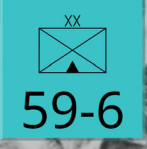


to understand email of what you pointed and how
 the files are crossing at the same time. If this is the case, v
 of a mistake gets through, and your opponent discovers it? The
 g file.

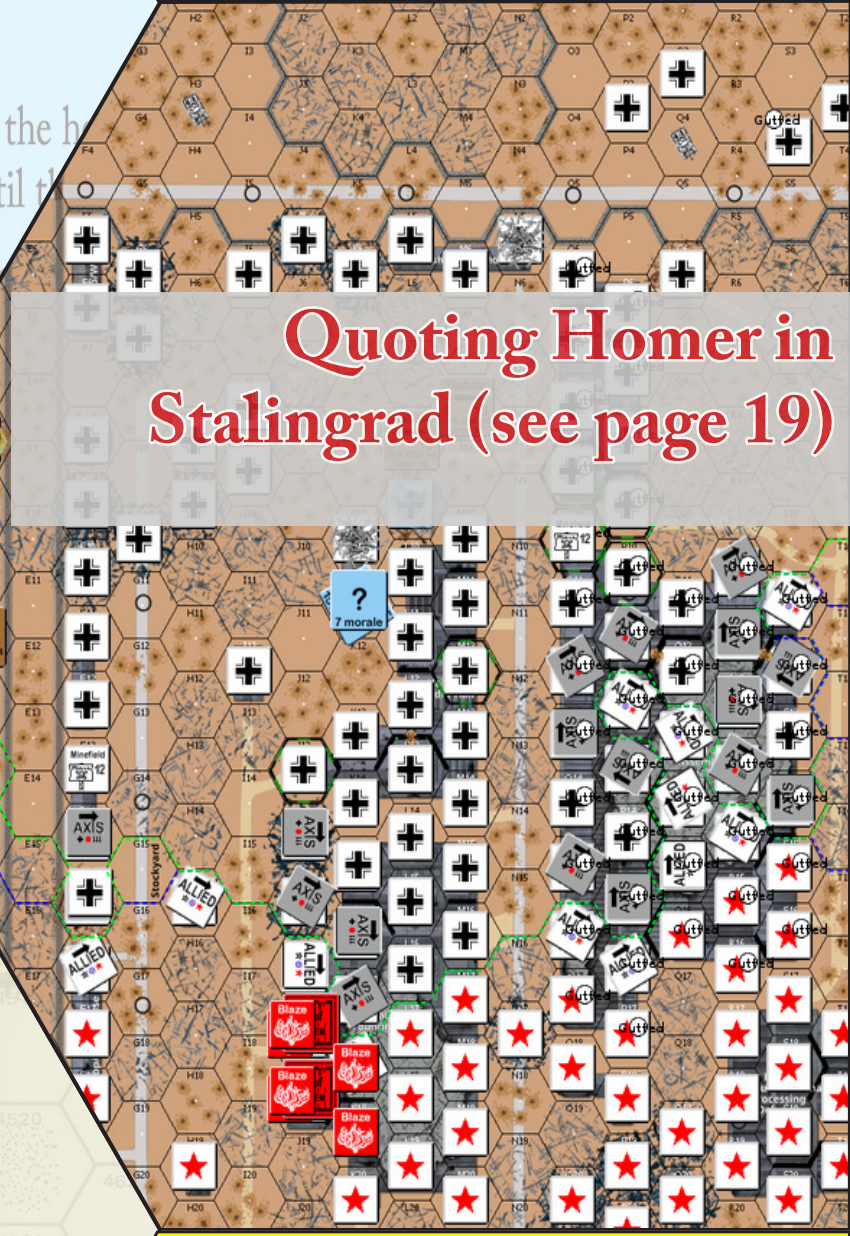
THE KOMMANDEUR



A Prenup proposal (see page 23)

in an over stack condition the last unit moved into the h
 one hex along the movement trail. This continues until t
 not make it to a hex to take part in an attack, the att
 participants. The odds are lowered if necessary. The
 rerolls, reallocation of attacking units or resequ
 at the discretion of the person who was the
 correct someone else's work and it is a conse

Quoting Homer in Stalingrad (see page 19)



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A stitch in times at sea (see page 7)

President's Report



George Phillies

First, Happy Holidays, all of them!

When you next hear from me, your new officers will be in place. Thanks to all members of the officer corps for their contributions to the hobby. A toast to Absent Friends for all members who have passed to the next plane of existence.

