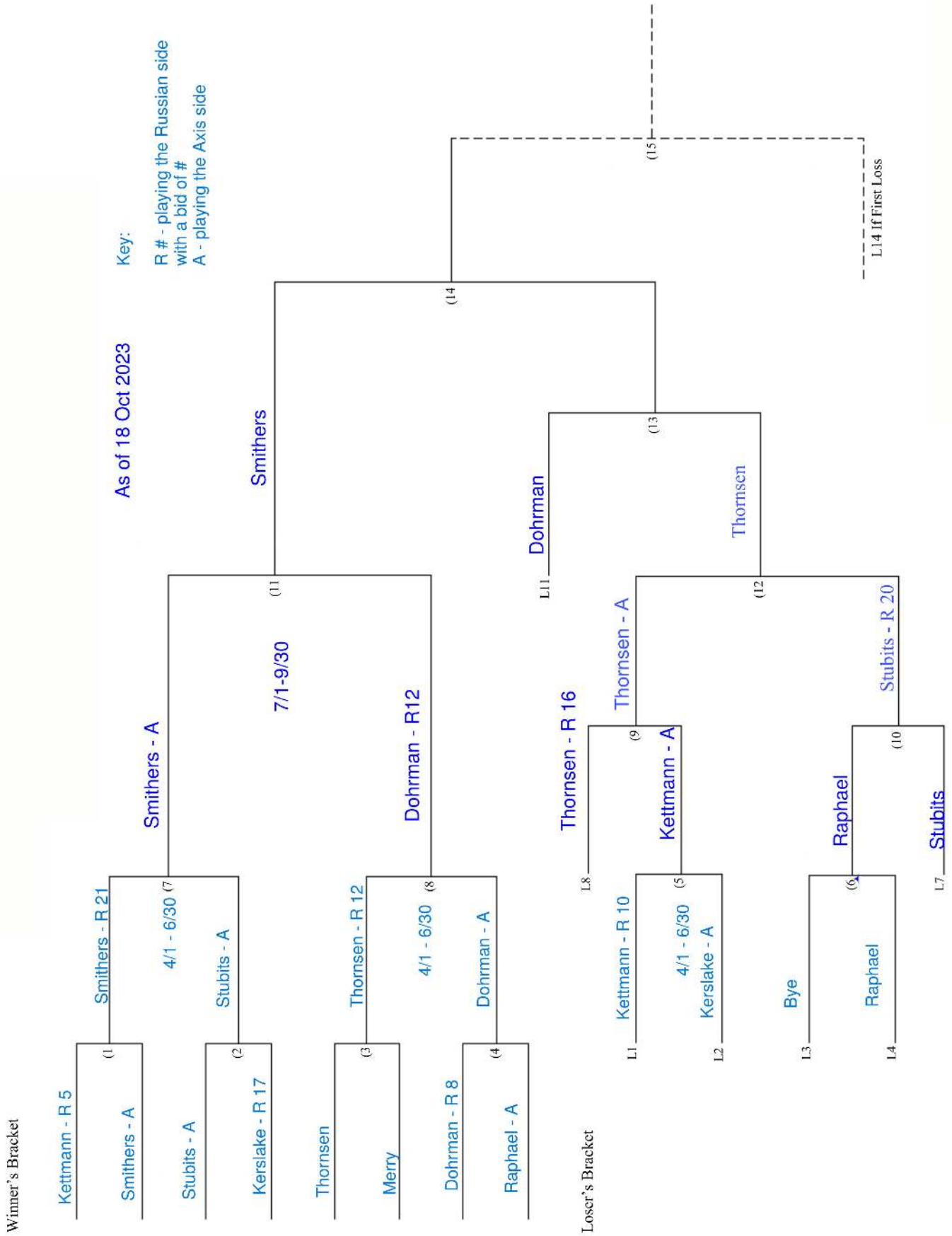
In November and December, the Axis eliminated the Russian units in the forest next to Kalinin and pushed their defensive line across the Dnepr River between Kiev and Dnepropetrovsk, building up the defensive force at Dnepropetrovsk.

The Russian Guards join the battle in November. Another Russian 1-1 vs Kalinin is rebuffed in November, but the Guard units with armor support finally eliminate the surrounded German armor there in the December attack. In the South the Russians kick the Axis units back across the Dnepr River and prepare their Winter Offensive to recapture Dnepropetrovsk.

All is quiet in front of Moscow for the start of 1942, as both sides assume defensive positions with the Russians now controlling Kalinin and the forest in front of Moscow while the Axis secures both Bryansk and Smolensk. On the first impulse the Russians assail the Axis defenses in and around Dnepropetrovsk. The dice disappoint the Russians as the 1-1 against the Major City results in an A1 and the attacks on the flank result in a Contact and an AR. The Guard and armor units in the area continue the offensive against the city and this time the 1-1 attack results in a DR that eliminates the defender. However, the attack on the Axis forces in hex 2919 adjacent to the city results in a Contact, thus leaving the city uncontrolled.

The final score is -1VP, which is an Axis victory. A close game which could easily have gone either way." ✂

# AHIKS *The Russian Campaign* Tournament 8 team double elimination





## Game review:

# Road to Independence

Russ Lockwood



This game of the American Revolution contains a lot of custom dice, a few counters, a map of areas, and a rather clever area combat system. *Road to Independence* is indeed an introductory strategic wargame as the box cover proclaims.

