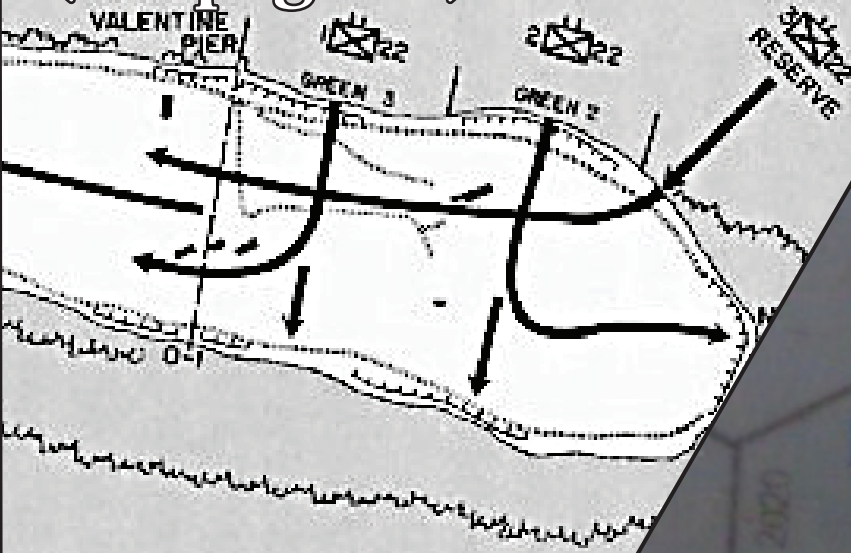


Iwo Jima and Catchpole (see page 16)



THE KOMMANDEUR



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From light to heavy
(see page 24)

**AHIKS elections:
the ballot is here.
Please vote!
(see page 27)**

President's Report



George Phillies

Greetings to all members!

This is the election issue. The ballot is on the last page of the issue. Please vote!

Yes, I know there are not a lot of choices there, but your vote sends a message to our officers that their work is appreciated.

What other news do I have?

New members continue to appear. A few of them have joined the hobby recently, rather than starting their wargaming efforts 50 years ago.

How did the new members hear about us? Word of mouth—a friend who is a member. Facebook publicity. Ads in War Diary magazine.

We do have social media sites, including

- on FaceBook, group **AHIKS**:
<https://www.facebook.com/groups/325514860869039>
- on MeWe, group **AHIKS - board wargaming club**:
<https://mewe.com/group/5fbe62d1c057695a0af5557e>
- on Discord, channel **AHIKS** (you need an invitation to join):
<https://discord.com/channels/734148819851149434/791382991817146408>

Please use the wargaming-related sites that you know to recruit new members.

My supply of ideas for things AHIKS should be doing seem at the moment to have run almost dry. However, I will try two:

Local groups. Would you be willing to host a local gaming group, or have a good location, say the back room of a game store? Would you be willing to let us announce your location in *The Kommandeur*? If so, speak up (phillies@4liberty.net) and we will announce where you are and how to reach you.

Want Ads: Are you looking for games you want to buy or sell? Do you have game related skills, e.g., cover art, map making, counter generation? Send Editor Luiz Cláudio Silveira Duarte (editor@ahiks.com) a

modest-size ad and he will run it in *The Kommandeur*.

Great idea! See next page for the first ads.

-- Luiz Cláudio

I have mentioned my own games. *Empires in Arms* has reached almost the end of February 1808. France and Russia had a clever move. Russia declared war on France, invaded at Toulon. The French ignored him. Then France surrendered to Russia and Britain, leaving him at war with Spain and Prussia. The peace must last 18 months. His armies were not as strong as Spain, Prussia, and Britain combined, but are stronger than Spain+Prussia. I am Spain. The war with France has substantially wrecked my army...my British ally had a sound plan but was a bit too aggressive in invading France. Fortunately, I did not lose almost my entire army, but it was close. It is supposed that the Russian War with France was a diplomatic maneuver, not a real war. Some players are now annoyed with Russia.

Other game? The first *Stellar Conquest* game failed; one player was unable to continue. The second game also failed. The opponent and I both had reasonable assumptions about how to handle a particular circumstance. The assumptions clashed. We agreed that it would be better to drop the game. ✂

Fassio Award

The Mark A. Fassio Award is given annually for the best article printed in *The Kommandeur* in the prior year, for this round 2023.*

The Award Winner receives \$50 and a plaque with his or her name on it. Members will nominate, while the Officers will choose the winner. Officers are not eligible to win.

Send your nominations to Vice President Randy Heller, rgheller50@aol.com.

* Yes, I realize that we skipped a few years and need to catch up.

Reaching out

Small Ads

Mark Gorski (markgo_00@yahoo.com) is interested in selling part of his collection of games and magazines. You can contact him for the full list, which includes many S&T, Command, and Wargamer issues

Local groups

Luiz Cláudio, our Editor, will gladly host games in his beach house at Pontal do Paraná, Brazil, near Curitiba. You may contact him at lc@lcduarte.com.

Send your small ads and local group details to be published here. Just drop an e-mail to editor@ahiks.com.

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.

Elected Officers

President/Publisher: George Phillies. 48 Hancock Hill Drive, Worcester MA 01609. 508-754-1859 phillies@4liberty.net

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Unit Counter Pool: Brian Laskey. 162 Hull Street, Ansonia, CT 06401. 203-732-1009 raftman666@gmail.com

Game Design Bureau: Jeremy Rowley. jerowley@yahoo.com

Membership Recruitment Officer: Open

Social Media Coordinator: Open

Multiplayer Info



Jeff Miller

Hi Gang,

Hopefully you are all surviving this heat wave that is baking so much of the country!

But on to more exciting things.

We had two new multi-player games get out of the chute this month: *Ancient Empires of the Sea* and *Circus Maximus*.

Both are working through the setup progress now and soon we will have peaceful civilizations expanding around the Mediterranean and a very polite and courteous race starting. 😊

As usual a recap of games that are close to triggering – so now would be a good time to jump in if you want in.

- *Advanced Civilization* we are sitting at four.
- *Angola* sitting at three
- *Battle for Germany* at two [need one more]
- *Fire in the Lake* at three
- *Machiavelli* sitting at three [yes, this one is not that close but I have never played it so nudging it a bit 😊]
- *Napoleonic Wars* at three
- *Versailles 1919* at three

The question is, do you have what it takes to beat multiple opponents at the same time? 😊

WBC will be starting this coming Friday!!

This year they have started open gaming in the ballroom at 4 PM on Friday. So, it is now pretty much a 10-day tournament. 😊

Looking forwards to seeing people that I only see once a year as well as lots of gaming and little sleep.

😊

Of course, by the time you read this it will be over for this year, but if you have not gone you should really try and make it happen.

While they have an auction and some vendors the whole focus is on playing games, tournaments, and

open gaming 24/7. Well, the tournaments are from 9 AM to midnight although some run over that.

Very relaxed atmosphere and a good crowd. Not cut throat, although you will be playing against really good players – for new games [at least to me] I treat the tournaments as training sessions on what not to do. 😊

A kick starter, *Dune the War for Arrakis*, arrived recently. Looks like a good solid game like say *War of the Rings*, *Star Wars Rebellion*, *Queen's Gambit* etc.. Now the usual challenge of finding time to get it on the table.

And it looks like a very late kickstarter is finally get close to shipping with the rulebook printing [which is the last item needed]: *Age of Dogfights WWII*.

I picked up the WWI version and it was excellent, simple to play but with a lot of depth packed into it. Crossing my fingers that this one finally ships and is up to the same standard!

I also kicked in for the *Divine Right* reprint. I have heard great things about the game over the years so figured I should grab it. I do believe they have a VASSAL module for it so I expect I'll be listing it on the match request sheet once it arrives.

As usual, way too many games and too little time!

Of course, the WBC auction will not tempt me to buy any more games.... Right.... Sure.... Well maybe.... 😊

Okay now the current games.

A Distant Plain Coalition Extended Scenario

It seems the Coalition and the Government are barely able to hold back the forces of evil in this game.

The cards seem to be coming up at the wrong times – ie: when the Taliban and Warlords can grab them.

But we press on, I have hopes the next few rounds will see a lot of the Warlord bases destroyed. The Taliban are still sitting pretty, with a horde of terrorists

on the border.

When they pull the trigger, it will get interesting.

Ancient Civilizations of the Inner Sea Troy

In the setup stage, although I do know I have Troy. Helen we shall see. 😊

Circus Maximus Red

In the process of setting this one up. I plan on running a peaceful race with no violence at all. 😊

Conquistador Spain

Spain has made the long voyage across the Pacific with only the loss of one conquistador that died of disease, but saving the life of my navigator!

However, it seems that Britain's wealth flows in a never-ending stream, so now we must see what we can do about expanding our people.

And perhaps forming an alliance with Portugal and France.

Empire in Arms Prussia - Feb of 1808

Shocking news, the evil French empire surrendered unconditionally to Britain but the war rages on with Spain and Prussia fighting on. Translation – France was getting his a** kicked.

Interesting rules in this game btw – kind of gave me a vision of the Battle of Waterloo playing out like this. “Napoleon to Wellington – I surrender, now you have to take all your troops and go home while I fight against the remaining forces – Wellington, slapping forehead and muttering something about insanity and needing a drink.”

Kind of made me move this game more towards the beer and pretzel category of gaming, although I am still enjoying it.

In an interesting side show Russia entered the war at the last moment against France, and then France promptly surrendered to him!

Given that Russia has been a firm ally [if not lackey] of France all game I have a strong suspicion that the plan was worked out with France to give France a barrier between himself and Austria under

the surrender terms while giving Russia some unearned points.

