

THE KOMMANDEUR



Mark takes us back to a time when watching Soviet subs trailing his ship was too boring. Fortunately, there was always the excitement of having his head handed to him in Richtofen's War. (page 18)



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Spam, spam, spam!

We had a year in which various spam blockers were keeping our issues from reaching some members. This issue has now been fixed. To download past issues, please go to <https://ahiks.com/the-ahiks-kommandeur/>



President's Report



George Phillis

Greetings from your President. Happy Holidays!

First, Kudos to the unknown member who told an email correspondent about AHIKS. The correspondent has now joined our society.

Second, the *Afrika Korps* Tournament I launched at the start of the year has now completed. Randy Heller is the winner. He reports having beaten each of his opponents twice, once on each side, not without some help from the dice. He will receive a free game as a prize, and each player will receive a certificate.

Elections are approaching. We still need a volunteer to assume the duties of Treasurer. These duties are actually quite minor, because we have no dues or expenses. Someone modestly familiar with business law in your state, enough to open a bank account and to know if you need to make Doing Business As filings or the like, would be good.

I have called for members to do convention and social media outreach. We still need people to do that.

Fear of the plague has receded, though sympathies to our Judge for his recent convention event, so more face-to-face groups might be attainable. Look at what the IKS is doing! And note that in four years they have gone from no members to 1600 members.

I was given another idea, which is expandable. Someone asked the nice people at Upton Games if they would ever do a new map for *Blitzkrieg*, one with much more playable land area. We could do that. A group of us could design a set of large mapboards that were, in the words of Avalon Hill, geomorphic. One could then do group play.

We have a lot of members whose club activities are limited. Could this change? Are there other things AHIKS might be doing? My other club, The National Fantasy Fan Federation

(science fiction fans) does many more things than we do, on a far smaller membership base. Perhaps I should publish a list.

I can report that my *Empire in Arms* game has advanced from partway through August 1806 to (by the time you read this) the end of September 1806. Peace has broken out across Europe. Hopefully peace will continue. I must, however, face the issue that I have a land border with France, and France and its German allies can recruit infantry twice as fast as I can, so I must depend on my allies for support.

My 4X space game, [Battle for Honor](#), is advancing. It's slow, a turn a day, with things happening automatically if you skip a turn. New players are always welcome. This is a test panel effort, so rules are unlikely to stay constant. You can join at the listed URL. Think of it as a board game played on Vassal. ✂

A few of us knew founding member J.K. Norris. We played Stalingrad once, iirc.

In any event, he gave me these words of wisdom, as best as I remember them, written in 1964:

My family has been involved with the Royal Navy.

Recently, a relative fought at Jutland. Somewhat less recently, another relative fought at Trafalgar. Going back a considerable time, yet another relative went out with Drake against the Armada. In all that time, we found three rules that will advance a man's career as an officer:

- 1) Always volunteer.
- 2) Don't stay too long in any one port.
- 3) Don't marry until you have your own flag.

Dispatches

The Wargaming Network is pleased to announce the 2023 lecture in our Keynote Wargaming Lecture series. The keynote lecture series features current and former Wargaming Network staff discussing their research in wargaming. The lecture will take place on 07 Dec 2023 from 19:00-20:30GMT in the Anatomy Lecture Theater K6.29, King's Strand Campus, followed by a wine reception. Please [register for the lecture](#).

Wargaming has been used in military, government, and private sectors for decades, with tens of millions of dollars spent on it annually. Yet the epistemological foundations of the method remain poorly understood. Without establishing such foundations the method is unable to convince sceptics, establish methodological standards, and develop a consistent language of comparative evaluation. Wargamers cannot simply "pass" this problem and assume it will resolve itself over time. Instead, it is necessary to identify the prominent distinguishing features of wargaming as a method and investigate if and how they produce knowledge. In this talk, Dr David Banks identifies five such features of wargaming and considers how better understanding them can provide some epistemological foundations for the method of wargaming.

Dr. David Banks is Wargaming Lecturer at the War Studies Department at King's College London, where he also serves as the Academic Director of the King's Wargaming Network. He has designed a number of wargames for research and education and teaches two MA modules on wargaming methods and wargaming design. His current wargaming research is focused on determining epistemological standards for evaluating wargames as a research method. This includes projects on the foundations of wargaming, how to link theory to design, and the role of subject matter experts in professional wargames. In addition to his wargaming research, Dr. Banks also studies diplomatic practice in international society, with a special emphasis on symbolic and rhetorical diplomacy. His current book manuscript researches the motivation for and political consequences of state violations of diplomatic practice.

Very Respectfully,

Anna Nettleship
Managing Director
King's Wargaming Network

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.

Elected Officers

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Membership Recruitment Officer: Open

Social Media Coordinator: Open

Multiplayer Info



Jeff Miller

Hi Gang,

Well, I spent the morning spending money on GMT's Fall Sale – which convinced me that I pre-order a lot of games. I could get up to 14 at 50% off with this sale! For those who do not use GMT's P500 system, during their fall sale you can buy one in stock game at 50% off for each game you purchased in the last year via the P500 order system.

So, my collection is expanding again. 😊

On the personal gaming front my game of France 1940 wrapped up – it was a nice trip down memory lane but you do realize how far the hobby has come since the early days. Certainly not the feel of a Blitzkrieg.

On the other hand, I am starting a game of Sword & Fire, Manila – ASL campaign. I have been looking forward to this one. We are doing campaign 5 so it is the entire map and I have been spinning through the rules and figuring out what to purchase. I ended up with the Americans, so there are a few toys to play with. 😊

I believe I could fit in one more ASL CG if anyone has an interest – since I have BRT, KGP, RB and now Manila going I would prefer something I have not played already.

Also starting a game of Pacific War, Victory Games and now GMT. We figure on getting up to speed via a couple of shorter scenarios as neither one of us have played it. Then the full campaign!

Vietnam continues to flow, although I still have no idea what my overall strategy is. Currently I seem to be bleeding out the Americans and ARVN forces with lucky die rolls and hit and run attacks. 😊

Turning now to the multiplayer game front

I must admit I am wondering about the lack of interest in COIN games – they seem to have a good following but we have not seen one launch in a while, despite having several of them only needing one more player.

I have a note on what BGG considers the ideal number of players on my spreadsheet – although I

usually do not add that to what is posted in the K. I am starting to consider throwing the option of starting at a lower number out to those who are interested and the number of requests is at least close.

So, if you have an interest in one of the games listed you may want to jump in sooner than later if you want to get in.

For those of you involved in my games, or those who are playing in other AHIKS multiplayer matches, we are going to try adding in more of a “press” section starting with the next K.

Next issue? Shucks, let's do this now! See our new section, The Press Room, on [page 22](#).

-- Luiz Cláudio

Our new editor is giving us a heads up on when the drop-dead date for getting articles in for the K will be. [I always work better with a deadline 😊].

So, if you are playing in one of my games and wish to offer your own spin on the current state of the game feel free to send it to me at least a week in advance of the deadline for the K. I might fit it in if it arrives late but that will depend on my schedule, since I might be away on vacation etc.

For those of you playing in other games and just want to add in some press to confound your opponent's same thing.

Just send me something and I can copy and paste it in – I will not be checking for spelling etc. as an FYI.

And the usual disclaimer, keep it clean and behave as an adult or I may not drop it into the column – I do not expect any issues but figured I had best put it out there.

Now pointing out that the French in EIA is the ultimate tyrant and Napoleon deserves to be removed forcibly and **permanently** from Europe is acceptable.

😊

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.



Conquistador

Spain is trying valiantly to fund its colonies and maintain its fleet but so far, I have not managed to find any treasure cities to loot. Amazingly enough Spain seems to be the one settling the eastern coast of north America!

Empire in Arms - September of 1806

So far peace has settled over the continent however there are signs that plots are afoot out there. Austria and France are allowing the Russians free access to their lands, something tells me that war will be breaking out once again soon. Worse Spain is allowing the Russians to use their ports as bases. At this point Prussia just shakes its head over France being able to convince others that he deserves support – this could turn out to be a very short game at this rate!

Gunslinger [Non-AHIKS]

Well, my character survived all of two turns although we seemed to find a loophole in the rules. The setup required the other side to setup outside the buildings. One of our opponents claimed that if he setup the body counter outside he could still stick his head in through the door. The rules are unclear and the GM made a judgement call. A bit of research turned up nothing online, in the General, etc. that answered the question. However, there appears to be about an equal number of people on both sides of the question. Personally, I believe the head is usually attached to the body and needs to be in the allowed area.

Here I Stand

The French army is finally starting to move!

We have crossed the border into Spain and are attempting to free the Spanish peasants from their masters. Hopefully we will succeed as the bulk of the Hapsburgs forces are facing off against a huge Ottoman army to the east. England has hit a bad run on the dice and my projection is that the Pope will end up with the game. However, I have at last fulfilled the last agreement I made with other powers early in the game when I was struggling just to keep France in the game!

Kingmaker

Well, my two nobles are still alive, aside from that not much has changed. Although an alliance has formed between two of the factions to try and pull down the tyrant. I lift a goblet to toast their success, hopefully. Sadly, I can do little to assist their noble efforts, as my nobles are a ten strength one and Stanley is very religious [lots of bishop cards] but not very strong.

Merchant of Venus

We have made it through the selection of sides, I have taken the humans of course. After all it is our destiny to rule the universe, right? Or in this case become extremely wealthy by shrewd but fair, trading practices.

Stellar Conquest

We are off and running and the hidden information is making this game interesting indeed. So, the less said the better, after all loose lips sink ships – or in this case cause them to explode silently in space!

Have a GREAT CHRISTMAS and NEW YEARS everyone, with lots of new games under the tree!

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	V
Battle for Germany	SPI	Mark Palmer	V
Battle for Germany	SPI	Chris Hyland	V
Blackbeard	AH	Jeff Miller	V
Blitz	Compass	Jim Lauffenburger	V
Circus Maximus	AH	Jeff Miller	V
Circus Maximus	AH	Graeme Dandy	V
Circus Maximus	AH	Robert Dowrey	V
Circus Maximus	AH	Erica Snarski	V
Clash of Cultures	Z-Man	Jeff Miller	V
Colonial Twilight	MMP	Jeff Miller	V
Conquest of Paradise	GMT	Jeff Miller	V
Conquistador	AH	Jeff Miller	V
Crown of Roses	GMT	Mike Kettman	V
Cuba Libre	GMT	Jeff Miller	V
Divine Right	TSR	Delwayne Arakaki	V
Dominant Species	GMT	Jeff Miller	V
Dominant Species	GMT	Nacho Fernandez	V
Dune	AH	Jeff Miller	V
Dune	AH	Brian Nickel	V
Empires of the Middle Ages	SPI	Mike Kettman	V
Falling Sky	GMT	Jeff Miller	V
Falling Sky	GMT	Jim Lauffenburger	V
Fire in the Lake	GMT	Jeff Miller	V
Fire in the Lake	GMT	Steven Paul	V
Flat Top	AH	Chris Hyland	V, D, G, H, X
Fortress America	MB	Jeff Miller	V
Gangsters	AH	Jeff Miller	V

Gandhi	GMT	Jeff Miller	V
Gunslinger	AH	Jeff Miller	V
Gunslinger	AH	Graeme Dandy	V
Gunslinger	AH	Matt Scheffrahn	VMG
Incredible Victory	Quarterdeck Games	Paul Raphael	E, G
Liberty or Death	GMT	Jeff Miller	V
Machiavelli	AH	Jeff Miller	V
Machiavelli	AH	Graeme Dandy	V
Machiavelli	AH	Nacho Fernandez	V
Magic Realm	AH	Jeff Miller	V
Napoleonic Wars	GMT	Aaron Martin	V
Napoleonic Wars	GMT	Jeff Miller	V
Pendragon	GMT	Jeff Miller	V
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
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