Instead of pushing armies around, say counters in a traditional hex wargame or little cubes like Academy Games' *1776*, your "army" consists of those custom dice and the opposing army consists of a sequence of icons organized into rows. Roll your army dice, match all the printed icons, and the area is yours.

## The Combat Twist

You can only fill one line per roll. Even if you manage to roll every icon needed, you can only fill one

line. When you fill a line, you place the dice needed on the line to signify success and roll again. Fill, roll. Fill roll. Fill all rows and capture the area.

However, if you fail to fill a row, you lose one die and roll again. If you keep failing, you will eventually lose all dice, or, find yourself with only a couple dice and no way to roll the icons needed.

The map divides into Eastern (coastal) and Wilderness (Western frontier) halves.

## The Icons and the Dice

The British get red dice representing regular British troops, black dice representing Hessians, and yellow dice representing Indians. If I recall, the British get three red, two black, and two yellow dice when







*Concord captured. Notice the rows and icons needed.*

attacking the Eastern areas, and three red and four yellow dice when attacking the Wilderness areas.

The Americans get three blue (Continental) and four yellow (militia) dice at start. After Steuben performs his drill training, the American gets four blue dice and three yellow dice. However, when the French come in, two French dice are used instead of two militia dice. When the Spanish enter the game, they get three regular dice and four militia dice.

The icons are infantry (from one to three points worth depending on the face of the six-sided die), cavalry, artillery, fortress, and Indians. The cavalry, artillery, and fortress each have one side. Thus, when you need one artillery icon, you have a one-in-six chance of rolling the artillery icon.

## Altering The Odds

Each area requires a specific number of specific icons for the capture. Most rows of icons are separated by type. The trick comes when you need to consider whether to use that one-in-six artillery roll to fill in the artillery row, or the big 2- and 3-point infantry rolls to fill the high-number infantry row.

Even better, to vary the odds of filling a row, sometimes two one-in-six icons are in the same row: for example, an artillery and cavalry icon. Now you really need a lucky roll to get those two icons.

That's rather clever.

I'm sure there must be a spreadsheet behind all the background calculations used to figure out which icon belongs on which row.

Each player gets a base of attacking three area per turn, although an event card drawn at the start of a turn may provide extra attacks, fewer attacks, or some other benefit or detriment.

The British also have a 1/3 chance (die roll) of a naval movement for one of their attacks on the coast.

Otherwise, road, stream, or lake, must connect an existing friendly area to the enemy area to be attacked.

It's pretty simple to understand how the game works, but figuring out which areas are important is going to take a little bit of study.

## The Game

Dennis gave me the Brits and I was confronted with half a map of opportunities.

I chose Concord, Wyoming Valley, Maine, and thanks to a lucky event card draw for an additional attack, Savannah (naval) for my three attacks.

Dennis pulled the American card that shows the rows of icons needed for capture: one cavalry, three infantry, and three infantry. So I rolled the dice and soon found myself filling one row, then the next, and finally the third. The British had captured Concord.

I then captured Maine and Wyoming Valley. Alas, I could not roll the icons to grab Savannah. But three outta four ain't bad.

Each area was worth a number of victory points and I don't recall the number needed for the British to win, but there are also mandatory VP cities (New York, Charleston, New Orleans, Boston, Philadelphia, St. Louis, and Yorktown) the British must hold: something like four of seven.

When done, the British place Garrison counters in any of his friendly controlled areas. These one- and two-strength point counters add to the icon total needed for a row. It's a way to add a little variety to the printed map.



*Dennis considers the possibilities.*

Then it was the American turn. Same results: win some, lose some.

We stopped after a couple turns. With explanation and rules reading, I suppose it was about an hour altogether for four turns. The next game will be faster.

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## Eurogame Mechanics

The IGo-UGo mechanics means the non-phasing player does not roll dice in combat and the combat in any given area, barring a garrison, is identical to both sides. Such is the trade off for simplicity.

The dice and event cards offer variety enough that each battle and turn is not a foregone conclusion. For example, while I drew an “extra attack” card on the first turn, I drew a “lose two attacks” card on a later turn. Each side gets 15 event cards for a 10-turn game, so you gain a little more variety.

Since this was a first game, I had no idea which was the best or most critical area to attack and capture. I’m sure if you play enough, you’ll learn them.

I imagine that if you want a superfast game, you can optionally fill in as many rows as you can from a single roll. You’d lose the tension of needing to get a specific icon as the number of dice dwindles with each failed roll.

## Worth Another Try

Matching icons is as old as *Yabtzee*, but I liked the icon row/area idea. It was quick to learn and as we all know, the dice proved fickle. Yet you have choices to make with every roll. Nothing like having three dice needing an artillery icon...then only two dice...and then only one...

Enjoyed it. ✂

## Submissions

We invite you to submit content for publication.

Text files must be submitted in editable formats, such as DOCX, RTF, TXT, MD, HTML. **Do not** send in PDF, PUB, and the like. All image files must be submitted separately, either in JPG or in PNG formats.

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.

Please send your submission files to [editor@ahiks.com](mailto:editor@ahiks.com)

**Submissions for the next issue (vol. 58, n. 7) must be received by **November 20th, 2023.****

# Multiplayer Info



Jeff Miller

Hi Gang,

Hopefully everyone had a great summer and is enjoying the fall weather, depending on where you live.