Indications are now that Russia is moving forces to invade Prussia from the East while the main army is fighting France.

Sigh.... Obviously honor and a straight up fight are not things France and Russia are familiar with.

Gunslinger [Non-AHIKS] Marshall / The Smith

Currently on a pause before starting the next scenario after WBC.

On the bright side, the last game I managed to kill Billy the Kid as well as his partner in crime.

Downside he killed too many of the townsfolk for the good guys to win. Three of us went after him in a corner of a room, we keep drawing malfunction cards and he kept getting bullseyes.

Here I Stand France 1540 to 1543

We are moving a bit more slowly through this turn with summer and vacation time upon us.

France is mostly adding a few more forces to the army – although I am almost maxed out. But at least I will be ready for the resumption of the war with the Hapsburgs next turn.

So far, my revised goal of making sure the Hapsburgs does not win after his attack on France turn 1 seems to be working. Right now, it looks like the Ottomans are 1 VP in the lead with the English and the Hapsburgs right behind him.

However, the Hapsburgs army is a shadow of itself, the Ottomans massively outnumber him to the east and he is struggling to rebuild enough to keep me out of Spain.

Maybe next time I will be able to treat this less as a wargame and get into some of the religious and new world stuff. The later of which was my goal this game originally.

Still, it has been interesting and the military end of it is now second nature.

Kingmaker Portcullis

Sadly, a plague took out the only good noble I had

– it was risk it or die in a field battle. So pretty much just letting the clock run out on this one.

The only good thing that could happen would be a chance to ambush and maybe kill a noble of the tyrant but so far, the dice and card draws have been all in his favor so not hope.

Merchant of Venus

Humans

We are off and running with this one. After the quick refresher game this is the long version.

So far, my trips have been more profitable and there may be some good trade routes I can run so perhaps this one will go better than last.

However, there is a lot of space to cover. ☹️

Stellar Conquest

Blue

Things are still all quiet!!! Maybe all these alien species are actually peaceful..... or they are just preparing to launch a war.....

Titan

Black

Well, it seems the time has come to seek some payback for the attacks upon my peaceful legions by red.

With three Hydras leading the charge we will see if we can teach him the error of attacking the peaceful black legions.

[I am hoping to get in a game of this at WBC – although I fully expect to be beaten badly. Figure it might teach me some tricks at the expense of some bruises']

Non-Multiplayer

ASL – Dawn of a New Age

Poles – September 1, 1939

The valiant poles managed to hold off the last-ditch charge of the Germans through the woods trying to reach and gain control of the road.

Numerous German prisoners and a captured tank they abandoned are now on the way to Warsaw as war prizes!

ASL – Drop Zone: Sainte-Mere-Eglise CG III *American – June 6th Morning*

This is turning into a very different campaign game from any I have played before.

The German relief force is driving south towards the village but is hung up taking out a little hamlet held by a few squads of paratroopers there.

I was feeling pretty good about holding it until this turn when it became obvious that I was getting encircled.

But some good firepower and an accurate bazooka shot may stabilize it for another turn.

Not sure it will be enough time to for the squads sprinting up the road from the village to arrive.

At the village I am so far keeping the Germans that are trying to escape north at bay for the moment at least.

Behind the escaping Germans they hold a hill with some guns to delay my relief force from the south – armor and infantry.

I did space putting some of the squads on the armor as riders – so I kind of shot myself on the foot there.

Still definitely enjoying this one.

ASL – Kampfgruppe Peiper CG I

Clash at Stoumont American – December 19, 1944 *PM*

I may have spoken to soon about holding St. Edward Sanatorium it is now under fire from multiple heavy tanks, it should hold unless I get hit with a critical hit and they rubble a hex or two.

Fighting off fanatical SS troops is the nightmare it sounds like!

And the bloody rain will not stop so I can use my smoke and WP!!

ASL – Red Barricades CG III

Russian – October 20, 1942

Going a bit slower with summer and all but the Germans switched their artillery to stop my drive up the edge.

On the bright side that took some pressure off my main line.

His troops have finally cleaned out the large

dummy force I had in an area I could not hold.

While it successfully drew off a bunch of his forces, we are about to clash head long in the center.

My problem is that I can count the number of functioning support weapons I have left on one hand, which I have never seen in a game of Red Barricades.

Now if he would stop rolling snake eyes and threes on the first 3 or 4 shots whenever he fires, I might be able to hold.

Oh yes and lots of buildings on fire. [playing under the original rules as that was all that he had access to]

ASL – Sword and Fire CGV American – February 15, 1945

My opponent has got hit with some real-life stuff, so hopefully this will eventually begin to move once more.

Combat Commander German – Bridge Hunt – Nisava River Yugoslavia April 7, 1941

Well..... I was worried about losing Berlin last time because of his conscripts, its worse now.

His conscript is now a veteran and has a hero with it. smh

The Dark Valley German

Well, the bad setup I went with came back to bite me and the front ruptured.

Figure on revisiting this one after the summer when I have a bit more free time.

At least I will have a better grasp on the system the next time around.

Pacific War USN – Philippines Campaign Scenario – December 1941

We have exchanged the first shots and the Japanese have landed, but we stalemated in the first land battle. Which I would count as a win for the good guys!

Opening a whole new section of the rules and the learning curve.

After this we should be able to kick into the full-blown thing! 😊

The Civil War 1861–1865 Union – Turn 9

Well, I have now learned that 1 strength point can drive an entire Union army back to DC. Smh

Thinking I have reached the point of just throwing stuff and see what happens.

The Grand Campaign from SPW Allies – August 1914

We are off and running!

So far, the armies are still mobilizing but some gunfire has erupted in Belgium and Serbia!

Trireme Romans – Economist – 256 BC

On pause for the moment as we work out a technical issue with a new laptop.

And summer vacations of course.

Up Front Germans – Russians – City Fight

The sneaky Americans managed to crawl through an open sewer to snag the win.

I never managed to recover from the 3 wire cards that were dumped on my light machine gun.

Next up is City Fight, I am going to take the Russians in this way and see if I can do better here!

Vietnam NFL – Full campaign – 1965 Winter

So far, the VC and NVA are doing a dance and so far, I have avoid taking any major hits on my valiant fighters.

Seems like a good high level view of the war as far as the US being able to land a solid blow.

Regards, Jeff. ✂

Match Requests (multiplayer)

Game	Publisher	Player	Format	Notes
Advanced Civilization	AH	Eric Aune	V	Best = 6 to 8
Advanced Civilization	AH	Mike Kettman	V	X
Advanced Civilization	AH	Erica Snarski	V	X
Advanced Civilization	AH	Jeff Miller	V	X
Age of Reininsanne	AH	Jeff Miller	V	Best = 5 or 6
Air Force	AH	Mark Palmer	E, P	X
All Bridges Burning	GMT	Jeff Miller	V	Best = 3
Amoeba Wars	AH	Jeff Miller	V	Best 4 to 6
Ancient Civilization of the Inner Sea	GMT	Tom Thornsen	V	Best 4 to 6
Andean Abyss	MMP	Jeff Miller	V	Best = 4
Angola	MMP	Jeff Miller	V	Best = 4
Angola	MMP	Nick Rush	V	X
Angola	MMP	Tom Liakos	V	X
Axis and Allies 1914	Hasbro	Scott Mcaninch	E	Best = 4
Battle for Germany	SPI	Mark Palmer	V	Want 3
Battle for Germany	SPI	Chris Hyland	V	Want 3
Blackbeard	AH	Jeff Miller	V	Best = 4
Blitz	Compass	Jim Lauffenburger	V	Best = 4
Clash of Cultures	Z-Man	Jeff Miller	V	Best = 3 or 4
Colonial Twilight	MMP	Jeff Miller	V	Best = 2
Conquest of Paradise	GMT	Jeff Miller	V	Best 3 or 4
Conquistador	AH	Jeff Miller	V	Best = 3 or 4
Crown of Roses	GMT	Mike Kettman	V	Best = 4
Cuba Libre	GMT	Jeff Miller	V	Best = 4
Divine Right	TSR	Delwayne Arakaki	V	Best 4 to 6
Dominant Species	GMT	Jeff Miller	V	Best = 4
Dominant Species	GMT	Nacho Fernadez	V	X
Dune	AH	Jeff Miller	V	Ok 4 Best = 6
Dune	AH	Brian Nickel	V	X
Dune	AH	Chris Hyland	V	X
Empires of the Middle Ages	SPI	Mike Kettman	V	Best = 5 or 6
Falling Sky	GMT	Jeff Miller	V	Best = 4
Falling Sky	GMT	Jim Lauffenburger	V	X
Fire in the Lake	GMT	Jeff Miller	V	Best = 4
Fire in the Lake	GMT	Steven Paul	V	X
Fire in the Lake	GMT	Jim Lauffenburger	V	X
Flat Top	AH	Chris Hyland	V, D, G, H, X	Best = 3+
Fortress America	MB	Jeff Miller	V	Best = 4
Gangsters	AH	Jeff Miller	V	Best = 4
Gandhi	GMT	Jeff Miller	V	Best = 4