Format codes:

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

Published Wargames

An incomplete list of published board wargames (part IV)



George Phillis

- Blocks in the West (VentoNuovoGames, 2012)
- Blocks of War Alpine Maps 14, 15 (Columbia Games, 1999)
- Blocks of War Blank Map Kit (Columbia Games, 1999)
- Blocks of War Forest Maps 15, 16 (Columbia Games, 1999)
- Blocks of War Logistics Set (Columbia Games, 1999)
- Blocks of War Steppe Maps 11, 12 (Columbia Games, 1999)
- Blond He Was and Beautiful (High Flying Dice, 2015)
- Blonde He Was and Beautiful (TCS Games, 2008)
- Blood & Armor (PerryMoore, 199x)
- Blood & Iron (Command 21, 1993)
- Blood & Iron (PacRim, 1995)
- Blood & Iron Map Pax 1 (Critical Hit, 2002)
- Blood & Sand (Worthington, 2011)
- Blood & Steel (Rohrbaugh, 1999)
- Blood & Steel Expansion Oboyan Hills Rzhavets Bridge (Paul Rohrbaugh, 2001)
- Blood & Thunder (GDW, 1992)
- Blood and Guts: George S/ Patton's Campaigns (Calumet Armchair Games, 19xx)
- Blood and Iron (3W, 1992)
- Blood and Jungle (Boundary Fire Productions, 2009)
- Blood and Jungle (Bounding Fire Productions, 2017)
- Blood and Roses (GMT Games, 2013)
- Blood and Sand (Wild Bill, 1982)
- Blood and Sand II Island Ordeal (Wilder, 1983)
- Blood and Vengeance The Battle of Ulu Kert, March 2000 (Perry Moore, 2006)
- Blood Before Richmond Gaines' Mill (Tiny Battles Publishing, 2018?)
- Blood in the Fog (Hollandspiele, 2017)
- Blood in the Forest Last Night Expansion (Flying Frog Productions, 2013)
- Blood of Noble Men (Worthington Games, 2006)
- Blood on the Ohio (Compass Games, 2018)
- Blood on the Snow (Avalanche Press, 1995)
- Blood on the Tigris (S&T 176, 1995)
- Blood Reef: Tarawa (MMP, 1999)
- Blood Reef: Tarawa Gamers Guide (MMP, 2018)
- Blood Royale (GmsWorkshp, 1987)
- Blood, Steel, and Sand (High Flying Dice, 2011)
- Bloodbath at the Sakarya August 1921 (Perry Moore, 200x)
- Bloodtree Rebellion, The (GDW, 1979)
- Bloody 110 (The Gamers, 1989)
- Bloody April (SPI, 1979)
- Bloody April Air War over Arras France, 1717 (GMT Games, 2012)
- Bloody Beach, Omaha (Ramsay, 1999)
- Bloody Buna (Wargamer 9, 1979)
- Bloody Dawns The Iran-Iraq War (High Flying Dice, 201x)
- Bloody Hell (High Flying Dice, 2012)
- Bloody Hell (High Flying Dice, 2012)
- Bloody Kasserine (GDW, 1992)
- Bloody Keren (Wargamer 59, 1986)
- Bloody Kuningtou 1949 (Board Wargame 1, 2010)
- Bloody Mary (Garry Stevens, 2006)
- Bloody Omaha (Critical Hit, 201x)
- Bloody Path Fallen Timbers 1794 (High Flying Dice, 202x)
- Bloody Ridge (MMP, 2005)
- Bloody Ridge (SPI, 1975)
- Bloody Ridge (World at War 37, 2014)
- Bloody Roads South (The Gamers, 1992)
- Blow by Blow Pakistan Invades India 1965 (Firefight Games, 2007)
- Blitzkrieg Undone (High Flying Dice, 2012)
- Blue & Gray (Decision Games, 1995)
- Blue and Gray (SPI, 1975)
- Blue and Gray II (SPI, 1975)
- Blue Cross, White Ensign (GMT Games, 2014)
- Blue Division (Avalanche Press, 2006)
- Blue Max (GDW, 1995)
- Blue Max (GDW, 1983)
- Blue Max, The (WWW, 1981)
- Blue vs Gray (GMT Games, 2003)
- Blue Water Navy (Compass Games, 2019)
- Blue Water Navy The War At Sea (Compass Games, 2019)
- Boarding Party (TFG, 1983)
- Bobby Lee (Columbia Games, 1993)
- Bobby Lee (Columbia Games, 2014)
- Bodyguard Overlord (Spearhead, 1994)
- Boer War (Commonwealth Games, 1976)
- Boer War* ~The (3W, 1991)
- Bohemian Rhapsody 1622 (TCS Games, 2009)
- Bomb Alley (Avalanche Press, 2002)
- Bomb Alley (Avalanche Press, 2009)
- Bomber (Yaquinto, 1982)
- Bomber Command (GMT Games, 2012)
- Bombs Away! (Game Fix #4, 1995)
- Bonaparte (International Team, ????)
- Bonaparte in Italy (OSG, 1979)
- Bonaparte in Italy – The Quadrilatera (OSG, 1999)
- Bonaparte in the Quadrilateral (OSG, 2022)
- Boom & Zoom (Hollandspiele, 2018)

- Boomers (Supremacy, 1990)
- Boot Hill (TSR, 1979)
- Boots & Saddles (GDW, 1984)
- Boots on the Ground (Worthington Games, 2011)
- Border War (Decision Games, 2012)
- Borderlands (Eon, 1982)
- Borderlands (FFG, 1997)
- Borderlands Expansion Set 1 (Eon, 1982)
- Borderlands Expansion Set 2 (Eon, 1983)
- Boreml 1831 (Taktyka I Strategia 33, 2011)
- Born of Titans (Ares Magazine 03, 2015)
- Born to Battle (PerryMoore)
- Borodino (Columbia Games, 2012)
- Borodino (GamesUSA, 1994)
- Borodino (S&T 32, 1976)
- Borodino '41 (Clash of Arms, 1995)
- Borodino 1812 (T&S)
- Borodino Battle of the Moskova, 1812 (GMT Games, 2004)
- Bosworth (OotB, 1998)
- Boudicca (ATO 35, 2011)
- Bounty Hunter: Shootout at the Saloon (Nova, 1982)
- Braccio da Montone (Acies Edizione , 20xx)
- Bradley's D-Day (Against The Odds Campaign Study 3, 2018)
- Brandy Station (Panzerschrek 14, 2005)
- Brandy Station (Rand, 1976)
- Brandy Station 1863 (Taktyka I Strategia 33, 2011)
- Brandywine (GMT Games, 2000)
- Brandywine & Germantown (Clash of Arms, 2000)
- Brass (Martin Wallace)
- Brave and Noble Fights The Battle of Foochow (High Flying Dice, 2015)
- Brave and Noble Fights the Battle of Pung-Do (High Flying Dice, 2015)
- Brave and Noble Fights The Battle of the Yalu (High Flying Dice, 2013)
- Brave and Noble Fights The Battle of Wei Hai Wei (High Flying Dice, 2013)
- Brave and Noble Fights The Campaigns for Formosa 1884 and 1895 (High Flying Dice, 2018)
- Brave Little Belgium (Hollandspiele, 2019)
- Bravery in the Sand (Operations #2, 2009)
- Brazen Chariots (MMP, 2019)
- Breach of Faith (PerryMoore, 1981)
- Breaking into Valhalla (High Flying Dice, 2001)
- Breaking Into Valhalla (Schutze Games, 2001)
- Breaking Teeth The Battle of Teruel (High Flying Dice, 2017)
- Breaking the Chains (Compass Games, 2013)
- Breaking the Ice The Great Lakes Winter Fleet 1942 (High Flying Dice, 2019)
- Breakout (Battleplan 24, 1973)
- Breakout and Pursuit (SPI, 1972)
- Breakout at St.Lo (Panzer Digest 5, 2008)
- Breakout First Panzer Army & Kamenetz-Podolsky March-April 1944 (Decision Games, 2019)
- Breakout from the Crimea (High Flying Dice, 2013)
- Breakout from the Crimea 1920 (Firefight Games, 2007)
- Breakout, Normandy Deluxe [2nd] (L2DG)
- Breakout: Normandy (AvalonHill, 1993)
- Breakthrough (SGS 354, 2001)
- Breakthrough at Gemehalo Feb. 1999 (Perry Moore, 2002)
- Breakthrough: Cambrai (MMP, 2011)
- Breakthru (3M, 1965)
- Breitenfeld (ADA, 1972)
- Breitenfeld (Decision Games, 2012)
- Breitenfeld (PZFFST 5.3, 1970)
- Breitenfeld (S&T 55, 1976)
- Brezhnev's War (Compass Games, 2017)
- Brief Border Wars (Compass Games, 2019)
- Brilliant Lances (GDW, 1993)
- Britain Stands Alone (GMT Games, 1994)
- Britannia (AvalonHill, 1987)
- Britannia (PSC Games, 2020)
- British Rails (Mayfair, 1984)
- Brittania (FFG, 2008)
- Broadside (MiltonBrad, 1962)
- Broadsides and Boarding Parties (Citadel, 1982)
- Broken Axis (Avalanche Press, 2016)
- Brotherhood & Unity (Compass Games, 2019)
- Brotherhood The (GDW, 1983)
- Brothers at War 1862 (Compass Games, 2021)
- Brothers by my Side (LNL Publishing, 2004)
- Brown Water Submarines (CSS Chicora Production, 2004)
- Brunete (Tyr, 198x)
- Brusilov Offensive, The (SPI, 1978)
- Brute Force (Clash of Arms, 2002)
- Buck Rogers Battle for the 25th Century (TSR, 1988)
- Budapest 2024 (Taktika I Strategia, 2018)
- Budapest '45 (Command 31, 1994)
- Budapest Campaign (World at War 85, 2022)
- Budziszyn 1945 (T&S)
- Budziszyn 1945 (Taktyka I Strategia, 22xx)
- Buena Vista (5th Column, 1992)
- Buffalo Wings WWII Tactical Air Combat over Finland (ATO 29, 2010)
- Bug Hunter (TSR, 1988)
- Bug-Eyed Monsters (WestEndGms, 1983)
- Bulge (SPI, 1979)
- Bulge '81 counter sheet (Camelot Games, 2014)
- Bull Run (AvalonHill, 1983)
- Bull Run 1861/Manassas 1862 (Taktyka I Strategia 35, 2011)
- Bull Run 21 Juillet 1861 (Vae Victis 89, 2009)
- Bundeswehr (GDW, 1986)
- Bundeswehr (SPI, 1976)
- Bunker Hill (Command 32, 1995)
- Bunker's Hill 1775 (PrcWgr11.1, 1977)