Made a trip to Scotland this September and had a great time. Great people, great food, great drink, great views – the week and a half or so was not enough time and we plan on going back.

They have a lot of great castles, some in better shape than others of course, but all with great stories and history.

Lots of regimental museums at different locations – Fort George and Edinburgh Castle for example. You could spend a great deal of time just in those – which I did of course. 😊

Fort George is perhaps the one that caught me a bit by surprise though. It is huge and is still an active military base although you can stroll through almost the entire place – barracks etc are off limits of course.

It was built to prevent anything like the Jacobite rebellions ever happening again, kind of a bit like closing the barn door after the horse escaped. It was never attacked, which is most likely why it was off my radar, but has a long history of use through both world wars through today.

Suffice to say I need to do some more reading on Scottish history!

Turning now to the multiplayer game front – with winter coming I encourage you to look at what we have on the list at the moment and either jump in, or send in a request of your own.

As I have said before, the advantage of going with an AHIKS game is that it is far less likely that someone will just drop out of the game and ruin it for everyone. Especially if it is a long game, that may take a year or two to finish.

The other thing that happens if you delay you may lose your chance to get in. For example, we had a *Merchant of Venus* listing with three players that had been up for a while.

Received a request for the game, and now it is up and running in two days – well aside from all of us refreshing our memory on the game rules.

I guess what I am saying is that if you have an interest in a game let me know.

When we get enough players, I send out a message confirming everyone is still interested – let us face it life happens and you may no longer have the time or interest to play which is fine. In which case I just take you off the list and we look for another player, no harm, no foul.

But if I do not know you are even interested the game may start and you will be back at square one and missing out on a game you might have wanted to play.

Anyway, off the soap box and to more interesting topics. 😊

So let us do a recap of what I have going on multiplayer wise, as always this is the correct version of history – despite what views my opponents may have. 😊

*Merchant of Venus* – in the startup stages.

*Empire in Arms* – The Prussian Empire has regretfully made a semi-peace with the bloody handed Russians and have pulled their troops back to regroup. France has taken advantage of the splitting of the united front that should have formed against his war mongering, and seems to be holding the whip hand.

For those of you who missed it France pillaged and burned their way through Prussia, forcing a surrender in order to aid Russia against the righteous war that Britain and Turkey were fighting against Russian aggression, forcing peaceful Prussia to join in with those noble allies

Britian and Turkey.

*Kingmaker* goes slowly, with only two nobles we attempt to say alive and help where we can to take down the evil pretender to the throne of England.

*Gunslinger* [Non-AHIKS], we are setting up for Robber's Roost, I am playing the Sod Buster so not playing on any fancy gun play – bushwacking is more my style here. 😊

*Conquistador* – my Spain is struggling but still not out of it. However, the English dogs have gained a treasury of 300 ducats!! Not sure how but dragging him back into the pack is starting to become a priority!

*Stellar Conquest* – we are almost through refreshing ourselves on the rules and then my peaceful exploration of space will begin – although we do have fears of running into strange alien species who may be far more blood thirsty than my peaceful race.

*Here I Stand* – not sure where we are at here. My first time playing I had the Ottomans so

piracy was my focus and now with France, my game plan went down the tubes on the first turn with an unprovoked invasion by the Hapsburgs. Leaving me scrambling just to survive and with a thirst for revenge!

Although now the Pope is only two points from winning and has made hay off being able to play the Hapsburgs off against France, the Protestants, and the Ottomans it seems.

It would help if I had a bit more experience but it has been a blast so far – at least the French army and navy can now stand on their own.

Aside from that I have 3 *Advanced Squad Leader* Campaign Games going and would love to pick up one more – perhaps *Manila*? But flexible unless it is one, I have already played a lot, or am playing now.

With all that said – Have a GREAT CHRISTMAS and NEW YEAR'S everyone – just in case we do not get another issue out before the Holidays.

Regards, Jeff. ✂

## Match Requests (multiplayer)

Game	Publisher	Player	Format
A Distant Plain	GMT	Duncan Rice	V
A Distant Plain	GMT	Jeff Miller	V
A Distant Plain	GMT	Art Dohrman	V
Advanced Civilization	AH	Jeff Gual	V
Advanced Civilization	AH	Eric Aune	V
Advanced Civilization	AH	Erica Snarski	V
Advanced Civilization	AH	Jeff Miller	V
Age of Renaissance	AH	Jeff Miller	V
Air Force	AH	Sam Thornton	E P
All Bridges Burning	GMT	Jeff Miller	V
Amoeba Wars	AH	Jeff Miller	V
Ancient Civilizations of the Inner Sea	GMT	Jeff Miller	V
Ancient Civilizations of the Inner Sea	GMT	Erica Snarski	V
Andean Abyss	MMP	Jeff Miller	V
Angola	MMP	Jeff Miller	V
Angola	MMP	Nick Rush	V