Gunslinger	AH	Jeff Miller	V	Best = 4 to 7
Gunslinger	AH	Graeme Dandy	V	X
Gunslinger	AH	Ed K. Becker	V	X
Incredible Victory	Quarterdeck Games	Paul Raphael	E, G	Best 2+
Liberty or Death	GMT	Jeff Miller	V	Best = 4
Machiavelli	AH	Jeff Miller	V	Best = 6 to 8
Machiavelli	AH	Graeme Dandy	V	X
Machiavelli	AH	Nacho Fernandez	V	X
Magic Realm	AH	Jeff Miller	V	Best = 3 or 4
Napoleonic Wars	GMT	Aaron Martin	V	Best = 4
Napoleonic Wars	GMT	Jeff Miller	V	X
Napoleonic Wars	GMT	Daniel Blumentritt	V	X
Pendragon	GMT	Jeff Miller	V	Best = 4
Plains Indian War	GMT	Jeff Miller	V	Best = 4
Republic of Rome	AH	Jeff Miller	V	Best = 5 or 6
Samurai	AH	Delwayne Arakaki	V	Best = 4
Source of the Nile	AH	Jeff Miller	V	Best = 4
Source of the Nile	AH	Steve Duboyce	V	X
Spies!	SPI	Erica Snarski	V	Best = 5
Submarine	AH	Bryan Jones	V	Best = 2
Successors	AH	Jeff Miller	V	Best = 4
Time of Crisis	GMT	Jeff Miller	V	Best = 4
Time of Crisis	GMT	Derek Lenard	V	X
Versailles 1919	GMT	Aaron Martin	V	Best = 4
Versailles 1919	GMT	Mike Kettman	V	X
Versailles 1919	GMT	Derek Lenard	V	X
Virgin Queen	GMT	Jeff Miller	V	Best = 6
War and Peace	OSS	David Turansky	V	Best = 4-5
War of the Suns	MMP	Jeff Miller	V	Best = 3

Format codes:

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

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,…”

MapBoard Mk. 1



Mark Palmer

I consider myself the steward of your Open Match List. If you go online and peruse the list, you will see requests that have languished for years. A posting will continue to remain until the originator tells me to remove it, or if someone informs me the member has passed on. The latter occurred twice since the last issue.

My own mortality has been in jeopardy twice for illnesses since July 2019, and countless times on the road as my wife and I ride with the Combat Veterans Motorcycle Association. Therefore, I have

maintained a three-ring binder with “after death instructions” to make it easier for our only child upon my and/or my wife’s demise. Included among the “Persons/Organizations to Notify” are my AHIKS contacts in consideration of my fellow gamers.

If you see anyone else on the list who is no longer with us, please let me know. I would remove their posting and notify Mike Dyer, our Secretary.

Thanks in advance. ✂

Open Match List

Game	Publisher	Player	Format
1813: Napoleon’s Nemesis	Europa Simulazioni	Erica Snarski (1251)	VE
1985: Under an Iron Sky	TRL	Martin Hogan (1704)	
2nd Fleet	Victory Games	Thomas Ten Eyck (826)	E
3rd Fleet	Victory Games	Thomas Ten Eyck (826)	E
Aces High	Simulation Games	Bryan Jones (2416)	VE
ACW Brigade Series	MMP	Aaron Kulkis (1983)	
Admiral’s War	Canvas Temple	Jan Vanderveken (2286)	VE
Advanced Squad Leader	AH	Frank Kelly (2405)	VE
Advanced Squad Leader-Campaign	AH	Jeff Miller (1303)	VE
Advanced Third Reich	AH	Mike Scott (1555)	E
Afrika Korps	AH	Omar Dewitt (44)	V
Afrika Korps	AH	Randy Heller (1007)	FTF
Afrika Korps	AH	Enric Herrera (2422)	
Air Assault on Crete	AH	Peter Hansen (2129)	V
A Most Dangerous Time	MMP	Jeff Miller (1303)	VE
Antietam	SPI	Omar Dewitt (44)	V
Anzio	AH (2nd or 4th ed)	Thomas Walsh (1427)	EP
Arab Israeli War	AH	Dennis Sheppard (804)	VE
Ardennes Offensive	SPI	Hugh Smithers (2313)	VE
Assault on Cyprus	AH	Chris Hyland (1234)	VE

A Time for Trumpets	GMT	Jeff Miller (1303)	VE
A Victory Lost	MMP	Ed O'Connor (1243)	VE
A World At War	GMT	Jeff Miller (1303)	VE
Bismarck	AH	James McCormack (2369)	VE FTF
Battle for Germany	SPI	Erica Snarski (1251)	VE
Battle for Jerusalem	SPI	Erica Snarski (1251)	VE
Battle of Austerlitz, Dec. 2, 1805	SPI	Erica Snarski (1251)	VE
Battle of the Bulge	AH	Don Lazov (1981)	V
Bitter Woods	Compass/L2	Hugh Smithers (2313)	VE
Bitter Woods	Compass	Randy Heller (1007)	FTF
Blitz	Compass	Jim Lauffenburger (2191)	VXE
Bloody 110	COA	Aaron Kulkis (1983)	FVL
Blue and Gray: any title in the series	SPI	Joe Grills	VE
Blue Water Navy	Compass	James McCormack (2369)	VE FTF
Borodino	SPI	Erica Snarski (1251)	VE
Cedar Mountain	SPI	Peter Hansen (2129)	V
Chickamauga	SPI	Omar Dewitt (44)	V
Cobra	SPI	Randy Heller (1007)	FTF
Downfall of Empires	Do-It Games	Erica Snarski (1251)	VE
Downfall of the Third Reich	Do-It Games	Erica Snarski (1251)	VE
Downfall: Conquest of the Third Reich, 1942-1945	GMT	Steven Anderson (2139)	VE
Empire in Arms	AH	Edson Ramos (1989)	P
Empire of the Rising Sun	AH	Mike Scott (1555)	
Falling Sky	GMT	Jim Lauffenburger (2191)	VXE
Fifth Frontier War	GDW	Dane Patterson (2010)	VE
Fire in the Lake: Sovereign of Discord expansion	GMT	Dan Carey (1716)	VE
Fire in the Sky (1999)	Phalanx	William Marcy (1761)	VTE
Flat Top	AH	Paul Koenig (1577)	V
Flying Colors	GMT	Thomas Ten Eyck (826)	E
Forgotten Legions	Compass	Erica Snarski (1251)	VE
For the People	GMT	John Vogel (2428)	VFL
Fury in the West	Battleline/AH	Erica Snarski (1251)	VE
Gallipoli	GMT	Ivan Kent (2133)	V
Great War In Europe	GMT	Mike Kettman (1067)	VE
Great War in Europe Deluxe	GMT	Mike Kettman (1067)	VE
Great War in Europe Deluxe	GMT	Terry Gallion (2044)	V
Grenadier	SPI	Charles Sutherland (1804)	VE
Guns of August	AH	John Trosky (1554)	VC
Hitler's War	AH	Erica Snarski (1251)	VE
Hitler's War	AH	Jan Vanderveken (2286)	VE

Illusions of Glory	GMT	Pete Steele (2219)	VE
Invasion of Malta, 1942	AH	Chris Hyland (1234)	VX
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (1251)	VE
Island War	SPI	Erica Snarski (1251)	VE
Jerusalem	SDC	Erica Snarski (1251)	EP
Kadesh Command		Erica Snarski (1251)	VE
Kasserine	GMT	Rob Franz (2277)	VS
Knights of the Air	AH	Jeff Miller (1303)	VE
Korea	SPI	Erica Snarski (1251)	VE
Korean War	Compass	Paul Koenig (1577)	V
La Grande Armee	SPI	Charles Sutherland (1804)	VE
Lee vs. Grant	VG	Jeremy Rowley (1942)	V
Leipzig	SPI	Charles Sutherland (1804)	VE
Little Round Top	AH	John Trosky (1554)	VC
Lion of Ethiopia	Command/XTR	Erica Snarski (1251)	VE
Luftwaffe	AH	Sidney Bodine (2431)	VE
Midway	AH	James McCormack (2369)	VE FTF
Midway	AH	Bruce Warren (2293)	FTF
Midway	AH	Mike Stubits (2311)	VE
Main Battle Tank 2ed	GMT	Martin Hogan (1704)	
Monty's Gamble: Market Garden	MMP	Jerry Wong (1974)	FV
Napoleon at War Quad	SPI	Erica Snarski (1251)	VE
Napoleon at War Quad - Quatres Bras	SPI	Don Lazov (1981)	V
Normandy 44	GMT	Don Deacon (2241)	VE
NATO: Cold War Goes Hot	Compass	Giovanni Faisca (2178)	VEL
No Retreat: North Afrika	GMT	Jerry Wong (1974)	FV
North Africa	MMP	John Trosky (1554)	VC
Pacific War	VG	Jeff Miller (1303)	VE
Panzer	GMT	Bryan Jones (2416)	VE
PanzerArmee Afrika	SPI/AH	Erica Snarski (1251)	VE
Panzer Battles	MMP	John Trosky (1554)	VCS
Panzer Grenadier	AP	Carl Wolf (1992)	V
PanzerGruppe Guderian	AH	Enric Herrera (2422)	
Panzer Leader	AH	Art Dohrman (1551)	VEF
Paths of Glory	GMT	Pete Steele (2219)	VE
Phalanx	SPI	Erica Snarski (1251)	VE
Proud Monster	XTR	Edson Ramos (1989)	P
Punic Wars	SPI	Erica Snarski (1251)	VE
Pursuit of Glory	GMT	Pete Steele (2219)	VE
Rebel Sabres	TSR	Peter Dunn (2235)	V
Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	FTF