- Bureaucracy (AvalonHill, 1981)
- Burma (GDW, 1976)
- Burma (TheGamers, 1999)
- Burma 1944 (Albion, 1975)
- Burning Lands (Flying Pig Games, 2018)
- Burning Mountains (Paper Wars 89, 2018)
- Burros & Banditos (SierraMadr, 1993)
- Bushido (FFG, 2008)
- Bushido Denied (High Flying Dice, 2012)
- Bushido Denied: The Battles of (Schutze Games, 2001)
- Bushi: Sword vs Sword (Bearhug, 1979)
- Busting the Bocage (Critical Hit, 2003)
- But Not in Vain The Siege of Calais (High Flying Dice, 2018)
- Button Wars Button Pack #1 (Guild of Blades)
- Button Wars Button Pack #2 (Guild of Blades)
- Button Wars: Empires&Overlords Quo Ti Faction (Guild of Blades, 2005)
- By Force of Arms (TGC, 1994)
- By Stealth and Sea (DVG, 2020)
- Byczyna 1588 (Taktika I Strategia, 2018)
- Byzantium (S&T 183, 1997)
- Bzura 1939 (T&S)
- C. S. A. (Fiery Dragon, 2008)
- C. V. (Yaquinto, 1979)
- CA (S&T 38, 1973)
- Cactus Air Force (Decision Games, 2012)
- Cactus Throne The Mexican War of 1862-1867 (ATO 15, 2006)
- Caen (Excalibre, 1977)
- Caesar (AvalonHill, 1976)
- Caesar (GMT Games, 1994)
- Caesar Imperator: Britannia (Vae Victis 112, 2013)
- Caesar in Alexandria (GMT Games, 2001)
- Caesar in Gallia (S&T 165, 1993)
- Caesar in Gaul (Camelot Games, 2010)
- Caesar Rome vs Gaul (GMT Games, 2020)
- Caesar's Gallic War (Worthington Games, 2009)
- Caesar's Invasion of Britain 55 BC (Trumpeter, 1974)
- Caesar's Legions (AvalonHill, 1975)
- Caesar's War (Decision Games, 2012)
- Cairo (Jagdpanthr, 1974)
- Caldero 1796 (No Turkeys 1, 2008)
- Caldiero 1796 (Para Bellum 2, 2017)
- Caledia (Vincent, 2009)
- Caligula (Post Scriptum, 2009)
- Cambrai, 1917 (Rand Games, 1974)
- Campaign (Waddington, 1971)
- Campaign 1815 (Pratzen Editions, 2009)
- Campaign for Guadalcanal:Henderson (3W, 1994)
- Campaign for Guadalcanal:Long Lance (3W, 1994)
- Campaign for North Africa (SPI, 1979)
- Campaign of 1876 (Northwind, 1976)
- Campaign of Nations Leipzig 1813 (Hollandspiel, 2018)
- Campaign to Stalingrad (Rhino, 1992)
- Campaign Trail (GDW, 1983)
- Campaign: Eagleday (ADA & Grundsteit 29, 31, 1974)
- Campaign: Overlord (ADA & Grundsteit 28/29, 1973)
- Campaigns & Commanders (Avalanche Press, 2008)
- Campaigns in the Valley (S&T 123, 1988)
- Campaigns of King David (Clash of Arms, 2007)
- Campaigns of Marlborough (Wargamer 61, 1987)
- Campaigns of Napoleon (West End, 1980)
- Campaigns of Robert E. Lee, The (Clash of Arms, 1988)
- Campaigns of the Civil War (3W, 1992)
- Campaigns of the French Foreign (S&T 200, 1999)
- Canadian Civil War (SPI, 1977)
- Canadian Crucible Brigade Fortress at Norrey (MMP/The Gamers, 2013)
- Cannae (IES, 1986)
- Cannibal (Avalanche Press, 1996)
- Caporetto (SPI, 1979)
- Caporetto and Italy 1917-1918 (S&T 337, 2022)
- Capital Power (Intl Team, 198x)
- Captain's Sea (Legion Wargames, 2021)
- Capture of Fort Eban Emal (Jgdpanthr, 1973)
- Capturez Tito! Operationroesselsprung 1944 (Vae Victis 151, 2020)
- Car Wars (SteveJacks, 1981)
- Caratacus (GMT Games, 2000)
- Cards of War (Schutze Games, 2002)
- Cargo Express (Compass Games, 2018)
- Caricat , In Glory Ride (Acies Edizione , 2013)
- Carnage at Cassino (Critical Hit)
- Carolus Magnus (Rio Grande, 2000)
- Carpathian Brigade (Avalanche Press, 2011)
- Carrier (VG, 1990)
- Carrier Battlegroup Solo (Modern War 14, 2014)
- Carrier Battles (RSS, 1985)
- Carrier Planes in Flames (Australian Design Group ADG, 1998)
- Carrier Strike (MB, 1977)
- Carrier Strike (Simulation, 1981)
- Carrier Strike (Wargamer 16, 1982)
- Carrier War (OmegaGames, 1987)
- Carrier War Expansion Kit (OmegaGames, 1992)
- Carthage The First Punic War (GMT Games, 2005)
- Case Blue (MMP, 2007)
- Case Green (S&T 152, 1992)
- Case White (GDW, 1977)
- Case Yellow, 1940 (GMT Games, 2011)
- Caseros 1852 (SimWrkshop, 1998)
- Cash 'n Guns (Repos, 2005)
- Cassino (Excalibre, 1977)
- Cassino 44 (Vae Victis, 2019)
- Cassino '44 Gateway to Rome (Avalanche Press, 2009)
- Cassiopeian Empire (Norton Games,

1982)	Chainsaw Warrior (GmsWrkshop, 1987)	Chase (TSR, 1986)
Castalla 1809 (Alea(SP) 1, 1994)	Chalons 451 AD (Turning Point Simulations, 2018)	Chattanooga (SPI, 1975)
Castle Lords (Tilsit, 2002)	Chalons The Fate of Europe (Decision Games, 2010)	Chattanooga Death Knell of the Conf (Command 43, 1997)
Castle Panic (Fireside Games, 2018)	Champion Hill (The Gamers, 1996)	Che (Khyber Pass Games, 200x)
Castle Panic The Wizard's Tower (Fireside Games, 2018)	Champs de Bataille D'Alexandre a Hannibal (Vae Victis 30, 2000)	Chechnya: The Russian Bear Attacks (PerryMoore, 1999)
Castle Risk (ParkerBrs, 1986)	Champs de Bataille II Kadesh (Vae Victis 15, 1997)	Check Six (Close Sims, 1983)
Castle, The (Mayfair, 1981)	Champs de Bataille IV (Vae Victis 53, 2003)	Checkpoint Omega (TFG, 1983)
Cataclysm A Second World War (GMT Games, 2018)	Champs de Bataille Soissons 486 et Poitiers 732 (Vae Victis 9, 1996)	Chennault's First Fight (ATO 3.4, 2005)
Cataphract (GMT Games, 1999)	Chancellorsville (AvalonHill, 1961)	Cherbourg (PZFST 42, 1971)
Catherine the Great (S&T 232, 2006)	Chancellorsville (AvalonHill, 1974)	Cherkassy Pocket: (Decision Games, 2001)
Caucasus Burning (Yaah 15, 2021)	Chancellorsville (S&T 218, 2003)	Chez Cthulhu (Steve Jackson Games, 2009)
Cauldron (SPI, 1976)	Chancellorsville Bloody May, 1863 (Paul Koenig Games, 2013)	Chicago, Chicago (S&T 21, 1970)
Cauldron Battle for Gazala (Decision Games, 2010)	Chandragupta (GMT Games, 2008)	Chickamauga (Phoenix, 1983)
Caverns Deep (Ral Partha, 1980)	Chantilly (Decision Games, 2013)	Chickamauga (SPI, 1975)
CDG Solo System Kit 2nd (GMT Games, 2022)	Chantilly (Ivy Street, 1998)	Chickamauga (WestEndGms, 1986)
Cedar Creek 1864 (Vae Victis 94, 2010)	Charge at the Alamo (Richard Trevino, 200x)	Chickamauga & Chattanooga (Avalanche Press, 2003)
Cedar Mountain (S&T 86, 1981)	Charge of the Light Brigade (Panzerschreck 18, 2020)	Chickamauga Bloody September, 1863 (Paul Koenig Games, 2015)
Cedar Mountain (Vae Victis 153, 2020)	Charge to Glory: The Battle of New Market 3 (C Pubs, 1983)	Chickamauga, River of Death (Decision Games, 2010)
Celles, the Ardennes, 23-27 Dec 1944 (Revolu)	Chariot (SPI, 1975)	Chicken of the Sea (Game Fix #3, 1994)
Cemetery Hill (Critical Hit, 1996)	Chariot Lords (Clash of Arms, 1999)	Chieftain (GDW, 1988)
Cemetery Hill (SPI, 1975)	Chariot Race (Alif, 1986)	Chile '73 (Tiny Battle Publishing, 2018)
Central America (VictoryGms, 1987)	Chariots of Fire (GMT Games, 2010)	China Incident (Wargamer 37, 1985)
Central Command (S&T 98, 1984)	Chariots of Rome (Victory Point Games, 2017)	China: Middle Kingdom (Decision Games, 2008)
Central Pacific Campaign 1943-1944 (World at War 63, 2018)	Charkow 1942-1943 (Taktyka I Strategia, 2012?)	Chinese Civil War (3W, 1994)
Central Powers (Table, 1996)	Charlemagne Attaque A L'Est (Vae Victis 147, 2019)	Chinese Civil War, The (Wargamer 10, 1979)
Centrifugal Offensive (World at War 75, 2020)	Charlemagne Dark Ages in Europe (S&T 189, 1998)	Chinese Farm (SPI, 1975)
Centurion (FASA, 1988)	Charlemagne Master of Europe (Hollandspiel, 2017)	Chinese Farm (Tactics 30, 1986)
Centurion (S&T 25, 1971)	Charlie's Year (Red Sash Games, 2010)	Chitin I (Metagaming, 1977)
Cerberus (TFG, 1979)	Charlie's Year (Red Sash Games, 2004)	Chmielnik 1241 (Taktyka I Strategia 35, 2011)
Ceres Operation Stolen Base (Decision Games, 2016)	Charmed (Tilsit, 2002)	Chojnice 1454 (Taktyka I Strategia 25, 2008)
Chaco (Command 12, 1991)	Chart Wars/Space Waste (DIPco, 1992)	Chopping Maul (JRG, 1999)
Chaco (GDW, 1973)		Chosin (PacRim, 1995)
Chaco War 1932-1935 (World at War #86, 2022)		
Chad The Toyota Wars (S&T 144, 1991)		
Chainmail Medieval Combat (Worthington, 2009)		

(to be continued...)

Treasury Notes



Brian Stretcher

You may not have noticed my hiatus these past months, but it was an extremely busy summer for me without the will or means to meet deadlines for the past several issues. I'll start by following up where I left off, with a return to *South Pacific*, by Avalanche Press (AP).

South Pacific: “I Do Believe in Vassal, I Do, I Do”

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

the original *SOPAC* that *South Pacific* was based on.

When I wrote my review of this game back in April, there was essentially no VASSAL support for either the *GWAS* or *2WWAS* series. There is now. There is a privately maintained website dedicated to online play of both game series. You can find that information and links on the Avalanche Press website, but they are not easy to find. Go to the News section and scroll until you see online play mentioned for some of the games. Or you may go directly to <https://www.was-fc.com/> to find out what it is all about. Current Vassal modules available are for *Midway Deluxe*, *South Pacific*, *Coral Sea*, *Eastern Fleet*, and *Bismarck 2ed*. Vassal modules that are available can be obtained for free, you just need to email the website administrator, a very helpful gentleman by the name of Matt Brown, and tell him you own a copy of the game for which you want your module, and he will send you a link for the download. There is also a module for *Russo Japanese War*, a *GWAS* title. A module for *Jutland, 2ed* is promised soon; the game itself is apparently ready to ship.

South Pacific's module is large, and it took some time for my crappy DSL to download it. Part of the module loaded easily, but the extension that had most of the maps and pieces did not want to load. Long story short, after several attempts over the course of several months, I managed to get the entire module loaded and working just about a week ago. That is more due to my lack of time to deal with frustrating download problems, not the difficulty of doing so. Not sure exactly how I did it, but those of you more tech savvy than me probably would not have had a problem, and Matt Brown was more than willing to assist me if needed. There are a couple of quirks with the module with window sizing, at least on my computer, but nothing that prevents it from running and looking good.