Angola	MMP	Tom Liakos	<b>V</b>
Battle for Germany	SPI	Mark Palmer	<b>V</b>
Battle for Germany	SPI	Chris Hyland	<b>V</b>
Blackbeard	AH	Jeff Miller	<b>V</b>
Blitz	Compass	Jim Lauffenburger	<b>V</b>
Circus Maximus	AH	Jeff Miller	<b>V</b>
Circus Maximus	AH	Graeme Dandy	<b>V</b>
Circus Maximus	AH	Robert Dowrey	<b>V</b>
Circus Maximus	AH	Erica Snarski	<b>V</b>
Clash of Cultures	Z-Man	Jeff Miller	<b>V</b>
Colonial Twilight	MMP	Jeff Miller	<b>V</b>
Conquest of Paradise	GMT	Jeff Miller	<b>V</b>
Conquistador	AH	Jeff Miller	<b>V</b>
Crown of Roses	GMT	Mike Kettman	<b>V</b>
Cuba Libre	GMT	Jeff Miller	<b>V</b>
Divine Right	TSR	Delwayne Arakaki	<b>V</b>
Dominant Species	GMT	Jeff Miller	<b>V</b>
Dominant Species	GMT	Nacho Fernadez	<b>V</b>
Dune	AH	Jeff Miller	<b>V</b>
Dune	AH	Brian Nickel	<b>V</b>
Empires of the Middle Ages	SPI	Mike Kettman	<b>V</b>
Falling Sky	GMT	Jeff Miller	<b>V</b>
Falling Sky	GMT	Jim Lauffenburger	<b>V</b>
Fire in the Lake	GMT	Jeff Miller	<b>V</b>
Flat Top	AH	Chris Hyland	<b>V D G H X</b>
Fortress America	MB	Jeff Miller	<b>V</b>
Gangsters	AH	Jeff Miller	<b>V</b>
Gandhi	GMT	Jeff Miller	<b>V</b>
Gunslinger	AH	Jeff Miller	<b>V</b>
Gunslinger	AH	Graeme Dandy	<b>V</b>
Gunslinger	AH	Matt Scheffrahn	<b>V M G</b>
Liberty or Death	GMT	Jeff Miller	<b>V</b>
Machiavelli	AH	Jeff Miller	<b>V</b>
Machiavelli	AH	Graeme Dandy	<b>V</b>
Machiavelli	AH	Nacho Fernadez	<b>V</b>
Magic Realm	AH	Jeff Miller	<b>V</b>
Napoleonic Wars	GMT	Aaron Martin	<b>V</b>
Napoleonic Wars	GMT	Jeff Miller	<b>V</b>
Pendragon	GMT	Jeff Miller	<b>V</b>

Plains Indian War	GMT	Jeff Miller	V
Republic of Rome	AH	Jeff Miller	V
Samurai	AH	Delwayne Arakaki	V
Source of the Nile	AH	Jeff Miller	V
Spies!	SPI	Erica Snarski	V
Stellar Conquest	AH	Jeff Miller	V
Stellar Conquest	AH	Mark Palmer	V
Stellar Conquest	AH	Brian Stretcher	V
Successors	AH	Jeff Miller	V
Time of Crisis	GMT	Jeff Miller	V
Time of Crisis	GMT	Derek Lenard	V
Titan	AH	Jeff Gaul	V
Titan	AH	Eric Aune	V
Titan	AH	Jeff Miller	V
Versailles 1919	GMT	Aaron Martin	V
Versailles 1919	GMT	Derek Lenard	V
Virgin Queen	GMT	Jeff Miller	V
War of the Suns	MMP	Jeff Miller	V

# Published Wargames

## An incomplete list of published board wargames (part III)



*George Phillis*

- |   |   |  |
|---|---|--|
| Battlemist (Hexplay, 1998)                                    | Battles of the Ancient World: Marathon and Granicus (S&T 214, 2003) | Battles of World War II 1942-1945 Edition IV (Taktika I Strategia, 2018) |
| Battlemist The Sails of War (FFG, 1999)                       | Battles of the First Empire Marengo (Historical, 1984)              | Battles on the Ice (Hollandspiel, 2017)                                  |
| Battles & Leaders (Yaquinto, 1981)                            | Battles of the First Empire Marengo (Historical, 1984)              | Battles with the Gringos 1846-62 (GMT Games, 2009)                       |
| Battles for the Ardennes (Decision Games, 1994)               | Battles of the First Empire Marengo (Historical, 1984)              | Battleship (SimCan, 1986)  |
| Battles for the Ardennes (SPI, 1979)                          | Battles of the Hundred Days (OSG, 1979)                             | Battleship Captain (Minden Games, 2007)                                  |
| Battles for the Galactic Empire (Decision Games, 2015)        | Battles of the Third World War (GDW, 1987)                          | Battleship Captain (Minden Games, 2009)                                  |
| Battles for Tobruk (Balboa, 1975)                             | Battles of the Warrior Queen (GMT Games, 2017)                      | Battleship Captain (Minden Games, 2016)                                  |
| Battles of 1866 Blood & Iron (Avalanche Press, 2017)          | Battles of the Black Cavalry (Strategemata, 2018)                   | Battleship Captain Warship Counters, 1890-1945 (Minden Games, 2016)      |
| Battles of Bull Run (SPI, 1973)                               | Battles of Waterloo ~The (GMT Games, 1994)                          | Battleship Galaxies (Hasbro, 2011)                                       |
| Battles of the Ancient World Volume II (Decision Games, 1995) | Battles of Westeros (FFG, 2010)                                     | Battleships (Waddington, 1973)   |
| Battles of the Ancient World Volume 3 (Decision Games, 2000)  |   | Battlespace (FASA, 1993)   |