Roads to Leningrad	GMT	Andrew Cozzi (1998)	V
Russian Campaign	Jedko Games	Peter Dunn (2235)	V
Russian Campaign	AH	Enric Herrera (2422)	
Russian Front	AH	Martin Kerslake (2011)	V
Russian Front	AH	Jan Vanderveken (2286)	V
Sixth Fleet	SPI	James McCormack (2369)	VE FTF
Soldiers	SPI	Stephen Chin-Quee (1784)	VXESL
South China Seas	CMP	Mike Ricotta (2004)	VXE
SPQR	GMT	Justo Perez (2009)	FV
Storm Over Jerusalem	MMP	Erica Snarski (1251)	V
Submarine	AH	Bryan Jones (2416)	VXL
Tank on Tank	LnL	Duncan Rice (1394)	V
Terrible Swift Sword	TSR	Peter Dunn (2235)	V
The Longest Day	AH 2nd Ed. rules	Nacho Fernandez (1745)	VE
The Russian Campaign	4th L2 or 5th edition GMT	John Ohlin (2346)	V
The Russian Campaign	AH	Bruce Warren (2293)	FTF
The Tide At Sunrise	MMP	Nick Rusch (1913)	V-E-L-X
The U.S. Civil War	GMT, 3rd Ed, 2nd Print, 2024	Jeff Carroll	VE
This War Without An Enemy	Nuts! Publishing	Andrew Patience (1646)	V
Thunder at Cassino	AH	Jerry Wong (1974)	FV
Tobruk	AH	Dennis Sheppard (804)	VE
To The Green Fields Beyond	SPI	John Trosky (1554)	VCS
Traces of Hubris	VUCA Simulations	Al Vannoy (2455)	E-FTF
Traces of War	VUCA Simulations	Al Vannoy (2455)	E-FTF
Turning Point: Stalingrad	AH	Jan Vanderveken (2286)	VE
Twilight Struggle	GMT	Jeff Miller (1303)	VE
Verdun 1916: Steel Inferno (2020)	FOS	William Marcy (1761)	VE
Wagram	SPI	Omar Dewitt (44)	V
War and Peace		Mike Kettman (1067)	V
War of the Suns	MMP	Jeff Miller (1303)	VE
Waterloo	AH	Omar Dewitt (44)	VE
Winter War	SPI	Erica Snarski (1251)	VE
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	VD
WWII	SPI	Erica Snarski (1251)	VE

Here comes the Judge



Chester Hendrix

Free ePub book for members!

As your new Judge (and former President and former Editor), I look forward to re-retiring someday, but that will require younger members to step up (I'm 69 – curious about what the average age is for Officers these days – anybody?). But in the meantime...

Back in 1989 or 1990 when I was the Editor, I thought it would be a good idea for AHIKS to publish an Introductory Level game that would be PBM friendly. After all, in 1991 AHIKS would celebrate its 25th (silver) Anniversary. Accordingly, I put together a basic design based on the battle for Guadalcanal and sent out summons for members to look the design over – nit pick particulars and do some playtesting.

The response was awesome, and those who stepped up to help (both those who did research and those who did playtesting) were honest and helpful. The result was *First Blood: The Guadalcanal Campaign*, which was published as The K vol. 26– 6 in 1991 (right on the button for our 25th year!) and every member received a copy.

It was a DIY printing (the counters were printed on label paper), but was beautifully illustrated by Tom Hanover (who graced the pages of the K with many awesome pieces!), who also did all of the air counter silhouettes!

Somehow it drew the attention of Decision Games, who bought the design from me (as the designer) for the princely sum of \$400. My first professional sale! It went on to become S&T #178 (though the OOB/OOA was completely changed).

In the three decades since, the original AHIKS version has become a 'pet project' and gotten a graphic update 4 or 5 times! You can find all the beautiful artistic redos on the [BoardGameGeek page](#) for *First Blood: The Guadalcanal Campaign*.

Why all the long introduction? Two reasons. 1) to draw your attention to your legacy as a member of AHIKS. FB:TGC is a wonderful little game and exists as a vassal module also! 2) to make another free offer to the membership – an (unedited) epub version of my first novel. Details are below. If you'd like a copy,

simply email me direct with the subject line:

I WANT A FREE COPY OF CHESTER'S BOOK!

You can reach me at my email address here:

cehendrix@sbcglobal.net

All the details of my book are here for your consideration:

If you use a Mac/iPad, it should open immediately. If you run an IBM/android, you might need to get an epub reader (plenty free versions out there - I suggest ReadEra).

The title is *1804* and is time travel + military history. Set in Napoleonic France, historic figures include Admiral Sir Edward Owen, Admiral Bruix, Marshal Soult and (of course) Your New Emperor.

BACK COVER blurb for 1804

June, 1804 - France. Napoleon is declared Emperor. The port city of Boulogne has been transformed into an armed camp where 200,000 men drill daily for the invasion of Britain with a massive fleet in the harbor. The British Navy pokes and prods to keep them contained, but critical mass is approaching...

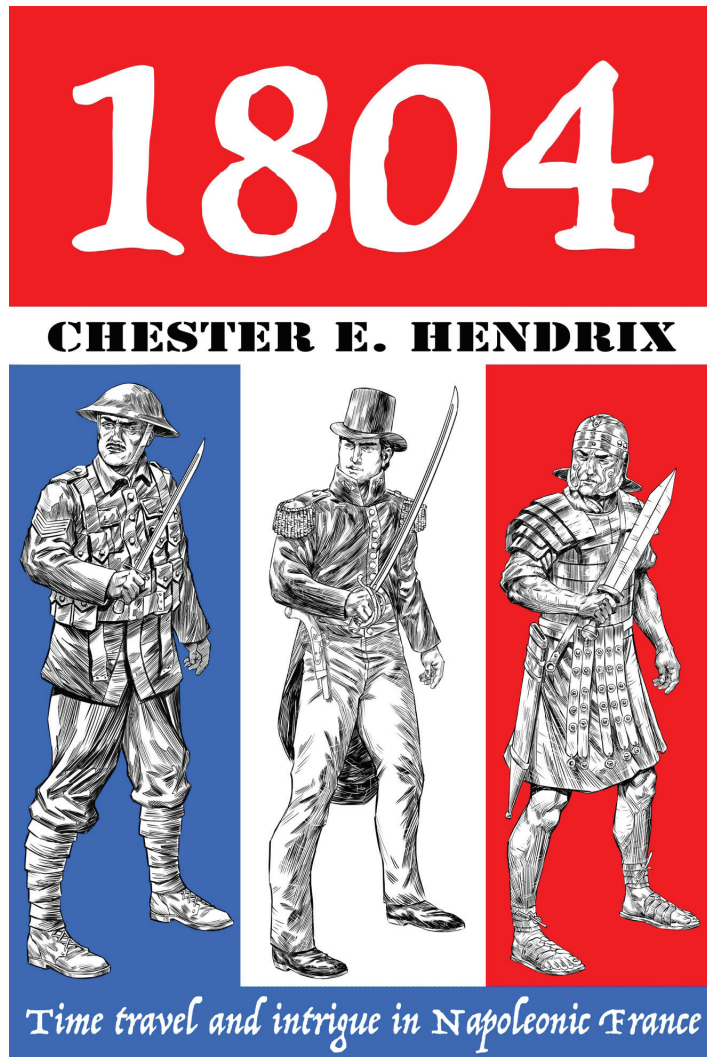
Just inside the camp, a small Roman bath is about to be highlighted by two eclipses - in 44 AD and 1914. A Roman Legionnaire, a French Lieutenant, and a WWI Scottish Highlander all settle in for a soak. Mysterious explosions cause all three to duck under the water. Coming up, Titus and George find themselves in the lap of Bayard – in 1804. Trying desperately to communicate, they discover a portrait of Bayard's wife – Emerald. But... they're all married to Emerald! ...or are they?

How to return home? How to escort a future Englishman and an ancient Roman through militarized France on a quest for Emerald without being caught by Napoleon's Spymaster – already on their heels. How will George deal with his ancestor – an English Commodore secretly ordered to kidnap the new Emperor?

In the summer of 1804, events from one of

military history's crucial focal points provide the backdrop for a race against time – all without changing history.

Book cover is below. Graphic design is by myself and character artwork is by Brazilian artist Raphael Lucchini. ✂



New members list

- #2434 Warrick Whatman
Canberra, Australia
- #2435 Alan Bargender
Huntingdon, PA
- #2436 Luc Liu
Shanghai, China
- #2437 Miguel McDowell
San Angelo, TX
- #2438 Donald Levick

Allentown, PA

#2439 Phillip Paul
Tinbeerwah, Australia

#2440 David Elkin
Las Cruces, NM

#2441 Daniel Mui
Manchester, UK

#2442 Kinley Engvalson
Port Saint Lucie, FL

#2443 James Carter
Jarrell, TX

#2444 Gideon Marcus
Vista, CA

#2445 Douglas Johnson
Indianapolis, IN

#2446 Samuel Dellenbaugh
Delmar, NY

#2447 Paul Brillantes
Livermore, CA

#2448 John Lomnicki
Roseville, MN

#2449 Oleksii Tarasenko
Ingolstadt, Germany

#2450 Gareth Wilson
Nottingham, UK

#2451 JM Toledo
Leioa, Spain

#2452 Wayne McCaskill
Millbrook, AL

#2453 Philippe Hody
Julemont, Belgium

#2454 Jack Dempsey
Nellysford, VA

#2455 Al Vannoy
Hillsboro, OR

#2456 Lynn Newell
Hampton, VA

#2457 Ernest Blair
Sedona, AZ

-- Mike Dyer

Iwo Jima & Catchpole



Mike Dyer

Workshop: a review and scenario for *Iwo Jima* (Strategy & Tactics #92)

The second issue of Strategy & Tactics to be published by TSR contained the game *Iwo Jima*, a neat company-level solitaire simulation of the island battle. The player, as the US Marine task force commander, must attempt to clear all Japanese defensive positions from the island within the historical timeline, while taking minimal losses. The scale is one turn per day so it's quite a long game at 35 turns.