It is quite possible to play the *2WWAS* games solitaire. Tactical movement is sequential and carried out in strict order of phases, and, unless ships are at maximum sighting range, are visible as target choices. Ships at maximum sighting range can still be targeted, it would just need to be random selection for ships in a stack when this rare event occurs. For the operational game, solitaire is much more difficult, since players aren't supposed to know what Task Force markers contain or where they might be going, but, as the module notes suggest, there are apparently a set of solitaire rules available on the AP website, as they are summarized in the module itself. I tried looking for those rules on the website but couldn't find them anywhere. Another example, perhaps, of AP making their games harder to play. Why keep them a secret?

I have written in the past about AP's business model. It concerns me that the company seems to mostly redesign and reissue the same games over time, apparently with hopes that 1) those of us who own prior editions of the game will want the newer and "better" editions, and 2) non-owners will want the newer improved editions of the games without ongoing online support, like errata. I think there is limited truth to proposition number 1 and even less truth to proposition 2. I am 62 years old and, while I live in a decently sized house, I don't have space to leave multiple maps set up with games in progress without leaving them vulnerable to feline referees. In rural areas FTF opponents are few or non-existent, and FTF play doesn't fit with my current lifestyle anyway. My opponent list is exclusively other AHIKS members. I am still working and have at best a couple hours during the evening to play, and my weekends are full of activities and responsibilities other than gaming. If and when my wife and I decide to downsize, the question will be whether I will be able to keep all of my games, let alone have room to set them up. Online play is therefore a necessity for me, and I am likely to pass on anything published these days without a Vassal module. It is that simple. The one person I know that would be likely to play this game can't get it, because Avalanche Press won't ship to Australia. Avalanche remains paranoid about

a handful of people stealing its games without fully considering the probability of more sales lost because there is no way for some to play them. That logic fails me. GMT offers Vassal modules on most titles at the time of publication, sometimes even before. I buy more of their games than any other publisher. I waited for years for their version of *The Russian Campaign* to come out, passing over numerous other iterations to replace my aging but well-loved AH edition, because I knew it would be updated, look good, and be supported and not just a re-release of the original game in a prettier package.

Anyway, there are now some Vassal modules for both the *GWAS* and *2WWAS* series. These games have a lot of play value if there is a way to actually play them. Many scenarios, some gems, some turkeys, laid out in a chapter format, which is nicer than random or just chronological order; the scenario book is worth a read by itself. Rules are mostly clean and well-developed, with rare exceptions. I hope to be able to play the game soon, hopefully not just by myself.

Treasurer's Report

In addition to our dividends, we had some more additions ahead of the planned TRC 5th ed. tournament to start soon.

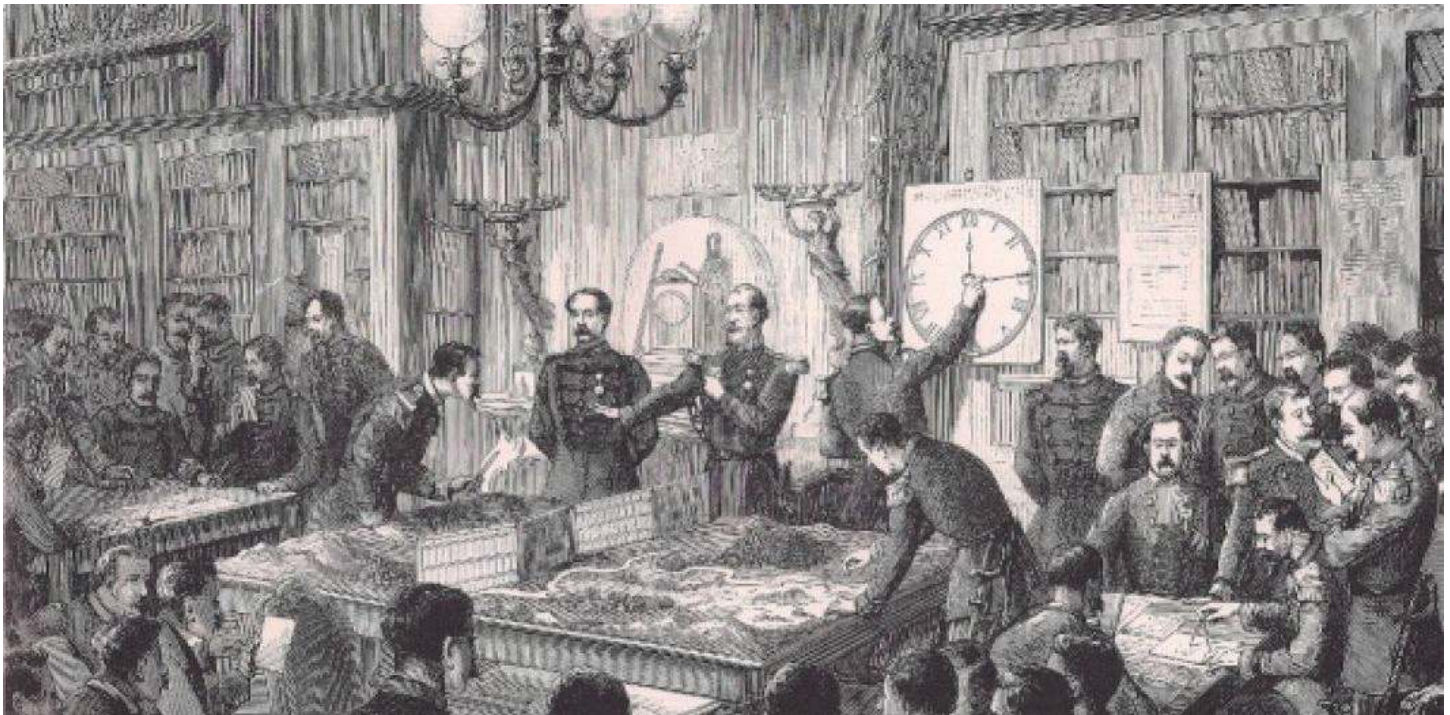
Total balance 5-31-23	\$ 8,607.33
Dividends 5-31-23 to 10-31-23:	\$ 10.86
TRC Tournament entry fees:	\$ 40.00
Total balance 11-19-23:	\$ 8,658.19

Until next time! ✂

Playing like a Prussian



Jan Heinemann



Le Jeu de la Guerre [The game of war], in: L'Illustration, vol. 64, 22 August 1874. Public domain.

Embrace every mistake you make

Proper *Kriegsspiel* was invented in 1824 by a Prussian staff officer, Bernhard von Reißwitz Jr.; implemented as mandatory officer training tool in the Prussian army, it was further developed throughout the 19th century, utilized to test operational plans and war strategies during both World Wars by armies of all sides. From the very beginning, it has also been used for recreational wargaming. Replacing staff rides and field maneuvers, *Kriegsspiel* is played double-blind with blocks representing formation on topographic maps. Most importantly it is facilitated by umpires (subject matter expert game masters) to create fog of war and friction. Players only see and hear what their avatar would know and what the umpires tell them and what their commanders and subordinates would tell them. The exercise is all about making decisions based on incomplete and potentially wrong knowledge under time pressure, overcoming contingency and having to develop plans, coordinate, communicate precisely and adapt according to the situation while working

towards the overall goal. A game of *Kriegsspiel* is all about making mistakes in a safe environment. Every game ends with an after-action-debriefing and discussion to reflect and improve. The experience is tense, unlike any other game.



Physical Kriegsspiel pieces and a hand drawn map. Photo by Robert Mastrud.

The historic staff officer training tool went online

The International Kriegsspiel Society is an online community players, umpires, practitioners and researchers from around the globe. Its goal is to preserve *Kriegsspiel*, foster the development of new systems and provide plenty of opportunity to play the mother of modern wargaming. It was founded in May 2021, when the pandemic restricted in-person meetings. Looking for alternatives, members of the Southern California Kriegsspiel Society and Little Gaddesden Kriegsspiel group went online to utilize Discord (an app that offers a mix of a chats and forums with voice chats on specific community servers) and Tabletop Simulator (an app that basically is a virtual table with assets to play games with singleplayer or online, with a huge workshop with lots of freely available modules for board and miniatures games) to run games.

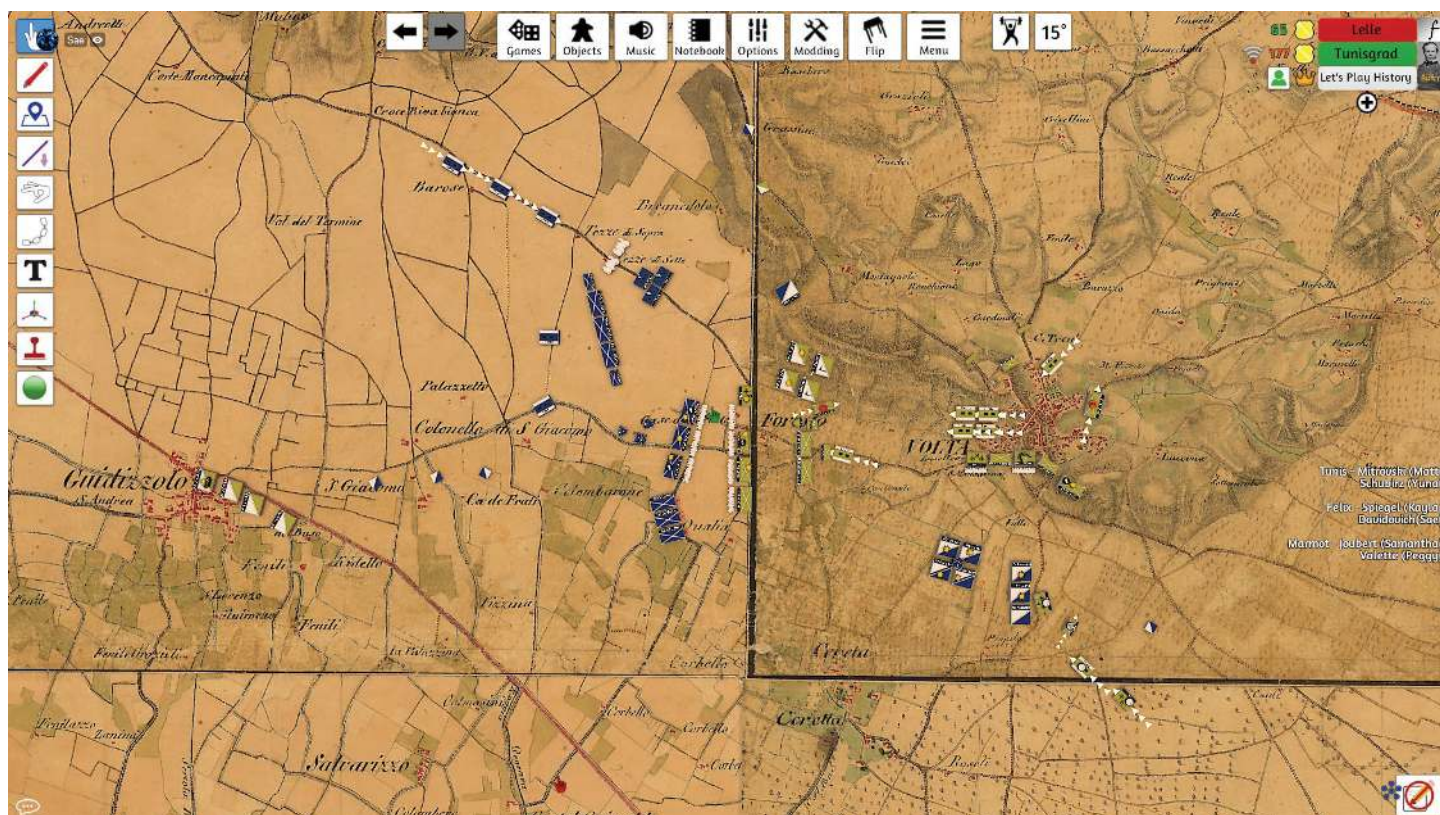
The home of *Kriegsspiel*

Since then, the IKS has constantly grown to over 1,700 members, it has established a Master Umpire curriculum to ensure quality of representative games and is encouraging and supporting enthusiastic hobbyists, serious wargamers and designers alike



After-Action-Debrief at an in-person convention in Los Angeles. Photo by Marshall Neal.

with resources like maps and rulesets, scenario and system design feedback and discussions. And most importantly: Live games at least every Saturday (with not a single one missed since) and many “play-by-post” games via [Discord](#) for those who cannot dedicate several hours in one sitting. Most prevalent settings are Napoleonic and American Civil War, but the community is designing systems and scenarios for almost any historical period or fictional universe imaginable. Furthermore, the IKS has embraced the [Derby House Principles](#) for diversity in wargaming



The umpire table in Tabletop Simulator from a Napoleonic battle in northern Italy. Screenshot by Jan Heinemann.

and is expanding its network in the professional wargaming world.