Battlestations (Zocchi, 1983)	Behold, A Pale Glider (Turning Point Simulations, 2015)	Best of Dragon Magazine Games (TSR, 1990)
Battlesuit (StvJackson, 1983)	Behond, A Pale Glider (Against The Odds Campaign Study 3, 2018)	Best of Friends 12 Scenarios for Advanced Squad Leader (MMP, 2018)
Battletech (FASA, 1992)	Beirut (Jagdpanthr, 1974)	Best of Friends 2 (MMP, 2020)
Battletech 3067 (WizKids Games, 2005)	Beirut '82 (S&T 126, 1989)	Bethesda Church (Ivy Street, 1999)
Battletech A Game of Armored Combat (Catalyst Game Labs/Topps, 2019)	Belisarius (S&T 210, 2001)	Bethesda Church (Ivy Street, 1999)
Battletech Alpha Strike (Catalyst Game Labs, 2013)	Belisarius's War (Decision Games, 2012)	Betrayal at House on the Hill (AvalonHill, 2004)
Battletech Map Set 2 (WizKids, 2005)	Belleau Wood (HistAltern, 1980)	Between Two Flags Guadalajara 1937 (Alea 14, 1992)
Battletech Reinforcements 2 (FASA, 1990)	Bells of War Champs D'Honneur (SillySpace)	Beyond Hadrian's Wall (Guild of Blades, 2005)
Battletroops (FASA, 1989)	Bellum Gallicum (Casus Belli 68, 1992)	Beyond Normandy (Avalanche Press, 2001)
Battlewagon (TFG)	Bellum Gallicum (Casus Belli 69, 1992)	Beyond the Beaches ASL Starter Kit Bonus Package (MMP, 2017)
Battue Storm of the Horse Lords (Red Juggernaut, 2007)	Belmont (Paper Wars 87, 2017)	Beyond the Rhine (MMP)
Bautzen 1813 (Vae Victis 150, 2020)	Belter (GDW, 1979)	Beyond the Urals (Decision Games, 2002)
Bay of Bengal (Avalanche Press, 2012)	Beneath the Med (GMT Games, 2020)	Beyond Valor (AvalonHill, 1984)
Bay of Pigs (Jim Bumpas, 1976)	Bennington (Panzer Leiter 1.1, 1969)	Beyond Valor (MMP, 2009)
Bayonets & Tomahawks (GMT Games, 2020)	Berchtesgaden: The Alpine Redoubt (Panzerschrek 4, 2000)	Beyond Valor 4th Edition (MMP, 2009)
Beachhead (Yaquinto, 1980)	Beresteczko 1651 (Taktyka I Strategia, 2015)	Beyond Waterloo (ATO Annual 2011, 2011)
Beachhead to Berlin (CEE, 1997)	Berkut & March of the Tetrarchs (Against The Odds Annual 2009, 2013)	Beyond Waterloo (LPS, Inc., 2011)
Bear Flag Republic (Quarterdeck International, 2020)	Berlin 1945 (Taktyka I Strategia, 2015)	Biafra! (ATO 2007 Annual, 2007)
Bear's Claw (Six Angles 14, 2012)	Berlin '45 The Nightmare Ends (XTR, 1992)	Biazza Ridge (Advancing Fire, 2020)
Beastlord, The (Yaquinto, 1980)	Berlin '85 (S&T 79, 1980)	Bible Wars (Warcoach Games, 2014)
Beauchamp's Rebels (FFG, 2000)	Berlin Fuhrer's Bunker (Critical Hit, 2010)	Big Damn Space Battles (CFE, 1998)
Beaver Dam Creek (Tiny Battle Publishing, 2016)	Berlin Red Victory (Critical Hit, 2009)	Binh Dinh Vietnam 1969 (One Small Step, 2016)
Beda Fomm (ConSim Press, 2010)	Berlin: Red Vengeance (Heat of Battle, 1997)	Biplane Barmy (Fat Jonny Games, 2003)
Beda Fomm (GDW, 1979)	Berserker (FBI, 1990)	Bir Buyuk Saldiri (Perry Moore, 2004)
Beda Fomm (GDW, 1980)	Berserker (FBI, 1982)	Birds of Prey (Ad Astra Games, 2013)
Beer Wars (Mayfair, 1981)		Birds of Prey Additional Rules (Airbattle RAG 04, 2018)