The Japanese positions always begin fixed in the same positions on the map, and do not move throughout the game. The Japanese counters have variable combat strengths and are flipped over and distributed randomly at the start. An extensive pre-game bombardment conducted against these positions will create weak spots and ensure that each play will be different. The Japanese units remain hidden until a US Marine company approaches and comes under opportunity fire.

Given the time scale and relatively small size of the island, the system imposes no limitation on movement distance for US marine and armor units. Success requires the US player to correctly maneuver their units each turn to first reveal the weak spots in the Japanese positions, and then concentrate their attacks in an attempt to reduce as many of them as possible. The added overhead of planning and maintaining supply lines to the few divisional HQ (that do have limited movement capability) makes this much harder than it, at first, appears.

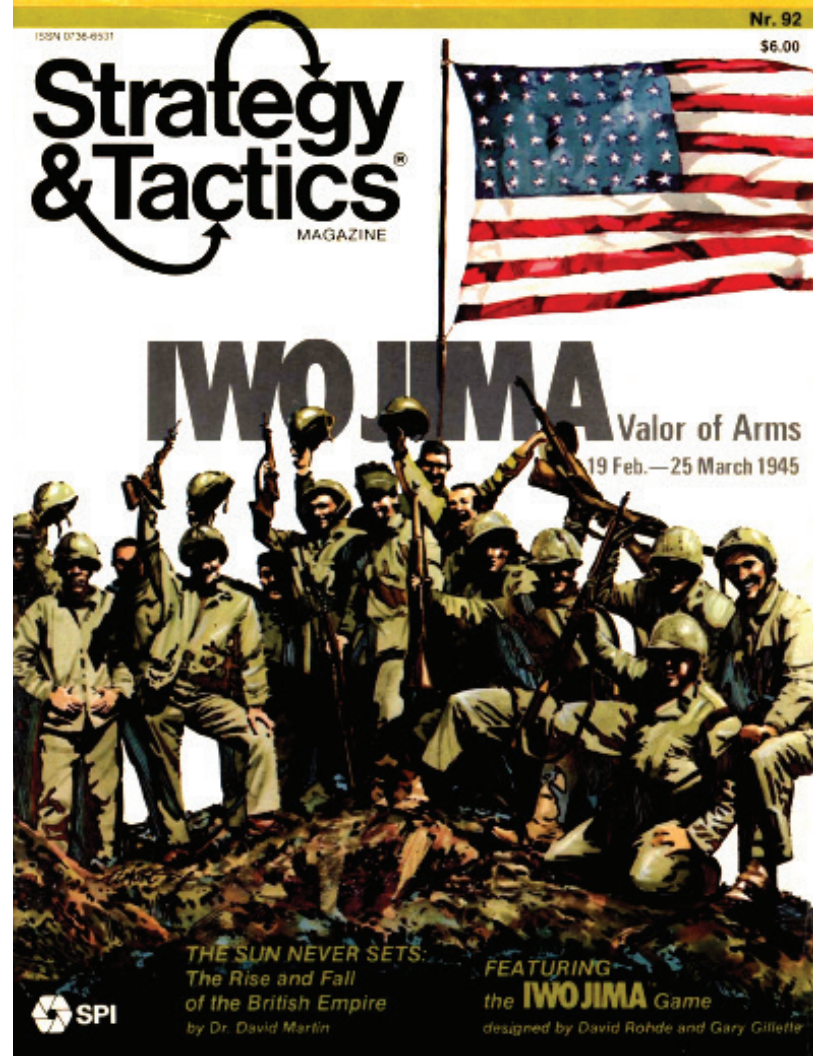
The game system flows along at an exciting pace, the US player must contend with difficult fortified positions, opportunity fire, artillery strikes, rising fatigue levels and even the occasional Banzai charge, all of which take a continuous toll on the invasion forces. As each of the five zones on the island is progressively cleared one finds rather different tactical problems will need to be tackled in clearing the next one.

While the US player has a considerable period of time and a large force, Japanese victory levels will mount rapidly unless specific weekly objectives can be

achieved. The difficulty level of the game is high. It is easy to find the situation so hopeless after the first or second week that the US player must end the game and concede their command.

In my own play sessions, I find much of the difficulty relates to the rules around tracing US supply. In order to move or to attack, US companies are required to trace a rather short path back to their respective divisional HQ units. Any Japanese position within two hexes is able to interdict these supply lines, placing a severe constraint on the ability to conduct an effective US offense. In fact, I suspect the supply rules to be so restrictive that recreating that key historic moment, the raising of the flag on Mount Suribachi by the third day, might be practically impossible. I came up with a simple variant for the supply rules which I'll state at the end of the article.

Looking over the contemporary reviews for *Iwo*



JAPANESE ATTACK TABLE

Reg-Inf	1-2	3	4	5	6	7	8	9	10
1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1
11	1	1	1	1	1	1	1	1	1
12	1	1	1	1	1	1	1	1	1

MARINE ATTACK TABLE

C 1	1	2	4	5	6	7	8	9	10
1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1
11	1	1	1	1	1	1	1	1	1
12	1	1	1	1	1	1	1	1	1

ATTACK PRIORITIES CHART

- Units in Beach Heads.
- Units in Assault Waves.
- Units in Waves occupied by more than one unit in any enemy ZOC.
- Units in Waves occupied by one unit in an enemy ZOC.
- Units in Waves occupying the most Marine units in any enemy ZOC.
- Units in Waves occupying the most Japanese units in any enemy ZOC.
- Units in Waves occupying the most Marine units in any enemy ZOC.
- Units in Waves occupying the most Japanese units in any enemy ZOC.

ABBREVIATED COURSE OF PLAY

- MARINE PLANNING PHASE
- MARINE MOVEMENT PHASE
- JAPANESE COMBAT PHASE
- MARINE REPLACEMENT PHASE
- MOVEMENT PHASE
- JAPANESE COMBAT PHASE
- JAPANESE REPLACEMENT PHASE
- GAME TURN RECORD PHASE

VICTORY LEVEL

VP TOTAL	VICTORY LEVEL
400-499 VP	MARINE DECISIVE VICTORY
400-499 VP	MARINE SUBSTANTIAL VICTORY
500-599 VP	MARINE MARGINAL VICTORY
600-699 VP	JAPANESE MARGINAL VICTORY
700-799 VP	JAPANESE SUBSTANTIAL VICTORY
800-899 VP	JAPANESE DECISIVE VICTORY

JAPANESE ARTILLERY CHART

DEPLOYMENT AREA	ARTILLERY STRIKES	SUBSIDY ADDITION
Southwest	3	3
West	3	3
South	3	3
Northern	1	1
Eastern	1	1

TERRAIN KEY

- LEVEL 1
- LEVEL 2
- LEVEL 3
- LEVEL 4
- LEVEL 5
- LEVEL 6
- JAPANESE SET UP
- MARINE SET UP
- JAPANESE COMBAT
- MARINE COMBAT
- JAPANESE REPLACEMENT
- MARINE REPLACEMENT
- JAPANESE MOVEMENT
- MARINE MOVEMENT
- JAPANESE PLANNING
- MARINE PLANNING
- JAPANESE RECORD
- MARINE RECORD

A view of Iwo Jima after a difficult week of fighting (it is turn 7). The precarious nature of the stretched supply lines can be seen with the 4th Division in the south. Even though the Division has broken through the fortified line near the beach, most of the battalions are standing idle. Rolling up the Japanese flank is not yet possible under the restrictive supply rules. With the 5th Division HQ unwisely preoccupied in close support of its 27th Regiment climbing Mount Suribachi, the rest of the 5th division on the north side of the western beach can act with only limited independence. They are largely unable to fight or even move aside without sufficient supply. Having left myself only a narrow corridor to bring in the 3rd Division and with the Japanese VP Track skyrocketing for the lack of progress, I quickly find myself relieved of command.

Iwo Jima they tend to be positive, and I do agree that it is an interesting and playable system. A recurring consensus though, is that the length and difficulty of the game can be a bit tedious. The game does include shorter scenarios (7 turns, and 14 turns) but these are still quite significant commitments given the number of units involved in the action. A few magazine variants were also published that limit the action to a single zone, and/or reduce the number of Japanese positions. These variants serve to provide a quicker way to explore the rules system.

I decided on a similar approach for this workshop scenario, but also wanted to move the action away from Iwo Jima and see how the system performed

on a smaller scale. Casting around for a suitable historical situation I settled on Operation Catchpole. I haven't seen any games that cover the fighting on the Eniwetok Atoll so this seemed like an interesting choice. Operation Catchpole (17-22 February 1944) involved the invasion of three small, but heavily defended, islands in the north-west of the Marshall Islands chain. The size of these islands makes it possible to create maps in a magazine format without too much difficulty. Total forces on both sides, being only about a sixth of what was committed at Iwo Jima, means that all can be represented using just a fraction of the *Iwo Jima* game counters.

Operation Catchpole

Introduction

This scenario variant of the *Iwo Jima* system simulates the attack on the Eniwetok Atoll in February 1944. The invasion was carried out by most of the 106th Infantry Regiment and the 22nd Marine Regimental Combat Team under the command of Tactical Group One, V Amphibious Corps. The overall invasion force comprised approximately 8,000 men along with some supporting tank units.

For the Japanese defense, some 2,600 men of the 1st Amphibious Brigade were posted on the Eniwetok Atoll. For the most part, deployed on three of the larger islands that make up the atoll chain; Engebi, Eniwetok and Parry islands.