You are in command, not in control

The International Kriegsspiel Society is an open and welcoming community. Games are free and no specific experience is needed. Even though it is fair to say that a basic understanding of period formations and warfare are helpful, the community and umpires are eager to help you out and play right away, without any preparation. Remember, *Kriegsspiel* is all about making mistakes. All you need to play is Discord. If you don't want to dive head on into the cold, you are welcome to watch some of the many games we have streamed to our YouTube channel or attend a game as an aide or observer to one of the players. We strongly encourage you to try it out, and ask any questions that might arise along the way.

Now it's your turn to assume command. ✂

<https://kriegsspiel.org>



THE DERBY HOUSE PRINCIPLES

Dispatches

Wargame Developments (WD) is a group of like-minded wargamers who are dedicated to developing wargames of any type whatsoever. It is a non-commercial, largely informal, organisation, and its aims are to:

- Provide a forum for the exchange of new ideas and concepts.
- Examine and explore existing methods of wargaming, and to
- Develop new wargames and new approaches to wargaming.

WD runs an annual conference (COW - the Conference Of Wargamers), and since 2021 an annual on-line conference (VCOW - the Virtual Conference of Wargamers), along with other occasional gatherings. The Nugget is the our principal forum for communicating ideas, but we also have an on-line forum and Facebook groups. We also have Display Teams to run our presence at wargaming events.

Our members are involved in the whole spectrum of wargaming, including hobbyists, academics, professional wargamers, military wargamers and those using “wargames” in a more general sense to help organisations plan for a wider variety of events. All are united by an interest in wargaming and a passion for developing new ways to play wargames and new topics to explore through wargaming, and many are published wargame authors and developers.

Much of our knowledge and experience is captured in the WD Handbook 3rd Edn (Amend. 1), which as well as including a history of WD also includes descriptions of many different types of wargames and an extensive glossary of wargaming and WD specific terms.

The Vice-President's Desk



Martin Svensson

Happy November my fellow gamers. This time of year, unless you live in the southern Hemisphere, you will probably find yourself indoors and gaming picks up pace.

Firstly, I wanted to welcome our new editor. Luiz Cláudio Silveira Duarte. We are lucky to have Luiz join our ranks. Years ago, I discovered a Europa zine that Mister Silveira Duarte authored. It was very professional. Although I was not a Europa gamer per se (I owned a few games from the system) I made a point of downloading all the issues and having them printed and bound. The history articles were great. He spent a great deal of his personal time preparing these tomes. If you can find them on the Internet, check them out.

Thank you very much for your kind words, Martin. All six issues from Line of Communications may be downloaded from my blog, at <https://lcluarte.com/line-of-communications/>. By the way, I got rid of that pesky paywall.

-- Luiz Cláudio

Over the winter I will be hunkering down to play a few titles. I am currently playing on Vassal the GMT game *The U.S. Civil War* with a non-AHIKS friend. We started playing in 1861. We are in Spring 1862 and hopefully the game pace will pick up. I was told that 1861 is a slumber fest in this game and I can report this to be true.

A fellow AHIKS gamer that I have known since November 1998 is playing GMT's *Roads to Leningrad*. We are currently about to start the 15 PM turn and I see a mass conflagration at the town of Staraya Rusa coming. After we complete this project, he wants to play *A Time for Trumpets*. I have been warned that

the minutia can be a killer. We shall see. In addition, another plan revolves around Decision Games *Storm of Steel*. It will be determined how we play this monster game. There is a Cyberboard module for it. A bit daunting only in that I have used Cyberboard for one game in my life and I found it challenging and system a bit clunky. We have discussed face-to-face play at a future date.

I recently acquired Decision Games *Axis Empires Total Krieg*, *Axis Empires Dai Senso* and *Storm of Steel*. My long-term GMT preorder for the *Great Battles of Alexander, Deluxe Expanded* edition arrived last week. My gaming library has been culled down to 50 something titles, but they are mostly gems for me.

Feel free to drop a line and let me know what your gaming plans are for the near future months. ✂

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!

Richtofen's War at Sea



Mark Palmer



Mark at 19yrs.

The first wargame I played was *Midway* (AH) when I was 15 years old. It was too advanced for me at the time, and I was not impressed. The first wargame I *enjoyed* was *Richtofen's War* (AH). Of course, one must understand the situation I was in that made RTW so wonderful.

I was a 19yr old sailor in the US Navy and serving aboard USS *Buchanan* (DDG-14). It was November 1973 and the USS *Oriskany* (CVA-34) Task Force (aircraft carrier and support ships) to which we were attached was pulled off Yankee Station (in the Gulf of Tonkin offshore North Vietnam) to relieve the first task force of USS *Hancock* (CVA-19) that was sent to the Gulf of Oman following the Yom Kippur War. We were at sea for a couple of weeks after departing our overseas homeport of Subic Bay, P.I., and were all pretty much bored stiff. Even the novelty of transiting through the narrow and shallow Strait of Malacca that forced several(!) shadowing Soviet submarines to surface (sailing with their tenders) lost its appeal after the first few of them.



Soviet sub and Soviet tender.



VertRep.

However, nothing was more exciting and anticipated than getting mail from home! Bags of mail would be delivered from the “bird farm” via a helicopter VertRep (Vertical Replenishment).

Being so close to Christmas and realizing the slow pace of overseas package mail at the time, my Division Leading Petty Officer’s wife sent RTW as a Christmas gift that arrived in the middle of November.



The mission. In this picture, Randy (my LPO) is at the far left and I have my back to the camera.

I remember this particular mission quite vividly. I figured a Bristol with 13 hit points and a rear gunner could fend off even three Albatross D3s. I was sorely mistaken! The only delay they gave me occurred during one of the opposing pilot’s “head call” (bathroom break).

After dancing around in the air for a few turns, the three Huns eventually came at me in a coordinated head on attack. The middle Alb/D3 was at my altitude with the other two 50m above and below me, and they were all in the same hex! We used every rule in the book, so the “Tournament Game Rules, V. Combat, 2) Target-Altitude Difference, a)” coupled with “Tournament Game Rules, V. Combat, 1) Sighting restrictions” made for a devastating pass. I can’t recall the exact range and results (that was almost 50 years ago to the day! I can’t remember what I had for breakfast), but I do recall that I survived a Forced Landing.



Head call.

At the end of the mission, we dressed the part. I wore a head bandage and sling using towels, my LPO sported a scarf (yep, another towel), and the fellow on the right with the jaunty victory cigar acquired a pair of welding head protection with goggles from the HT (Hull Technician) Shop.



The loser.

Fifty years later, and starting my first ever non-solitaire Campaign Game, the attraction of RTW has not dimmed. On the contrary, it fills me with excitement like meeting an old friend whom I hadn’t seen in decades! ✂



The victors.

Fixing Richtofen's War Vassal module



Mark Palmer

For those of you who have played *Richtofen's War* using the Vassal module, you have no doubt noticed the module's designer truly loved the game. The physical mapboard shows a lot of wear and tear, or maybe the transition from hard copy to Vassal was not the best. You can see in the accompanied screenshot of my game in progress (Thank you, Scott McAninch!) that the Vassal mapboard is also upside down, besides having near unreadable letter coordinates along the right side. Those two handicaps and then needing to scroll diagonally to the right side was not only aggravating but prone to errors! Here's how I fixed it.

Most Vassal modules have some means of customizing counters. Your job; find it.

There is a small item called "ID & Points". Here is the Treasure Map on how to find it;

Left-click on the "Markers" box -> Left-click on "Campaign & Misc" -> Left-click on "Misc" -> Left-click on "ID & Points" -> and you have

found the Treasure! "1" marks the spot. Left-click on that "1" and Lo! a box appears around it. Now the fun begins!

Simply drag that "1" to anywhere on the map. Now, you can close the "Markers" box because its job is done.

Hover over the "1" you placed on the map until it appears in a white box. Right-click on that white box to have appear the three options to "work" that box; Change Label, Clone, Delete. To remake the letters on the right side of the mapboard so they are legible and right side up, I used Clone repeatedly to make the line, then Change Label to letter the line.

For the numbers on the map, I used the same process. With both the letters and numbers, you can move them anywhere on the map. I put them close to the aircraft counters. Why not?

There you have it! Coordinates at your fingertips! ✂



From the Editor:

Pressing ahead

Over at his [“Multiplayer Info”](#) column, Jeff has made a great suggestion: let’s add a Press section to *The Kommandeur*.

If you’re joining us now, you may not know what is Press. Let’s go back a bit...

At the dawn of the hobby, one of the major play-by-mail games (we’re talking *mail* mail here, folks, the stamped-envelope kind) was Allan B. Calhamer’s *Diplomacy*, the classic game of backstabbing mayhem. Much of the communication between players was one-on-one. But one of the most enjoyable parts of backstabbing your friends is gloating publicly over a still-warm carcass at your feet.

Press takes care of that. When players submit their moves to the game moderator, they include short texts, to be published alongside that season’s results. The name Press was used because, often, such texts were written in the style of news articles, or press statements. Later, they became more elaborate, and could include short fiction texts.

Later still, especially after play-by-mail was supplanted by play-by-email, Press will often dwindle to a mere two or three lines, with precious few remainders of the old grandeur.

But Press is not restricted to *Diplomacy* only. It lends itself well to other multiplayer strategy games

One of the advantages of good Press is that is quite fun to write, and to read, even if you are not playing in that game. It may even be more enjoyable than the game itself—especially for those who are being massacred, I suppose. Actually, I got to see this first-hand. Back in 2008, I was moderating a *Command at Sea* game, with the Battle of the River Plate



Luiz Cláudio Silveira Duarte

scenario. My friend Edward Pedra was playing *Graf Spee*... and, when he submitted his orders, he always included a hefty Press text, in which he wrote what Captain Hans Langsdorff was thinking during that fateful encounter. In our game, *Graf Spee* suffered a critical hit, which destroyed her bridge; and Edward duly wrote the last thoughts of Captain Langsdorff. It was a great game, made much more enjoyable by his texts.

Anyway, Jeff’s suggestion was spectacularly serendipitous. Last issue, he wrote a small note about his ongoing *Empires in Arms* game:

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 Britain and Turkey.

This brief note did not sit well with one of his adversaries, and his rebuttal was the second submission for this issue. What a great way to open this new section in *The Kommandeur* (see next page).

So, my fellow players, let us briefly put down our swords, and take up the mightier weapon. If you are engaged in any game which might benefit from a good ribbing, or gloating, by all means send it in. ✂

The Press Room

A vehement rebuttal



Angelo Valeri

Via Carrier Pigeon from Vilna, Lithuania:

18 September, 1806

Do svidaniya Comrades!