Birds of Prey Fighter Sweep (Ad Astra, 2015)	Black Death (Greg Porter, 2008)	Blitzkrieg 1939 Guderian (Taktyka I Strategia, 2018)
Birds of Prey Missile with a Man in It (Ad Astra, 2019)	Black Gold (Orlen, 201?)	Blitzkrieg 1940 (Command and Strategy # 7, 2009)
Birth of a Legend (ATO 32, 2011)	Black Gold (Texas Tea) (XTR, 1990)	Blitzkrieg 1940 (Vae Victis 63, 2005)
Birth of a Nation (WWW, 1982)	Black Guard: The Ptolemean Wars Con (I.C.E., 1990)	Blitzkrieg '40 (Command 42, 1997)
Bismarck (Avalanche Press, 2006)	Black Hole (Metagaming, 1978)	Blitzkrieg '41 (Command 1, 1989)
Bismarck (AvalonHill, 1962)	Black Lion's Roar The Battle for Cantigny (High Flying Dice, 2017)	Blitzkrieg Challenged (High Flying Dice, 2011)
Bismarck (Taktyka I Strategia, 2017)	Black Morn Manor (Pacesetter, 1985)	Blitzkrieg Checked (High Flying Dice, 2011)
Bismarck Solitaire (Worthington Games, 2021)	Black Prince ~The (3W, 1992)	Blitzkrieg Checked (Schutze Games, 2002)
Bismarck (AvalonHill, 1979)	Black Prince, The (SPI, 1979)	Blitzkrieg General (Udo Grebe, 2001)
Bitskrieg (Hollandspiel, 2016)	Black Sea Fleet 1914-1918 (JPW, 1991)	Blitzkrieg General (Udo Grebe, 1999)
Bitter End (Compass Games, 2005)	Black Sea Fleets (Avalanche Press, 2007)	Blitzkrieg in the East (Wargamer 29, 1984)
Bitter End (HobbyJapan, 1983)	Black Sea/Black Death (People's, 1982)	Blitzkrieg in the South (3W, 1993)
Bitter Fire (Avalanche Press, 2006)	Black Shirts, Red Blood The Battle of Guadalajara (High Flying Dice, 20??)	Blitzkrieg in the West (Canvas Temple Publishing, 2018)
Bitter Heights The Battle of Mitla Pass (High Flying Dice, 2012)	Black SS (Avalanche Press, 2010)	Blitzkrieg Legend, Btl for France 1940 (MMP)
Bitter Victory (Avalanche Press, 2006)	Black Waters (Avalanche Press, 2009)	Blitzkrieg Met (High Flying Dice, 2011)
Bitter Woods (Compass Games, 2014)	Black Wednesday (The Gamers, 1995)	Blitzkrieg Module System (S&T 19, 1969)
Bitter Woods (L2 Design Group, 2003)	Blackbeard (AvalonHill, 1991)	Blitzkrieg Stalled (High Flying Dice, 2011)
Bitter Woods Rules of Play 2nd Edition (MMP, 2018)	Blackbeard (GMT Games)	Blitzkrieg Stalled (Schutze Games, 2002)
Bitter Woods, the Battle of the Bulge 5t (Compass Games)	Blackbeard The Golden Age of Piracy (GMT Games, 2008)	Blitzkrieg Unleashed (High Flying Dice, 2011)
Bittereinder (ATO 13, 2005)	Blackjacks ~The (FFG, 2000)	Blitzkrieg Unleashed (Schutze Games, 2002)
Bittereinder (HG, 2000)	Blackshirt (BSO Games, 2007)	Blitzkrieg Unleashed (Schutze Games, 2002)
Bitwa pod Marengo 1800 (Taktyka I Strategia 29, 2009)	Blazing Jets (FJGaming, 2004)	Blockade Runner (Numbskull Games, 2010)
Bitwa pod Plowcami 1331 (Taktyka I Strategia 27, 2009)	Bleeding Kansas (Decision Games, 2019)	Blocks in the East (VentoNuovoGames, 2012)
Bitwy II Wojny 1942-194 (T&S)	Blenheim (Wargamer 4, 1978)	
Bitwy XXI Wieku (Taktyka I Strategia, 2015)	Blenheim 1704 (Legion Wargames, 2017)	
Bizkaya (Alea(SP)26, 1998)	Blintzkrieg (DSKM, 1967)	
Black Day of the German Army (PacRim, 1995)	Blitz! A World in Conflict (Compass Games, 2015)	
Black Death (BTRC, 1993)	Blitzkrieg (AvalonHill, 1965)	
	Blitzkrieg (AvalonHill, 1975)	

*(to be continued...)*



# MapBoard Mk.1



Mark Palmer

Before I joined AHIKS back in the late 1970s, playing by mail was an interesting exercise. I vaguely recall that determining the die roll required using a newspaper's stock market report. Besides listing the attacking and defending units, I had to also include a company listed in the Stock Exchange and the date to check for its report. On that date my opponent and I would take the last digit of that company's price quote as the die roll. I don't recall how we figured a 1D6 result for a last digit of 7 to 0.

Fortunately, I joined AHIKS shortly after entering the Gaming Community for not only more opportunities to play, but for the ICRK (International Combat Resolution Key) provided with each match. It made the annual dues more than worth the cost! The ICRK not only saved me a lot of unnecessary effort in using a clumsy and error-prone method, but it streamlined the game. That wonderful method was the primary tool for AHIKers throughout the latter decades of the 1900s.

The Internet then provided many options for determining die rolls. Especially in multiplayer games when everyone needed to roll a die, for example in determining the order of play. My favorite is still <https://pbegames.com/> due to its flexibility. In that offering, one can not only include as many email recipients as one needs, but also any variation of dice (i.e., "15D17" or fifteen rolls of seventeen-sided dice) and any manner what to include or leave out in the results. It's very user adaptable but requires a bit (for me) of study each time I infrequently use it to make sure I follow the proper format. Upon discovering Vassal and its game modules with embedded die rollers, results and effects are immediate. Vassal-based games can be much quicker without the need to pass die results back and forth, especially when a Combat Turn includes multiple attacks. However, not everyone uses Vassal for whatever reason.

Our late friend Ron Brooker was a rare case; he didn't even own a computer. The game of *Bull Run* (AH) he attempted to teach me earlier this year included some lengthy phone conversations before I could put a postage stamp on a legal sized envelope. I can still hear his heavy Connecticut accent. We all miss you, Ron.