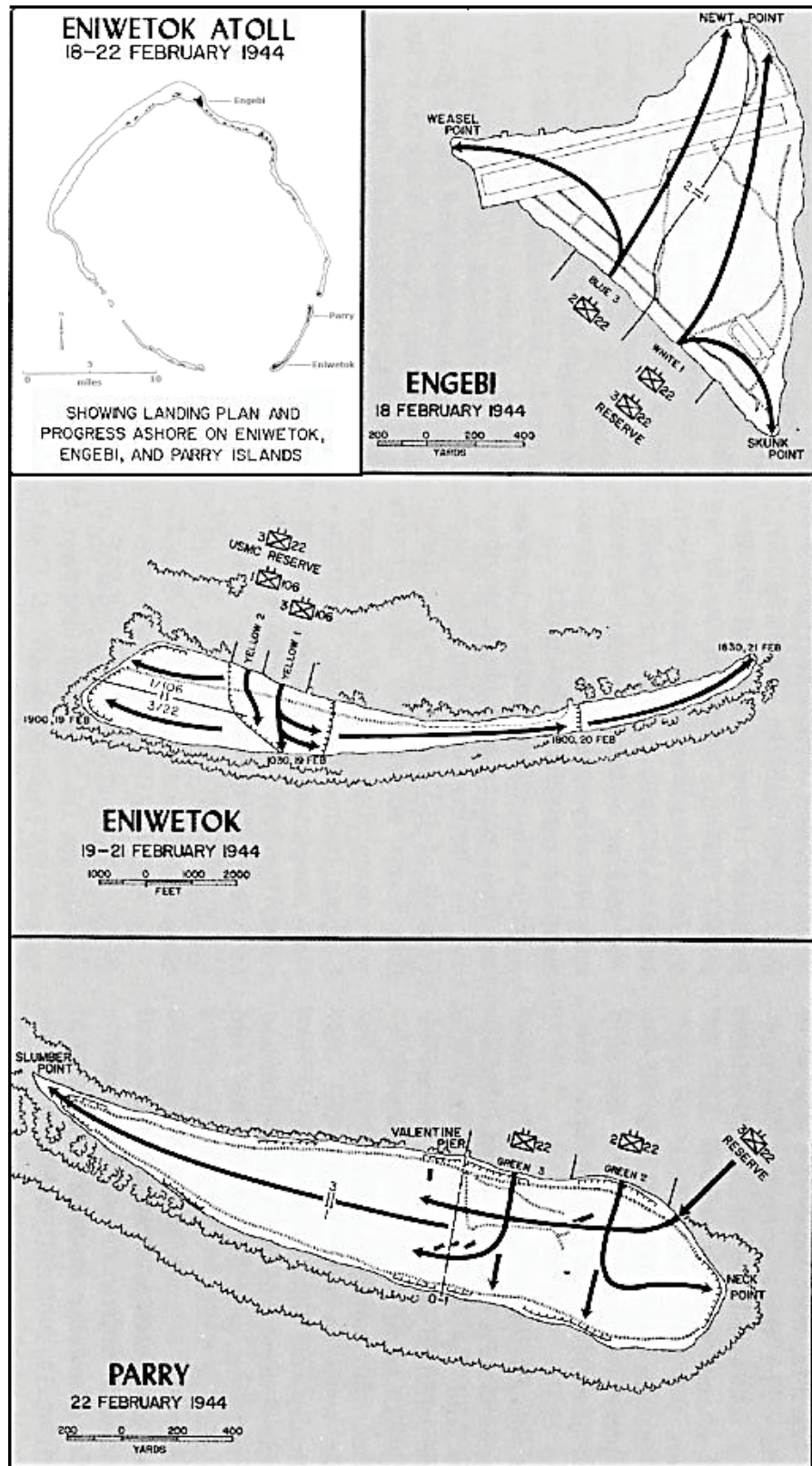
Fighting was originally expected to take no more than two or three days but during the invasion of Engebi it became clear that Eniwetok and Parry would be more heavily defended than expected. Instead of attempting multiple landings, it was decided to take the atoll one island at a time.

In the five days it took to reduce the defenses the American force lost just over 1,000 men dead and wounded. The Japanese were almost wiped out completely, only 66 prisoners were taken.

Adapting the *Iwo Jima* system for Operation Catchpole

Game Scale

- The ground scale is approximately one third, the map hexes for the islands are 100m across.
- Unit scale is unchanged, counters represent companies.
- A game turn represents 12 hours instead of one day.
- The game ends after 10 turns or until all three



islands are cleared.

Japanese Setup

Use the Japanese “Northern Zone” counters from *Iwo Jima* to represent the forces defending Engebi island. Randomly select 6 of the 13 counters, the remainder are not used.

Use the Japanese “Southern Zone” counters from *Iwo Jima* to represent the forces defending both Eniwetok and Parry islands. Of the 14 counters, randomly select and place 8 on Eniwetok and 6 on Parry.

Every Japanese counter begins the game reduced by 1 step due to the extensive naval bombardment, regardless of fortification class. Follow all normal pre-game bombardment rules in addition to this initial step loss. It is possible that some two-step Japanese units may be discovered to be completely destroyed by the pre-game bombardment. The Japanese VP Track starts at 0 regardless of bombardment casualties.

US Marine Setup

The U.S. has a total of five battalions available with 3 tank units in support (18 counters).

- Use 1/9 Bn to represent the 1/106 Inf Bn, with tank A in support
- Use 1/21 Bn to represent the 3/106 Inf Bn
- Use 1/23 Bn to represent the 1/22 USMC with tank B in support
- Use 1/24 Bn to represent the 2/22 USMC
- Use 1/25 Bn to represent the 3/22 USMC with tank C in support

The US player may elect to land up to two of the available battalions on any island each turn.

Adjusted Game Sequence

A. Marine Planning Phase

This scenario does not use Marine Support Points or Independent Regiment rules.

Any one US battalion deployed on an island may be withdrawn in the Planning phase as long as none of its companies are in a Japanese zone of control. A withdrawn battalion becomes available for redeployment on the third turn after it is withdrawn. i.e. a battalion withdrawn in the Planning Phase of turn 4 can be landed on a new island in the Marine Movement Phase of turn 7. Fatigue levels of withdrawn battalions are reduced as normal by one level per turn. Step losses are not replaced.

B. Marine Movement Phase

All Marine units remain in supply for the duration of the turn on which they are landed. On following turns, Marine units are only in supply if they can trace a path of any distance to a beach landing hex under the normal constraints on supply lines imposed by Japanese positions. Divisional HQs are not used in this scenario.

A maximum of two battalions, with one optional armor support each, may land on any one turn. All available companies in the battalion must land on the same turn. The two battalions may land on the same island, or two different islands.

The first time a wave of troops lands on any island it receives an initial attack with an additional -1 drm. Any troops landed on the same island on subsequent turns still undergo an initial attack during landing using only the normal modifiers.

Marine movement is conducted normally. For Opportunity Fire, do not use combat strength modifiers based on current Game Turn. Marine Support points are not used. All other combat modifiers apply.

C. Japanese Combat Phase

Artillery Strikes: The Japanese defenders only had a few light artillery pieces and mortars, but some areas were also mined. To reflect this indirect fire capability, each island can conduct two artillery strikes per turn against US troops using a base strength of 2. The only applicable combat strength modifiers are: +1 vs Beach hexes; +2 vs Airfield hexes.

Japanese Combat: This is conducted normally. Do not use combat strength modifiers based on current Game Turn. Marine Support points are not used. All other combat strength modifiers apply.

D. Marine Combat Phase

Fatigue: In this scenario fatigue is tracked at the Battalion level rather than the Regimental level, so the fatigue for a Battalion increases if two of its companies are engaged following movement. Otherwise, the fatigue is decreased. The fatigue for Battalions that have been withdrawn is also decreased by one point each turn.

Marine Combat: This is conducted normally. Tank units may provide support to US marine units of any battalion. All standard combat strength modifiers apply.

E. Marine Replacement Phase

This phase can be skipped. There are no replacements or reinforcements in this scenario.

F. Night Phase

In this variant each game turn represents 12 hours instead of one day. To reflect this, ignore Infiltration Attacks (i.e. ignore a die roll of 1-5). If the die roll is a 6, conduct one Banzai Charge Attack as per the normal rules. This Banzai Charge Attack check is performed separately for each island.

G. Game Turn Record Phase

Increase the Japanese VP Track by one each turn until all three islands are cleared of Japanese forces.

Victory Conditions

- The Japanese VP Track starts at 0. Do not deduct initial step losses from bombardment.
- Increase the VP track by one point at the end of each turn.
- Increase the VP track normally based on US step losses, and destroyed marine units.
- If the islands are not cleared by the end of turn 10, add 1 to the Japanese VP Track for every remaining step on any surviving Japanese units.

The objective is simply to improve upon the historical result:

- Japanese VP ≤ 20 : Success! You earned medals and a promotion.
- Japanese VP 20-30: You did the job, but high command expected a tighter schedule.
- Japanese VP 30+: It didn't go well. You are relieved of command

Playing Tips

1. Take care of your supply! Make sure the Marines have a valid supply line back to the beach.
2. Watch your fatigue levels! Pull back to recover if a Battalion is weakened.

3. Hold your reserve Battalion ready for the right moment. Keep up the momentum!
4. Withdraw as soon as possible. A single Battalion can mop up lone holdouts.
5. Airfields are killing zones! Attack quickly and in force.
6. Use multiple armor units against fortified positions (the drm is cumulative).
7. Good luck, and, "Get off the beach!"