It has come to the Czar's attention that the Hohenzollern Empire of King William Frederick through his vassal Marshall Blucher (Jeff Miller) biased certain remarks regarding past and current events within Europe. His following statement, "...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," is quite simply a "crock of borscht." After Napoleon declared war on Prussia in 1805 and vanquished him within a few turns, King Frederick became enraged with the Czar (accusing him of orchestrating the entire entanglement) and decided to declare war on Russia immediately rather than lick his wounds. Marshall Blucher's forces joined Turkey and England (who had declared war on Russia three months earlier) to produce a three prong attack front (e.g. the Donbas, Lithuania, and St. Petersburg). Russia had no choice but to turn to the only ally capable of assisting it to rebuff the imperialist invaders. This war raged for over a year and wrought death, destruction, and loss of territory; the Spanish King's proposal in June 1806 (General Congress) got the ball rolling on peace overtures, and a resolution to the conflict was hammered out. It remains to be seen whether all parties adhere to the document conditions so peace can reign in Europe.

Respectfully,

Field Marshall Nikolai Kutuzov

(aka Angelo Valeri AHIKS 2030) ✂

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,..."

New members list



Mark Palmer

It's been quite a while since we last published a list of new members. Here are the members who joined since Sep 2021.

Why not search for your city name here, and say hello to your wargamer neighbors?

AHIKS 2175

Charlie Miller rosencharlie@shaw.ca

Bow Island, Alberta, Canada.

Joined on 2021-09-19.

Years gaming: 55 or so???

AHIKS 2176

Greg Maynard pompii58@yahoo.com

Saint Ignace, MI, USA.

Joined on 2021-09-25.

Years gaming: 47 years.

AHIKS 2177

Cena Mayo cenazoic@gmail.com

Minneapolis, MN, USA.

Joined on 2021-10-10.

Years gaming: 1 year.

AHIKS 2178

Giovanni Faisca giovanni.faisca@gmail.com

Chaska, MN, USA.

Joined on 2021-10-15.

Years gaming: 1 year.

AHIKS 2179

Stephan Kalinowski kalinsak@outlook.com

Tucson, AZ, USA.

Joined on 2021-10-17.

Years gaming: 50+.

AHIKS 2180

Tom Kelly bbomber112@gmail.com

San Pedro, CA, USA.

Joined on 2021-10-27.

Years gaming: 12.

AHIKS 2181

Gary Graber minden2@hotmail.com

Joined on 2021-10-30.

AHIKS 2182

Kohen Gillis kohengillis@gmail.com

Enterprise, AL, USA.

Joined on 2021-10-31.

Years gaming: .

AHIKS 2183

Brittani-Pearl MacFadden vylkira@gmail.com

Redding, CT, USA.

Joined on 2021-10-31.

Years gaming: 13.

AHIKS 2184

Rudy Armendariz texaroo62@gmail.com

El Paso, TX, USA.

Joined on 2021-10-31.

Years gaming: 45.

AHIKS 2185

Tom Marshall thomas.marshall614@yahoo.com

Roselle, IL, USA.

Joined on 2021-10-31.

Years gaming: 50.

AHIKS 2186

Edward Hart edhart3@verizon.net

Pawleys Island, SC, USA.

Joined on 2021-10-31.

Years gaming: 45.

AHIKS 2187

Paul Clay paulhclay@gmail.com

Simpsonville, SC, USA.

Joined on 2021-10-31.

Years gaming: 45 plus.

AHIKS 2188

Miguel McDowell miguel.mcdowell@gmail.com

San Angelo, TX, USA.

Joined on 2021-10-31.

Years gaming: 40.

AHIKS 2189

Ivo Jurenka ivojurenka@gmail.com

Sprent, Tasmania, Australia.

Joined on 2021-10-31.

Years gaming: 40.

AHIKS 2190

Brad Golding iron.outlaw.4c@gmail.com

MOORLAND, Biripi Country, NSW, Australia.

Joined on 2021-11-01.

Years gaming: 50.

AHIKS 2191

David McCarson scruffylooking@nerfherder.us

Lexington, NC, USA.

Joined on 2021-11-01.

Years gaming: 39.

AHIKS 2192

Graham Dodge greyshaft@gmail.com

BEECROFT, NSW, Australia.

Joined on 2021-11-01.

Years gaming: 30+.

AHIKS 2193

Carlos Bermejo betsunin@gmail.com

Spain.

Joined on 2021-11-01.

Years gaming: Too many... or too few.

AHIKS 2194

Stephen Genoff stehen.seldom@gmail.com

Greeley, CO, USA.

Joined on 2021-11-01.

Years gaming: off and on since 1970.

AHIKS 2195

Lennart Strandman lstrandman@gmail.com

Älvsjö, Älvsjö, Sverige.

Joined on 2021-11-01.

Years gaming: 40.

AHIKS 2196

Paul Bannerman pauljbannerman@yahoo.com

Halifax, Nova Scotia, Canada.

Joined on 2021-11-01.

Years gaming: 40.

AHIKS 2197

Jim Lauffenburger jim.lauffenburger@ieee.org

Colorado Springs, CO, USA.

Joined on 2021-11-01.

Years gaming: more than 50 years.

AHIKS 2198

Simon Dyal simon.dyal@btinternet.com

Nottingham, Nottinghamshire, UK.

Joined on 2021-11-01.

Years gaming: 45 years.

AHIKS 2199

Matthew Daniel mrddaniel90@gmail.com

Goldsboro, NC, USA.

Joined on 2021-11-01.

Years gaming: 50.

AHIKS 2200

Stephen Sanders skwsand@aol.com

Montevallo, AL, USA.

Joined on 2021-11-01.

Years gaming: 50yrs.

AHIKS 2201

Peter Lageri peterlag@youmail.dk

Søndersø, Denmark, Denmark.

Joined on 2021-11-01.

Years gaming: 35.

AHIKS 2202

Glen Taylor gtaylor26@tx.rr.com

Addison, TX, USA.

Joined on 2021-11-01.

Years gaming: 50+.

AHIKS 2203

Robert Glaub rwglaub@yahoo.com

Silver Spring, MD, USA.

Joined on 2021-11-01.

Years gaming: 45.

AHIKS 2204

John Bullough jbulloug@gmail.com

Troy, NY, USA.

Joined on 2021-11-01.

Years gaming: 1.

AHIKS 2205

Roland Olson rolsen@hobbstowne.com

Collegeville, PA, USA.

Joined on 2021-11-01.

Years gaming: 40.

AHIKS 2206

Evan Davis airlords@comcast.net

Fort Wayne, IN, USA.

Joined on 2021-11-01.

Years gaming: 47.

AHIKS 2207

Jeffrey Snider snide76201@charter.net

Denton, TX, USA.

Joined on 2021-11-01.

Years gaming: 47.

AHIKS 2208

Jeffrey Young jeffryoung@comcast.net

Santa Rosa, CA, USA.

Joined on 2021-11-01.

Years gaming: About 45 years.

AHIKS 2209

David Smith dliometrician@hotmail.com

Nacogdoches, TX, USA.

Joined on 2021-11-01.

Years gaming: since 1961.

AHIKS 2210

Dennis Svitak dsvitak@yahoo.com

St. Charles, MO, USA.

Joined on 2021-11-02.

Years gaming: More than 50.

AHIKS 2211

David Garvin dwgarvin@gmail.com

Kentville, Nova Scotia, Canada.

Joined on 2021-11-02.

Years gaming: 38.

AHIKS 2212

Fabrizio Giuberti fabrizio.giuberti@gmail.com

Traversetolo, Parma, Italy.

Joined on 2021-11-02.

Years gaming: 40.

AHIKS 2213

Matt Shoemaker Nesbit37@yahoo.com

Philadelphia, PA, USA.

Joined on 2021-11-02.

Years gaming: 34.

AHIKS 2214

Dan Gardner danrgar@yahoo.com

New England, ND, USA.

Joined on 2021-11-02.

Years gaming: 50+.

AHIKS 2215

Kevin Crawford kcrawf23@aol.com

Drexel Hill, PA, USA.

Joined on 2021-11-02.

Years gaming: 50.

AHIKS 2216

Daniel Blumentritt stalyzer@yahoo.com

Austin, TX, USA.

Joined on 2021-11-03.

Years gaming: 27.

AHIKS 2217

Terence Smith tjmorrill@hotmail.com

Annandale, VA, USA.

Joined on 2021-11-03.

Years gaming: 40.

AHIKS 2218

Patrick O'Leary olearypr@gmail.com

Powder Springs, GA, USA.

Joined on 2021-11-03.

Years gaming: 15.

AHIKS 2219

Pete Steele titusten@yahoo.co.uk

Woodwalton, Cambs , UK.

Joined on 2021-11-03.

Years gaming: 50ish.

AHIKS 2220

Jeffrey Buchman jbuchman6464@att.net

Brecksville, OH, USA.

Joined on 2021-11-03.

Years gaming: Too many.

AHIKS 2221

Steve Fletcher safletcher@gmail.com

Champaign, IL, USA.

Joined on 2021-11-07.

Years gaming: 42.

AHIKS 2222

Harmon Ward hjw@pacbell.net

Anaheim, CA, USA.

Joined on 2021-11-08.

Years gaming: 52 years or so.

AHIKS 2223

Jeff Mattes J.MATTES2001@GMAIL.COM

Antioch, TN, USA.

Joined on 2021-11-08.

Years gaming: 50.

AHIKS 2224

Michael Arrighi epidemiologist42@gmail.com

San Diego, CA, USA.

Joined on 2021-11-13.

Years gaming: 50 years.

AHIKS 2225

Dave Davieau dxdavieau@gmail.com

Anchorage, AK, USA.

Joined on 2021-11-13.

Years gaming: 40.

AHIKS 2226

Brian Simmons btsimmons@yahoo.com

Lancaster, CA, USA.

Joined on 2021-11-14.

Years gaming: 30.

AHIKS 2227

Thomas Andrew alletterfortom@yahoo.ca

Aurora, ONT, Canada.

Joined on 2021-11-14.

Years gaming: 38.

AHIKS 2228

Matt Longabaugh supersolid2@yahoo.com

Rockville, MD, USA.

Joined on 2021-11-14.

Years gaming: .

AHIKS 2229

Martin Latimer mlatimer59@yahoo.co.uk

Darlington, , UK.

Joined on 2021-11-18.

Years gaming: 30.

AHIKS 2230

Ewan Lawson ewan_lawson2002@yahoo.co.uk

BFPO 5450, County, UK.

Joined on 2021-11-18.

Years gaming: 43.

AHIKS 2231

Eric Berggren ebergg@gmail.com

Dorchester, MA, USA.

Joined on 2021-11-19.

Years gaming: 48.

AHIKS 2232

Allan Brown stalingrad4@hotmail.com

Talkin, Cumbria, UK.

Joined on 2021-11-19.

Years gaming: 40.

AHIKS 2233

Michael Jaffe vetsurg@juno.com

Mississippi State , MS, USA.

Joined on 2021-11-20.

Years gaming: 17.

AHIKS 2234

David Burnham DS.Burnham@yahoo.com

Clifton, NJ, USA.

Joined on 2021-11-22.

Years gaming: 50.

AHIKS 2235

Peter Dunn zyerdunn19@outlook.com

Matrville, New South Wales, Australia.

Joined on 2021-11-23.

Years gaming: 40.

AHIKS 2236

James O'Neill oneilljgf@aol.com

Motherwell, , UK.

Joined on 2021-11-14.

AHIKS 2237

Kurt Lambert <kurt_lambert@hotmail.com >

Düsseldorf, NRW, Deutschland.

Joined on 2021-12-01.

Years gaming: about 40.

AHIKS 2238

Larry White larrycwhite@yahoo.com

Austin, TX, USA.

Joined on 2021-12-04.

Years gaming: 45+.

AHIKS 2239

John Boston JDB1756@GMAIL.COM

Montgomery, AL, USA.

Joined on 2021-12-09.

Years gaming: 42 years.