With that game and a few others I'm currently playing sans-Vassal, the ol' ICRK is the die-roller of choice. What's not to like? It's simple and easy to use.

Each player has their own unique matrix of rows lettered A to Z and columns numbered 1 to 20. The gamer needing a die roll indicates a location on their opponent's ICRK, such as "P17". The result is immediately determined and applied or shared. Sometimes the ICRK matrices are exchanged at the end of the game/match to ensure accuracy. In the "old days" when the ICRK was the only option, the instructions included using the same letter and numbers in sequence (i.e., P1, P2, P3, etc.) and not jump around. It was found that some gamers of questionable integrity could perhaps anticipate the next choice and play accordingly. When I use my ICRKs, I'm all over the chart! Not that I don't trust my opponent(s), but I do so to add even more randomness into the mix.

Where does one get their set of ICRKs? [finger pointing to Mark; no guesses at to which finger]

I use an Excel worksheet that is almost as malleable as the <https://pbegames.com/> offering. I can generate ICRKs for any number of dice and at any range. For those of you familiar with a spreadsheet, you know that even an Enter keystroke will recalculate the entire array, so no two ICRKs can possibly be the same. I then copy the spreadsheet onto a Word document and send it to the gamer who needs it. You can't open a Word document? You don't have a computer? No problem. I can send your ICRK in whatever format you request, text in an email, or a hardcopy through the mail.

So, what are you waiting for? This *is* your formal invitation! I'm at your service.

What's that, you say? You're playing a game with someone who is not an AHIKS member, and you need a set of ICRKs? Unfortunately, the ICRKs are for AHIKS members only.

Naturally, the solution is to invite your opponent to fill out the membership form. Then they will become an AHIKS member... providing they can afford the annual dues of \$00.00USD. ✂

# Open Match List

Game	Publisher	Player	Format
1985: Under an Iron Sky	TRL	Martin Hogan (1704)	
ACW Brigade Series	MMP	Aaron Kulkis (1983)	
Advanced Squad Leader-Campaign	AH	Jeff Miller (1303)	<b>VE</b>
Advanced Third Reich	AH	Mike Scott (1555)	<b>E</b>
Afrika Korps	AH	Omar Dewitt (44)	<b>V</b>
Air Assault on Crete	AH	Peter Hansen (2129)	<b>V</b>
Air Assault on Crete	AH	Jay Unnerstall (1264)	<b>VE</b>
A Most Dangerous Time	MMP	Jeff Miller (1303)	<b>VE</b>
Antietam	SPI	Omar Dewitt (44)	<b>V</b>
Arab Israeli War	AH	Dennis Sheppard (804)	<b>VE</b>
Ardennse Offensive	SPI	Hugh Smithers (2313)	<b>VE</b>
A Time for Trumpets	GMT	Jeff Miller (1303)	<b>VE</b>
A Victory Lost	MMP	Ed O'Connor (1243)	<b>VE</b>
A World At War	GMT	Jeff Miller (1303)	<b>VE</b>
Battles for the Ardennes	SPI	Thomas Ten Eyck (826)	<b>EP</b>
Battle for Germany	SPI	Erica Snarski (2142)	<b>VE</b>
Battle of Austerlitz, Dec. 2, 1805	SPI	Erica Snarski (2142)	<b>VE</b>
Battles's Shadow	HFD	Jay Unnerstall (1264)	<b>VE</b>
Bitter Woods	Compass/L2	Hugh Smithers (2313)	<b>VE</b>
Blitz	Compass	Jim Lauffenburger (2191)	<b>VXE</b>
Bloody 110	COA	Aaron Kulkis (1983)	<b>FVL</b>
Borodino	SPI	Erica Snarski (2142)	<b>VE</b>
Caesar Alesia	AH	Jay Unnerstall (1264)	<b>VE</b>
Caesar's Legions	AH	Stephen Genoff (2194)	<b>VE</b>
Cedar Mountain	SPI	Peter Hansen (2129)	<b>V</b>
Chickamauga	SPI	Omar Dewitt (44)	<b>V</b>
Empire in Arms	AH	Edson Ramos (1989)	<b>P</b>
Empire of the Rising Sun	AH	Mike Scott (1555)	
Falling Sky	GMT	Jim Lauffenburger (2191)	<b>VXE</b>
Fifth Frontier War	GDW	Dane Patterson (2010)	<b>EV</b>
Fire in the Sky (1999)	Phalanx	William Marcy (1761)	<b>VTE</b>
Flat Top	AH	Paul Koenig (1577)	<b>V</b>
Flying Colors	GMT	Thomas Ten Eyck (826)	<b>EP</b>