Postscript

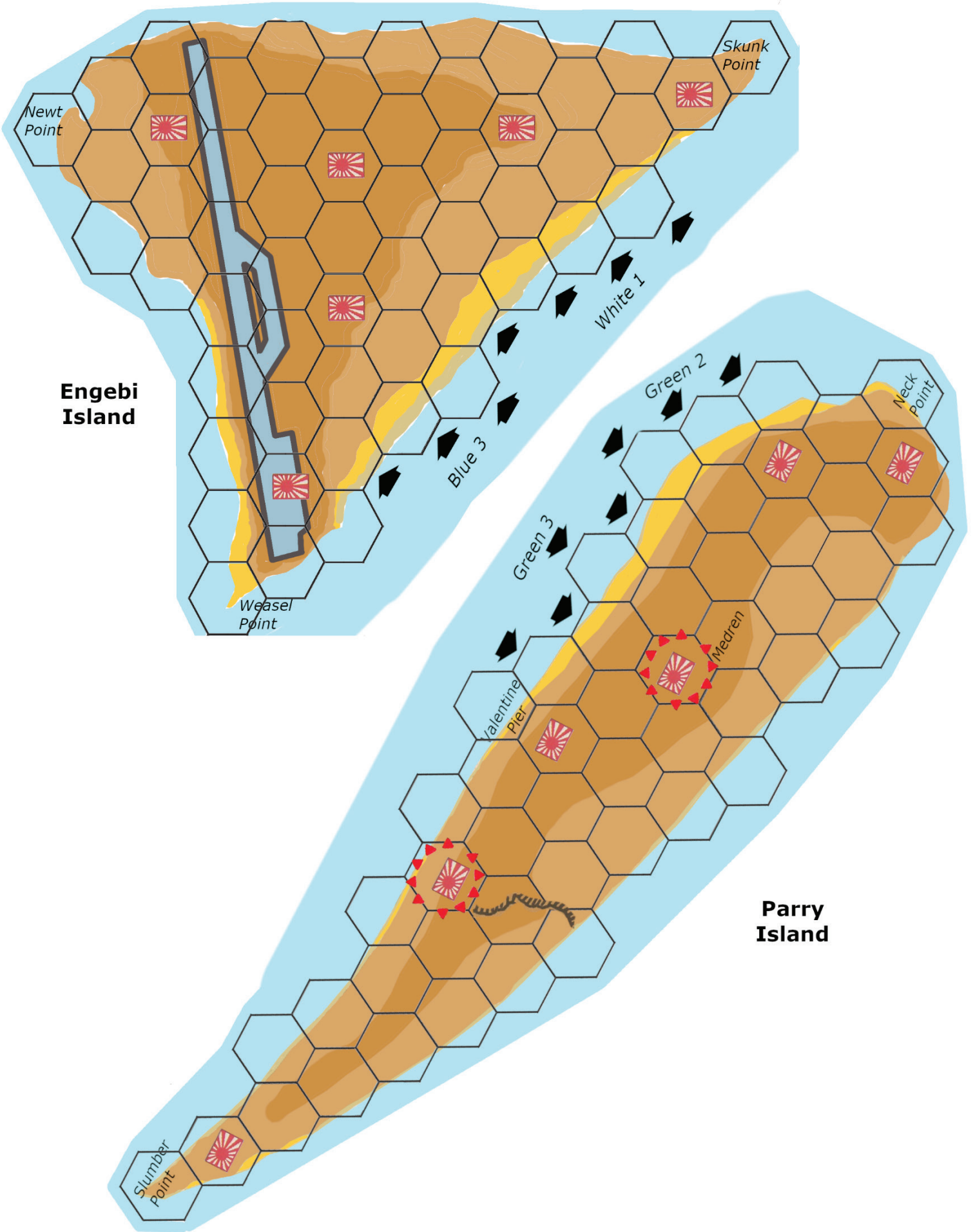
Eniwetok Atoll later became a ground zero site for US nuclear testing. Over the years between 1948 and 1958 the islands were subjected to some 40 detonations, of approximately 30 megatons. After a three-year cleanup operation in the 1970s the islands were deemed habitable and lightly repopulated. An enormous, deteriorating concrete dome packed with radioactive waste materials is clearly visible on a Google map tour of the atoll.

Iwo Jima Supply Rules Variant

The rules as written do not allow supply paths to be traced through any unoccupied hexes within a two-hex radius of Japanese units. Supply may be traced 'into' friendly occupied hexes within this radius but may be traced 'through' only 'one' such occupied hex and only at the two-hex distance.

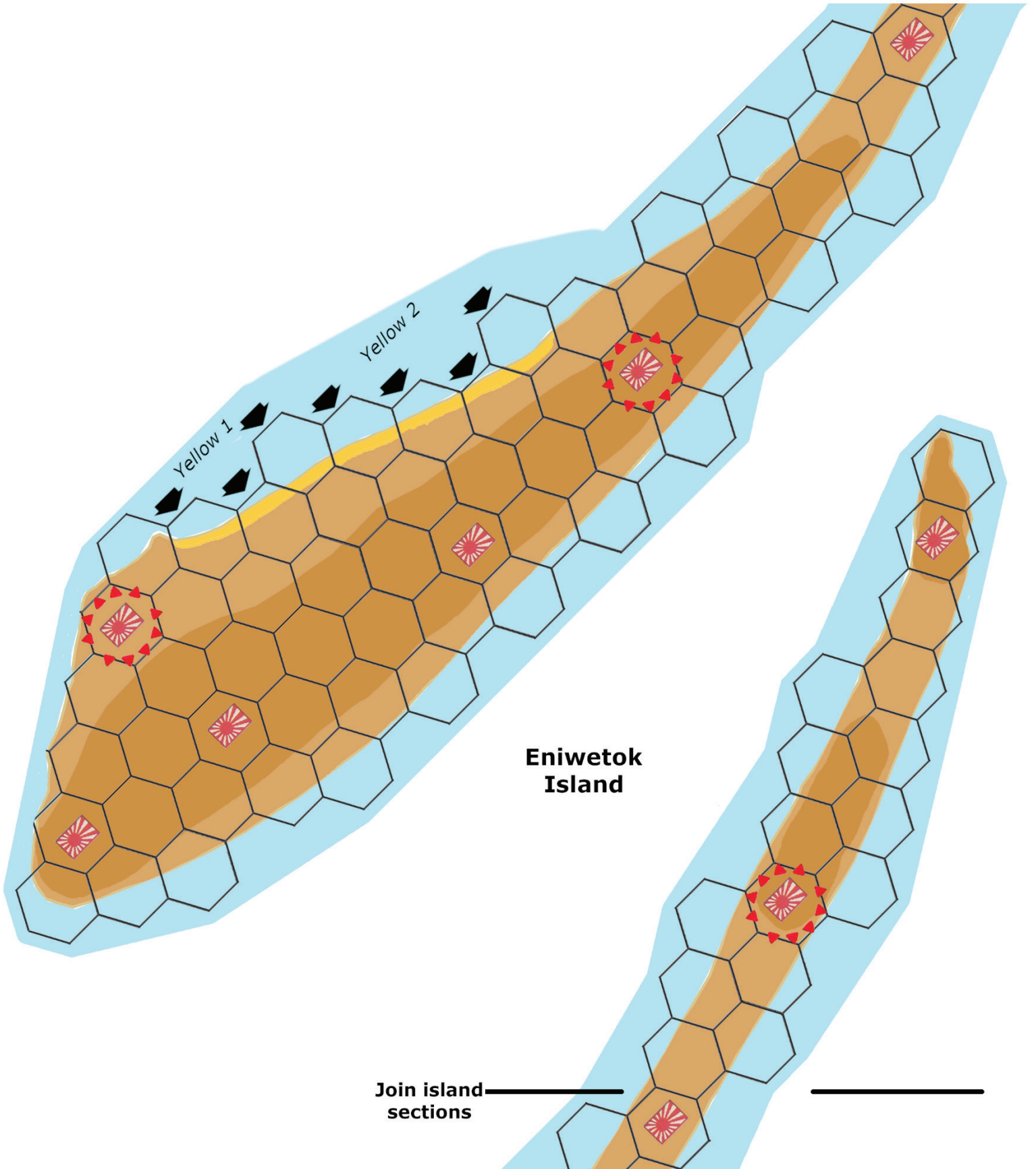
Not only does this rule make supply paths rather onerous to manage, it also makes it very difficult for an HQ to supply more than a fraction of its 27 companies in combat against Japanese positions. Except for one single independent regiment, the game design does not include regimental level HQs nor does it permit stacking of companies in order to concentrate force.

After multiple failed attempts to take Iwo Jima on anything resembling a historical timeline, I decided to try and make the supply experience a little less frustrating. My suggested adjustment is simply a small wording change to allow supply paths to be traced through 'all' friendly occupied hexes at the two-hex range, rather than 'only one'. It is a small change but it makes a difference, and the game still remains very challenging in the long run. ✂



Engebi Island

Parry Island



The Press Room

A (continuing) vehement rebuttal



Angelo Valeri

Via Four Horse Coach from Nemirov

March 1808:

The coalition forces engaged in fighting Emperor Napoleon scored a number of decisive victories over the last three months that sent the sovereign reeling; the second battle of La Rochelle saw Marshall Davout's entire force of 38,000 wiped out and the Marshall himself captured. Spain's string of victorious battle outcomes shocked France and emboldened His Most Catholic Majesty and Wellington to press on with the war. La Rochelle lay in ruins with a huge loss of French prestige; there have been unsubstantiated reports of wide spread looting by coalition troops and thousands of refugees flee along the road to Paris.