AHIKS 2240

Steven Lee leesbehere@sbcglobal.net

Shingle Springs, CA, USA.

Joined on 2021-12-14.

Years gaming: 50.

AHIKS 2241

Donald Deacon xerx11@yahoo.com

Rockledge, FL, USA.

Joined on 2021-12-16.

Years gaming: 40.

AHIKS 2242

Steve Harwell stevehartwell55@gmail.com

Rugby, Warwickshire, UK.

Joined on 2021-12-17.

Years gaming: 43.

AHIKS 2243

Thomas Stephens tcraig1865@gmail.com

Granite City, IL, USA.

Joined on 2021-12-19.

Years gaming: 50.

AHIKS 2244

Alan Shackelford longhornprof@yahoo.com

Mount Pleasant, MI, USA.

Joined on 2021-12-24.

Years gaming: Over 30.

AHIKS 2245

Robert Gurley robertgurleync@gmail.com

Durham, NC, USA.

Joined on 2021-12-28.

Years gaming: 3.

AHIKS 2246

James Harland harlandski@gmail.com

Almaty, Almaty, Kazakhstan.

Joined on 2022-01-04.

Years gaming: 3.

AHIKS 2247

Lee Hanna leea1854@aol.com

Columbus, OH, USA.

Joined on 2022-01-03.

Years gaming: 41.

AHIKS 2248

Edward Augst edaugst@gmail.com

Tucson, AZ, USA.

Joined on 2022-01-09.

Years gaming: 50.

AHIKS 2249

Joe Valenzuela jvalenzu@infinite-monkeys.org

Pasadena, CA, USA.

Joined on 2022-01-10.

Years gaming: 1.

AHIKS 2250

Rick Moyer Angelbaby081802@comcast.net

Abbotstown, PA, USA.

Joined on 2022-01-11.

Years gaming: 50+.

AHIKS 2251

Matthew Morocco morocco.stefnmatt@gmail.com

Los Angeles, CA, USA.

Joined on 2022-01-13.

Years gaming: 20.

AHIKS 2252

Norm Olding oldings3@mac.com

Abbotsford, BC, Canada.

Joined on 2022-01-24.

Years gaming: 40+ (including some breaks).

AHIKS 2253

Sean Anderson sfa1025@icloud.com

Hermitage, PA, USA.

Joined on 2022-01-25.

Years gaming: 45 years.

AHIKS 2254

Frederick Anderson fredanderson0@gmail.com

Hermitage, PA, USA.

Joined on 2022-01-25.

Years gaming: 45 years.

AHIKS 2255

Michael Smart godzillablitz@gmail.com

Plymouth, MN, USA.

Joined on 2022-02-04.

Years gaming: 5.

AHIKS 2256

Mark Raymond mark.raymond961@gmail.com

Fort Erie, Ontario, Canada.

Joined on 2022-02-11.

AHIKS 2257

Luiz Cláudio Silveira Duarte lc@lcduarte.com

Brasília, DF, Brazil.

Joined on 2022-02-20.

Years gaming: 44 years (since 1978).

AHIKS 2258

Bruce Schweitzer brucebbi@sbcglobal.net

Newport Beach, CA, USA.

Joined on 2022-03-08.

Years gaming: 40 years.

AHIKS 2259

Mike Nalley mikenalley@gmail.com

Cincinnati, OH, USA.

Joined on 2022-03-11.

Years gaming: 43.

AHIKS 2260

Howard Bulin hosea214@mail.com

Roseville, MI, USA.

Joined on 2022-03-24.

Years gaming: Since 1973.

AHIKS 2261

David Cannane davec513@yahoo.com

Donnelsville, OH, USA.

Joined on 2022-03-27.

Years gaming: 55 years.

AHIKS 2262

Randolph Ghertler rghertler080@gmail.com

Pikesville, MD, USA.

Joined on 2022-03-31.

Years gaming: Started as a youth but it's been many years.

AHIKS 2263

Andrew McGee andrewm2050@gmail.com

Wetherby, West Yorkshire, England.

Joined on 2022-04-02.

Years gaming: 53.

AHIKS 2264

Joe DAgostino joeydag@yahoo.com

Estero, FL, USA.

Joined on 2022-04-03.

Years gaming: 50.

AHIKS 2265

Billy Baker DiGiulio winnie04106@yahoo.com

Bowdoin, ME, USA.

Joined on 2022-04-20.

Years gaming: 42.

AHIKS 2266

Phil Boinske cboinske@gmail.com

State College, PA, USA.

Joined on 2022-04-21.

Years gaming: 50.

AHIKS 2267

Clayton Merry claytonlewismerry@yahoo.com

Christiansburg, VA, USA.

Joined on 2022-04-22.

Years gaming: 30.

AHIKS 2268

Nathan Wailes nathan.wailes@gmail.com

Pattaya, Chon Buri, Thailand.

Joined on 2022-04-22.

Years gaming: Depends on the definition of "wargaming", but hex-and-counter stuff I'm just getting into now.

AHIKS 2269

Scott Duncan scott.duncan@gmail.com

Athens, AL, USA.

Joined on 2022-05-01.

Years gaming: Since about 1963 though not continuously.

AHIKS 2270

Steven Duke stevenduke@hotmail.com

Georgetown, TX, USA.

Joined on 2022-05-08.

Years gaming: 44.

AHIKS 2271

Lee Kendter, Jr lkendter@hotmail.com

Quakertown, PA, USA.

Joined on 2022-05-11.

Years gaming: Almost 50.

AHIKS 2272

John Predgen Dukeb0y@hotmail.com

Bradenton, FL, USA.

Joined on 2022-05-14.

Years gaming: 50+.

AHIKS 2273

Paul Reinert phr88@hotmail.com

Mendenhall, PA, USA.

Joined on 2022-05-15.

Years gaming: 40 plus.

AHIKS 2274

Steve Varty samarcor@yahoo.com

Victoria, TX, USA.

Joined on 2022-05-22.

Years gaming: 45.

AHIKS 2276

Robert Holifield rmawif@outlook.com

Marina, CA, USA.

Joined on 2022-06-18.

Years gaming: Since 1973.

AHIKS 2277

Rob Franz robbo1207@gmail.com

Warrenton, VA, USA.

Joined on 2022-06-20.

Years gaming: 40+.

AHIKS 2278

David Kocot david@davidkocot.com

Oak Ridge, TN, USA.

Joined on 2022-07-08.

AHIKS 2279

David Kobe david@thekobes.org

Lake Placid, NY, USA.

Joined on 2022-06-14.

Years gaming: 45ish.

AHIKS 2280

Nelson Isada nbisada@gmail.com

Granger, IN, USA.

Joined on 2022-08-01.

Years gaming: 54.

AHIKS 2281

Dana Lombardy dana.lombardy@gmail.com

Oakland, CA, USA.

Joined on 2022-08-05.

Years gaming: 60.

AHIKS 2282

Nicolas Ricketts nricketts@museumofplay.org

Joined on 2022-07-23.

AHIKS 2283

Zebulon Tingley ztingley@gmail.com

Steuben, ME, USA.

Joined on 2022-08-06.

Years gaming: 18.

AHIKS 2284

Court Heller courtheller@gmail.com

Monroeville, PA, USA.

Joined on 2022-08-08.

Years gaming: 1.

AHIKS 2285

John Thomas porscheff@yahoo.com

Winston-Salem, NC, USA.

Joined on 2022-08-14.

Years gaming: 49.

AHIKS 2286

Jan Vanderveken alintex@pandora.be

Antwerpen , Antwerpen , Belgium.

Joined on 2022-08-15.

Years gaming: 8.

AHIKS 2287

Bill Detert wr4@comcast.net

Springfield, IL, USA.

Joined on 2022-08-16.

Years gaming: 50.

AHIKS 2288

Dave Ward david@ward179net.plus.com

Great Yarmouth, Norfolk, UK.

Joined on 2022-08-18.

Years gaming: started early 90s but have not played in many years.

AHIKS 2289

Howard Avis howard.avis64@gmail.com

Rugby, Warwickshire, UK.

Joined on 2022-08-22.

Years gaming: 40+.

AHIKS 2290

Justin Falston justin.falston@gmail.com

Cromer , NSW, Australia.

Joined on 1899-12-30.

Years gaming: 30.

AHIKS 2291

Marshall Neal marshaldneal@gmail.com

Guadalupe, CA, USA.

Joined on 2022-08-22.

Years gaming: 20.

AHIKS 2292

Beatrice Healy bee.healy1949@gmail.com

Sacramento, CA, USA.

Joined on 2022-08-23.

Years gaming: A year. I'd really like to learn to do hex and counter games, I always had one at home and no one would ever play it so no one ever taught me. Would love that to change. .

AHIKS 2293

Bruce Warren warrenbrucef@gmail.com

Olympia, WA, USA.

Joined on 2022-08-30.

Years gaming: 45 years.

AHIKS 2294

David Yarish Davidyarish516@gmail.com

Clearwater, FL, USA.

Joined on 2022-09-17.

Years gaming: 52 years.

AHIKS 2295

Giuseppe Lecce unknownsoldier1956@yahoo.it

Roma, RM, Italy.

Joined on 2022-09-26.

AHIKS 2296

Bob Trantin rtrantin@yahoo.com

Odenton, MD, USA.

Joined on 2022-10-12.

Years gaming: 58.

AHIKS 2297

Rick Watson ukcat83@msn.com

Arlington, VA, USA.

Joined on 2022-10-17.

Years gaming: 35+.

AHIKS 2298

David Hicks davidmhickspsc@hushmail.com

Alton, IL, USA.

Joined on 2022-10-25.

Years gaming: 3.

AHIKS 2299

Miles Seppelt milesseppelt@hotmail.com

Sauk Rapids, MN, USA.

Joined on 2022-10-25.

Years gaming: 40.

AHIKS 2300

Kemper Straley gramsdad@yahoo.com

Clay Center, KS, USA.

Joined on 2022-10-25.

Years gaming: 42.

AHIKS 2301

Brian Bronson bronsonb@wi.rr.com

Salem, WI, USA.

Joined on 2022-10-25.

Years gaming: 45.

AHIKS 2302

Stephen Luscombe stephen@britishempire.co.uk

Plymouth, Devon, UK.

Joined on 2022-10-26.

Years gaming: 40.

AHIKS 2303

John Thornton johnthornton@sio.midco.net

Sioux Falls, SD, USA.

Joined on 2022-10-26.

Years gaming: 50.

AHIKS 2304

Joe Joyce mjjoyce3@gmail.com

Yonkers, NY, USA.

Joined on 2022-11-08.

Years gaming: 62.

AHIKS 2062

James LaMonda jlamonda@comcast.net

Montpelier , VT, USA.

Joined on 2022-11-12.

AHIKS 2305

Dave Blizzard davebliz.ssi@gmail.com

SALT SPRING ISLAND, BC, Canada.

Joined on 2022-11-13.

AHIKS 2306

Ian Valentine ivalentine88@gmail.com

London, England, UK.

Joined on 2022-11-13.

Years gaming: 20 years .

AHIKS 2307

Walter Cornett theloknar@comcast.net

Bensalem, PA, USA.

Joined on 2022-11-13.

Years gaming: 43.

AHIKS 2308

Richard Losey rick.losey@gmail.com

Colorado Springs, CO, USA.

Joined on 2022-11-15.

Years gaming: 50.

AHIKS 2309

Richard Webb webbrichd@gmail.com

Brownsburg, IN, USA.

Joined on 2022-11-27.

Years gaming: 5.

AHIKS 2310

Will Annand will.annand@yahoo.ca

Thunder Bay, Ontario, Canada.

Joined on 2022-11-28.

Years gaming: 50.

AHIKS 2311

Mike Stubits mgstubits@comcast.net

Lake in the Hills, Illinois, USA.

Joined on 2022-11-29.