Forgotten Legions	Compass	Erica Snarski (2142)	<b>V E</b>
Fox's Gambit	HFD	Jay Unnerstall (1264)	<b>V E</b>
Fury in the West	Battleline/AH	Erica Snarski (2142)	<b>V E</b>
Gallipoli	GMT	Ivan Kent (2133)	<b>V</b>
Gettysburg '65	AH	Stephen Genoff (2194)	<b>V</b>
Great War In Europe	GMT	Donald Deacon (2241)	<b>V</b>
Great War in Europe Deluxe	GMT	Terry Gallion (2044)	<b>V</b>
Grenadier	SPI	Charles Sutherland (1804)	<b>V E</b>
Guns of August	AH	John Troskey (1554)	<b>C V</b>
Hitler's War	AH	Erica Snarski (2142)	<b>V E</b>
Invasion of Malta, 1942	AH	Chris Hyland (1862)	<b>V X</b>
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (2142)	<b>V E</b>
Jerusalem	SDC	Erica Snarski (2142)	<b>E P</b>
Knights of the Air	AH	Jeff Miller (1303)	<b>V E</b>
Korea	SPI	Erica Snarski (2142)	<b>V E</b>
Korean War	Compass	Paul Koenig (1577)	<b>V</b>
La Grande Armeec	SPI	Charles Sutherland (1804)	<b>V E</b>
Lee vs. Grant	VG	Jeremy Rowley (1942)	<b>V</b>
Leipzig	SPI	Charles Sutherland (1804)	<b>V E</b>
Lion of Ethiopia	Command/XTR	Erica Snarski (2142)	<b>V E</b>
Midway	AH	Bruce Warren (2293)	<b>F T F</b>
Midway	AH	Mike Stubits (2311)	<b>V E</b>
Midway	AH	Richard Saunders (1664)	<b>E</b>
Main Battle Tank 2ed	GMT	Martin Hogan (1704)	
Monty's Gamble: Market Garden	MMP	Jerry Wong (1974)	<b>F V</b>
Napoleon at Waterloo	SPI	Paul Purman (2159)	<b>V</b>
Napoleon at War Quad	SPI	Erica Snarski (2142)	<b>V E</b>
No Retreat: North Afrika	GMT	Jerry Wong (1974)	<b>F V</b>
NATO: Cold War Goes Hot	Compass	Giovanni Faisca (2178)	<b>V E L</b>
Pacific War	VG	Jeff Miller (1303)	<b>V E</b>
PanzerArmee Afrika	SPI/AH	Erica Snarski (2142)	<b>V E</b>
Panzer Battles	MMP	John Troskey (1554)	<b>C V S</b>
Panzer Grenadier	AP	Carl Wolf (1992)	<b>V</b>
Panzer Krieg	AH	Jay Unnerstall (1264)	<b>V E</b>
Panzer Leader	AH	Stephen Genoff (2194)	<b>V</b>
Proud Monster	XTR	Edson Ramos (1989)	<b>P</b>
Punic Wars	SPI	Erica Snarski (2142)	<b>V E</b>
Punic Wars	SPI	Mark Palmer (1074)	<b>V E</b>
Rebel Sabres	TSR	Peter Dunn (2235)	<b>V</b>

Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	<b>FTF</b>
Russian Campaign	Jedko Games	Peter Dunn (2235)	<b>V</b>
Russian Front	AH	Martin Kerslake (2011)	<b>V</b>
South China Seas	CMP	Mike Ricotta (2004)	<b>VXE</b>
SPQR	GMT	Justo Perez (2009)	<b>FV</b>
Storm Over Jerusalem	MMP	Erica Snarski (2142)	<b>V</b>
Tank on Tank	LnL	Duncan Rice (1394)	<b>V</b>
Terrible Swift Sword	TSR	Peter Dunn (2235)	<b>V</b>
The Russian Campaign	4th L2 or 5th edition GMT	John Ohlin (2346)	<b>V</b>
The Russian Campaign	AH	Bruce Warren (2293)	<b>FTF</b>
The Tide At Sunrise	MMP	Nick Rusch (1913)	<b>VELX</b>
This War Without An Enemy	Nuts! Publishing	Andrew Patience (1646)	<b>V</b>
Thunder at Cassino	AH	Jerry Wong (1974)	<b>FV</b>
Tobruk	AH	Dennis Sheppard (804)	<b>VE</b>
To The Green Fields Beyond	SPI	John Troskey (1554)	<b>CVS</b>
Turning Point: Stalingrad	AH	Jan Vanderveken (2286)	<b>VE</b>
Twilight Struggle	GMT	Jeff Miller (1303)	<b>VE</b>
Verdun 1916: Steel Inferno (2020)	FOS	William Marcy (1761)	<b>VE</b>
Vietnam	GMT	Jeff Miller (1303)	<b>VE</b>
Wagram	SPI	Omar Dewitt (44)	<b>V</b>
War and Peace		Mike Kettman (1067)	<b>V</b>
War at Sea	AH	James McCormack (2369)	<b>VE</b>
War of the Suns	MMP	Jeff Miller (1303)	<b>VE</b>
Winter War	SPI	Erica Snarski (2142)	<b>VE</b>
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	<b>VD</b>
WWII	SPI	Erica Snarski (2142)	<b>VE</b>

## How to access the current Open Match List online:

Once you get to the AHIKS website, hover over *Want an Opponent?* This 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,…”

## Format codes:

<b>A</b> : ADC2	<b>L</b> : Learning Game
<b>C</b> : Cyberboard	<b>M</b> : Mail (?)
<b>D</b> : Discord	<b>P</b> : Postal Mail
<b>E</b> : Email	<b>S</b> : Slow Play
<b>F</b> : Fast Play	<b>T</b> : A.C.T.S..
<b>FTF</b> : Face-to-face	<b>V</b> : V.A.S.S.A.L.
<b>G</b> : Will Gamemaster	<b>X</b> : Non-rated Game
<b>H</b> : Virtual Face-to-face	<b>Z</b> : Zuntzu