In the meantime, right under the Emperor's nose, Marshall Massena orchestrated a mini-coup to oust Napoleon and bring peace back to Europe; the Czar and Turkish Sultan in a show of solidarity to Massena immediately renounced their alliances with Napoleon; Russia then declared war on France with the express purpose of exiling Napoleon and bringing an end to the conflict. What followed was shocking as France unconditionally surrendered to Great Britain and Russia in February; this forced the abdication of Napoleon and his exile to Elba and a Royal Marriage to the new Bourbon King.

The dark days at the Versailles Palace are not over since Prussia and Spain are still at war with France. Wild accusations were made by Field Marshall Blucher (the Prussian Purser) that Russia barged into save Napoleon and steal peace conditions away from Great Britain (poppycock!). Russia was interested in banishing the Emperor, gain gold for the treasury, and of course, marrying off the Czarina's "ugly" niece,.

Prussia and Spain continued battling France while the Czar concentrated his forces along the Prussian border. Since the alliance with the Sultan during January 1808 and the Holy Empire of Austria in December 1807, Russian troop maneuvers remain purely defensive. The Czar is preparing for the eventual onslaught of outside forces into the Motherland troops.

Respectfully,

Field Marshal Nikolai Kutuzov

(aka Angelo Valeri AHIKS 2030) ✂

From the Editor:

From light to heavy

Luiz Cláudio Silveira Duarte



Last issue, I mentioned that I had played some lighter wargames at **Retiro Lúdico 2024**, namely *Maria* and *Command & Colors: Ancients*. It seems that **Retiro Lúdico 2025** will have a stronger wargame presence; we have already confirmed a *Memoir '44* Overlord table, and a *Command & Colors: Ancients* Cannae table.

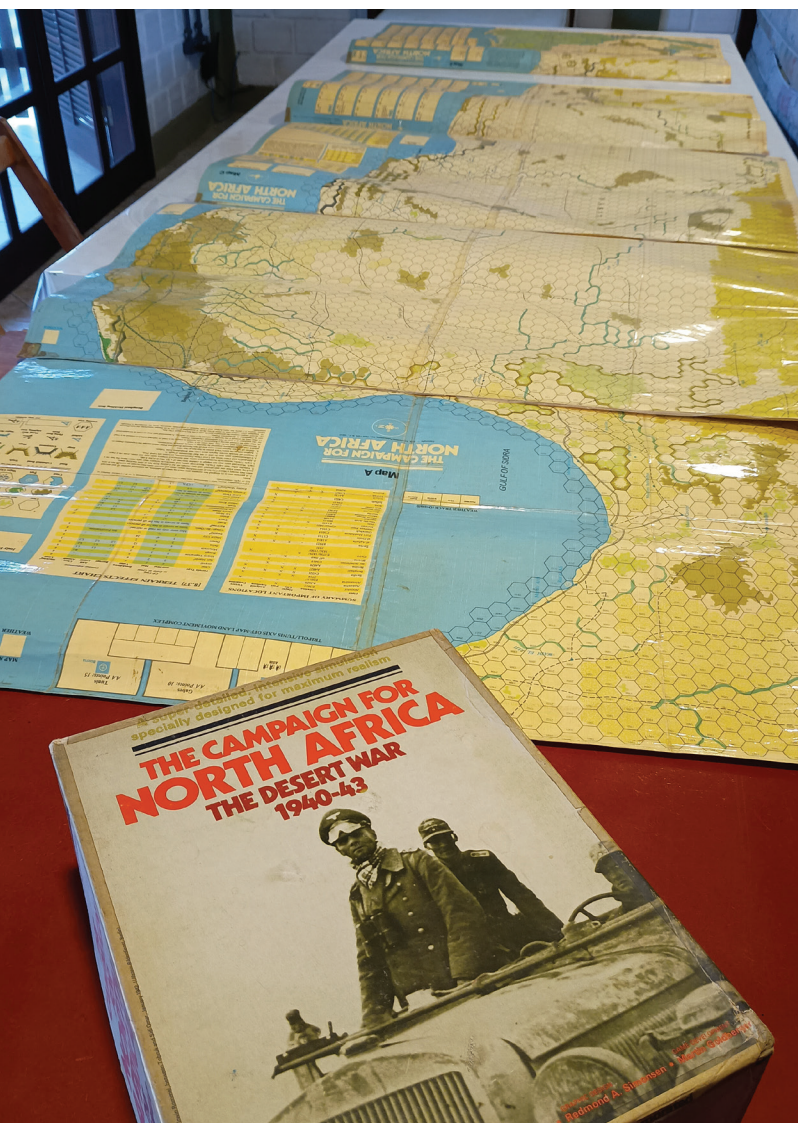
Of course, this is still on the lighter side of the wargame spectrum. While I quite enjoy these games, my personal preference is for the monster operational games. And, just yesterday, I got some very welcome news on that front...

Yes, that is the fabled “monster-est” of all wargames, *The Campaign for North Africa*. One of my friends lent me his copy, and I will try to host a game during our Summer, next January or February. I intend to dust off my spreadsheets, which have already proved very handy the last time I played CNA.

This was during an extended holiday, back in 2010. We played the Race for Tobruk scenario, which begins with the first sprint by the just-arrived German forces from the El Agheila position. The spreadsheets were enormously helpful, and we managed to play quite a bit during the long weekend. I played the Allied forces by myself, and the Axis forces were played by four players (two at a time). Most of my opponents had very little experience with wargaming; and the one experienced player had never played an operational game, only tactical games (mostly with miniatures). It was a learning game, and indeed they learned what happens when a modern army runs out of ammunition and fuel...

I wrote a lengthier account of this game over at Board Game Geek; it is available on <https://boardgamegeek.com/thread/580214/cna-during-a-holiday> – and I was quite happy to earn praise from Mr. Richard Berg himself.

But this stroll down memory lane took me a bit further into the past... My friends and I once tackled the Operation Crusader scenario. I was the Logistics commander for the Axis forces, together with my friend Edward as Operational commander. Before we started, I showed him that our supply situation was quite dire, and we had no hope of containing





The German 5th Light Panzer division faces off the British 2nd Armored division, near El Agheila.

the armored British spearhead which was already deployed against our forces.

We conceived a desperate plan, which was contingent on us having the initiative for the first game turn. It was a tense start, but we won the initiative contest, and put our plan in motion.

First, one fast German reconnaissance battalion was tasked to make a deep thrust south of the British lines, veering from one enemy airbase to another. This forced the planes to scramble and evacuate, relieving us from the threat of air attacks.

Next, we moved both 15th and 21st Panzer divisions, to attack the vanguard of the British spearhead. We made an all-out assault, and handily wiped one entire brigade in one volley. Our opponents were appalled, and ordered the remaining forward brigades to retreat towards their supporting infantry, which had been left behind by the advancing armor.

That's exactly what we had intended! Our attack had entirely depleted our ammunition, and so we also retreated, in order to catch up with the few supply trucks which were just arriving. If the enemy had pressed the attack, we would have been forced to surrender our forces... but our gamble paid off! ✂

Vol. 59, n. 4 - August 2024

The AHIKS Kommandeur, magazine of AHIKS, is published bimonthly (on even-numbered months) and sent electronically to all members, free of charge.

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

Please send your submission files to editor@ahiks.com.

Submissions for the next issue (vol. 59, n. 5) must be received by September 20th, 2024.

VP's Corner



Randy Heller

I typically try and attend at least one gaming convention during the summer months, be it CSW EXPO or WBC. However, home improvement projects and a minor health issue necessitating physical therapy preclude me from committing this year. I will be at Compass Games EXPO in November, where I will GM the usual Bitter Woods Tournament. Art Lupinacci and I will play a game of Russia Besieged. This will be my first attempt at the game, and I'm looking forward to it. Thankfully, there is plenty of time to prepare. I'm not yet sure which side I will play.

The third round of the AHIKS TRC 500 Tournament concluded with an even split between Axis and Soviet wins. I called for a brief pause before starting the next round of play. Feedback from some of the players and original scenario playtesters was asking for a change in the victory points from 19 to 18. I was reluctant to make such a change during mid tournament play, and agreed to do so only if the remaining players in the tournament unanimously agreed to the suggestion. I called for a vote and the result was, in fact, not unanimous. So, the VP count will remain at 19 for the time being. My intent, should I GM this scenario in the future, will be to make it 18. I suspect to see this change as a permanent decision.

I briefly would like to take this opportunity to personally thank Robert Holifield, who continues to make financial contributions to offset the financial cost of this tournament.

Below is the scheduling for the semi-final round of play, which ends on 8 September 2024. ✂

John Ohlin - johnohlin5@comcast.net

Vs

Mike Stubits - mgstubits@comcast.net

Jon Edwards - estimator@redsoil.com.au (BYE)

AHIKS Elections Ballot

Ballots are due before or on **September 30, 2024**.

You may vote electronically or by paper mail. The Bylaws provide that the President counts the votes (yes, your President realizes that this is a bit odd.)

Send your electronic ballot to phillies@4liberty.net.

Mail your paper ballot to

George Phillies
48 Hancock Hill Drive
Worcester, MA 01609

Instructions

We currently have one candidate for each post. However, many of us have never run before, so the members are being given a chance to vote for each office. To vote, place a checkmark by the candidate's name. If you oppose someone's candidacy, leave the checkmark space blank. The Bylaws do not appear to forbid write-in votes. To prevent duplicate voting, paper ballots must be signed.

Signature of Voter _____

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