Years gaming: About 48 years.

AHIKS 2312

Jeff Jones fantbb@gmail.com

Newark, CA, USA.

Joined on 2022-11-29.

Years gaming: 25.

AHIKS 2313

Hugh Smithers hvsmithers@gmail.com

Tigard, OR, USA.

Joined on 2022-11-30.

Years gaming: a couple years back in the early 1970's... but never again until about 6 months ago !

AHIKS 2314

Robert Wachtarz robert.wachtarz@snet.net

Chester, CT, USA.

Joined on 2022-12-13.

Years gaming: 30 plus.

AHIKS 2315

Joe Roberts joeroberts@myyahoo.com

Pawtucket, RI, USA.

Joined on 2022-12-17.

Years gaming: 50.

AHIKS 2316

Dr. Jonathan Lockwood jsl552009@hotmail.com

Reston, VA, USA.

Joined on 2022-12-19.

Years gaming: 50+.

AHIKS 2317

Jeff Gaydish theatricalgala1914@gmail.com

Glendale, AZ, USA.

Joined on 2023-01-09.

Years gaming: 46.

AHIKS 2318

Michael Kane mrk211@aol.com

Westgate, IA, .

Joined on 2023-01-12.

Years gaming: 52.

AHIKS 2319

Karl Schindler chuck666xx@gmail.com

Wang Yang, Sakhon Nakhon, Thailand.

Joined on 2023-01-12.

Years gaming: 40.

AHIKS 2320

Jeremy Schwehn jschwehn@hotmail.com

Asheville, NC, USA.

Joined on 2023-01-16.

AHIKS 2321

Robert McCracken spidey13@verizon.net

MIDDLETOWN, Delaware, USA.

Joined on 2023-01-21.

Years gaming: 42 years.

AHIKS 2322

Anthony Scotti tonyscott516@gmail.com

Irmo, SC, USA.

Joined on 2023-01-25.

Years gaming: 45 years .

AHIKS 2323

Danny Peeters danny.peeters4@telenet.be

MOL, Antwerp, België.

Joined on 2023-01-25.

Years gaming: 35.

AHIKS 2324

Fabio Spelta spelta@gmail.com

Milano, Lombardia , Italy.

Joined on 2023-01-25.

Years gaming: Just begun except for commands and colors games .

AHIKS 2325

Stuart Ashley cechace@yahoo.com

Westford, VT, USA.

Joined on 2023-01-25.

Years gaming: Since 1974.

AHIKS 2326

Robert Wachtarz robert.wachtarz@snet.net

Chester, CT, USA.

Joined on 2023-02-03.

Years gaming: 30.

AHIKS 2327

Cory Hoggatt coryhoggatt8@gmail.com

Centreville, VA, USA.

Joined on 2023-02-11.

Years gaming: 47 years.

AHIKS 2328

Gregg Beytin bikegrog@gmail.com

Culver City, CA, USA.

Joined on 2023-02-11.

Years gaming: 54.

AHIKS 2329

Mike Hummel mike@rephoto.ca

Colborne, ON, Canada.

Joined on 2023-02-11.

Years gaming: 52.

AHIKS 2330

Bruno Moscetti bruno.moscetti@gmail.com

Terni, Terni, Italia.

Joined on 2023-02-11.

Years gaming: 45.

AHIKS 2331

Gerson Monteiro Jr gevmontej@gmail.com

Rio de Janeiro, RJ, Brazil.

Joined on 2023-02-11.

Years gaming: + 30.

AHIKS 2332

Michael Rilee mike@rilee.net

Derwood, MD, USA.

Joined on 2023-02-11.

Years gaming: First one in late 70s.

AHIKS 2333

Jeff Muniz masterchief.muniz@gmail.com

Lexington, SC, USA.

Joined on 2023-02-12.

Years gaming: Off and on 30+.

AHIKS 2334

Steef Jacobson steef718@gmail.com

Brooklyn, NY, USA.

Joined on 2023-02-12.

Years gaming: 40+ years.

AHIKS 2335

Charles Komlo kregor.kom@gmail.com

Ozone Park, NY, USA.

Joined on 2023-02-12.

Years gaming: 40yrs On and Off.

AHIKS 2336

Greg Cheifetz gregcheifetz55@gmail.com

Pleasant Hill, CA, USA.

Joined on 2023-02-13.

Years gaming: 40.

AHIKS 2337

James Kadtko jkadtke@aol.com

Mocanaqua, PA, USA.

Joined on 2023-02-13.

Years gaming: 50.

AHIKS 2338

Marc Busscher marc.busscher@pandora.be

Schilde, Antwerpen, Belgium.

Joined on 2023-02-14.

Years gaming: 48.

AHIKS 2339

Richard Meakin richard.meakin@ninthwave.co.uk

Isfield, East Sussex, UK.

Joined on 2023-02-22.

Years gaming: 50.

AHIKS 2340

Nick Ridge nrridge@westnet.com.au

Blackmans Bay, Tasmania, Australia.

Joined on 2023-03-03.

Years gaming: 30.

AHIKS 2341

Jon Edwards jon@redsoil.com.au

Toowoomba, Queensland, Australia.

Joined on 2023-03-06.

Years gaming: my whole life 40 years.

AHIKS 2342

Mark Ruggiero investor1965@sbcglobal.net

Lodi, CA, USA.

Joined on 2023-03-11.

Years gaming: 47.

AHIKS 2343

Jim Liang jim_liang@msn.com

Odenton, MD, USA.

Joined on 2023-03-12.

AHIKS 2344

Mark Johnston mark@nomadfilms.ca

Etobicoke, Ontario, Canada.

Joined on 2023-03-15.

Years gaming: 50.

AHIKS 2345

Ricky Moore tcugrad87@aol.com

Fort Worth, TX, USA.

Joined on 2023-03-15.

Years gaming: 45.

AHIKS 2346

John Ohlin johnohlin5@comcast.net

Tallahassee, FL, USA.

Joined on 2023-03-18.

Years gaming: 45.

AHIKS 2347

David White decado30@gmail.com

Sparks, NV, USA.

Joined on 2023-03-25.

Years gaming: 45.

AHIKS 2348

Derek Croxton derek.croxton@gmail.com

Charlottesville, VA, USA.

Joined on 2023-03-25.

AHIKS 2349

Byron Henderson pugbuddy@sbcglobal.net

Tulsa, OK, USA.

Joined on 2023-03-26.

Years gaming: Off-and-on for 45 years.

AHIKS 2350

George Jurand gjurand1@gmail.com

Amherst, VA, USA.

Joined on 2023-03-28.

Years gaming: 50.

AHIKS 2351

Ken Hill khill0@yahoo.com

Westerville, OH, USA.

Joined on 2023-03-31.

Years gaming: 30.

AHIKS 2352

Richard Smith smithra413@brighthouse.com

Orlando, FL, USA.

Joined on 2023-04-01.

Years gaming: Started 1976 so... 47 years.

AHIKS 2353

Lawrence Giden larrygiden@gmail.com

Maple Shade, NJ, USA.

Joined on 2023-04-05.

AHIKS 2354

John Thomas porscheff@gmail.com

Winston-Salem, NC, USA.

Joined on 2023-04-07.

Years gaming: 49.

AHIKS 2355

Steve Schmitz Sschmitz480@gmail.com

Chilton, WI, USA.

Joined on 2023-04-25.

Years gaming: 3.

AHIKS 2356

Todd Larsen Toddlarsen1129@gmail.com

High River, AB, Canada.

Joined on 2023-05-10.

Years gaming: Oh geez, 47 yrs.

AHIKS 2357

Stephen Miller curmudgeon.gamer@gmail.com

Coon Rapids, MN, USA.

Joined on 2023-05-10.

Years gaming: 48.

AHIKS 2358

Mark Hargus rabidroach@yahoo.com

Sacramento, CA, USA.

Joined on 2023-05-11.

Years gaming: 45.

AHIKS 2359

Kirk Allton kallton1861@gmail.com

Lewis Center, OH, USA.

Joined on 2023-05-11.

Years gaming: 50.

AHIKS 2360

Rick Fritsch Pegasus40@att.net

Juneau, AK, USA.

Joined on 2023-05-12.

Years gaming: 45 years.

AHIKS 2361

Douglas Freiberg freiberg11@netscape.net

South Glastonbury, CT, USA.

Joined on 2023-05-23.

Years gaming: 45.

AHIKS 2362

Louis Desy LouisDesyjr@gmail.com

Worcester, MA, USA.

Joined on 2023-05-29.

Years gaming: 20.

AHIKS 2363

Jordan House jordantaylorhouse@gmail.com

Franklin, TN, USA.

Joined on 2023-06-02.

AHIKS 2364

Eric Anderson ewa@aeryk.org

Reno, NV, USA.

Joined on 2023-07-07.

Years gaming: I started in 1980 and was out of the hobby from ~1994 until this year..

AHIKS 2365

Russ Lockwood lockwood161@comcast.net

Stockton, NJ, USA.

Joined on 2023-07-11.

Years gaming: 50.

AHIKS 2366

Mark Cole 2highlytrained@comcast.net

Reston, VA, USA.

Joined on 2023-07-18.

Years gaming: 56 years.

AHIKS 2367

Charles C charlescwy@gmail.com

Singapore, Singapore, Singapore.

Joined on 2023-07-21.

Years gaming: 30.

AHIKS 2368

Steven White truenorthprinting2@gmail.com

St Martin, Manitoba, Canada.

Joined on 2023-07-24.

Years gaming: As a teenager many years ago.

AHIKS 2369

James McCormack jamesrmccormack@comcast.net

Bremerton, WA, USA.

Joined on 2023-07-30.

Years gaming: 45 years.

AHIKS 2370

Michael Baca buddharandom@mailbox.org

Pueblo, CO, USA.

Joined on 2023-08-24.

Years gaming: Zero years, more like about 6 months. I just learned about TTRPG's in Dec of last year which lead to an interest in Wargames.

AHIKS 2371

Timothy McCool army46ny@yahoo.com

Syracuse, NY, USA.

Joined on 2023-08-28.

Years gaming: 48.

AHIKS 2372

Robert Brooks robert.brooks@telus.net

Calgary, Alberta, Canada.

Joined on 2023-08-28.

Years gaming: 40.

AHIKS 2373

McKinley Hamby goodtimebyall@gmail.com

Charles Town, WV, USA.

Joined on 2023-08-31.

Years gaming: 55.

AHIKS 2374

Michael Ryan mjryan1@rogers.com

Ottawa, Ontario, Canada.

Joined on 2023-09-04.

Years gaming: 15 years.

AHIKS 2375

Stephen Likevich twinpine02@att.net

North Royalton, OH, USA.

Joined on 2023-09-13.

Years gaming: 54.

AHIKS 2376

John Lewandowski lewandoj@hotmail.com

Aurora, CO, USA.

Joined on 2023-09-15.

AHIKS 2377

Mark Peck markpeck1190@proton.me

Bossier City, LA, USA.

Joined on 2023-09-28.

Years gaming: since 1976 or so.

AHIKS 2378

Brian Fagan brian@americanorex.com

West Hollywood, CA, USA.

Joined on 2023-09-29.

Years gaming: 40.

AHIKS 2379

Dominic Naughton dancingbogman@gmail.com

Lafayette, IN, USA.

Joined on 2023-10-03.

Years gaming: 3.

AHIKS 2380

Timothy Myall timothymyall1@yahoo.co.uk

Chelmsford, Essex, UK.

Joined on 2023-10-13.

Years gaming: 54.

AHIKS 2381

Bill Severn billsevern33@gmail.com

Dundalk, MD, USA.

Joined on 2023-10-29.

Years gaming: 20 yrs.

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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. Regular deadlines are on the 20th of each odd-numbered month.

Please send your submission files to editor@ahiks.com

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