I had asked for suggestions for tournaments, and then discovered that languishing on one of our social media groups was a fine set of suggestions from Nate Forte. Nate, many thanks for these proposals!

He writes: "I would suggest the following possible games for live game play tournaments (Not PBEM) for either *Advanced Squad Leader* and/or Starter Kits for it, *Squad Leader* up to COI/COD, *Up Front*, *Wooden Ships & Iron Men*, *Air Force!* *Dauntless*, *AH Waterloo*, GMT Panzer Series, *Clash of Arms Close Action*, GMT *Flying Colors*, *AH Storm over Arnhem*, *AH Turning Point Stalingrad*."

Several of these, including *Wooden Ships & Iron Men* and *AH Waterloo*, are surely also appropriate for play by mail/Vassal/ZunTzu play. Your tastes may differ. Please write me if you have a game in which you would like a tournament. phillies@4liberty.net

With close to a thousand members, local groups playing live games become practical. That's especially true now that the pandemic has faded from attention. Chuck Tewksbury has been running one for some time. You can see it at <https://www.facebook.com/groups/223724199612490> If you are at all interested in having a local group in your area, please write.

Our new Secretary is hard at work. I am pleased to report that we now have 993 members. At the start of this year we had 919 members. I would like to break 1000 this year, which does not appear to be much of a stretch goal.

I have mentioned my *Empires in Arms* game. Last issue, we were almost to the end of May 1808. We are now almost to the end of September 1808, so in two months real time we completed four months of game time. At that rate we may complete play by 2030 or a bit sooner. Over the Summer of 1808, the Prussians took Amsterdam, the French took it back, and now the Prussians have it back. The English landed their Army near St. Petersburg, and seem to have captured it. There has been skirmishing between the Russians and the Ottomans; the Russian army is arguably superior.

The French established a huge reserve force near Strasbourg. If my forces advance any farther into Spain, they will be vulnerable to attack while being massively outnumbered. I am not planning on doing this. However, I am still trying to reconstitute my army, which was rather thoroughly wrecked during prior campaigns. Perhaps another year at least is needed. In the Mediterranean, the English grabbed the Kingdom of the Two Sicilies from the Russians ... I had hoped to take Sicily proper, but the English got there first...I did take Corfu, a place of no value, but at least it cost me little to capture.

We are waiting for Austria to complete its forced peace with France and enter the war on one side or the other.

If anyone is interested, I would still be interested in a *Stellar Conquest* game, one on one, unlimited counters, long game rather than 44 turns, or *Space Empires IV*, human players against computer, large universe, design your own side.

Game notes

As time goes on, occasionally a few games attract my particular attention.

Autokrator is international warfare covering Europe and the Mediterranean Coastline in the 7th to 11th centuries, for four players including

the Byzantine and Holy Roman Empires. It's somewhat more sophisticated than Avalon Hill Civil War, with a considerable number of wooden markers. The game is of particular interest because it is the first board wargame, to my knowledge, to have been produced by a Greek Company, Diachron Games .

Readers who remember *Source of the Nile* will find *7th Continent* from Poulp somewhat familiar. It's an exploration game. The module *Swamp of Madness* and the corporate logo, which appears to be the Great Lord Cthulhu, may give an impression of tone. However, random and other factors are determined by cards. The two large game boxes, as it happens, include more than two feet of cards. Feet? Yes, if you stacked them all on top of each other, the stack would be roughly two feet tall.

War Drum Games has been around for a while. Its production quality is first rate. After all, it's headquartered in Shanghai, in the country that many American companies use to produce their designs. *Joint All Domain Operation* is different from other War Drum Games in two respects. The game covers future history, namely the attempted Communist Chinese invasion of the Republic of China. The published rules included with the game are entirely in Chinese. Readers may speculate as to the extent to which political constraints influence play balance, but there is a simple answer here. The American military has -- public knowledge -- repeatedly gamed the situation, apparently always using the same tactic, sending the Navy in toward Taiwan. By report, we lost every time. Play balance in the game can't be worse than this. The obvious alternative, of course, is a remote belligerent blockade of their entire coastline, but that's harder to simulate. ✂

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

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

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

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

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Membership Recruitment Officer: Open

Social Media Coordinator: Open

Reaching out

Small Ads

➤ Omar DeWitt (ahiksod@gmail.com) has sent this: “Living in an apartment at 91, I realize that I will never play the games I have. I know that postage is a big cost in selling games, and it is hard to determine in advance. We will have to discuss postage before completing the deal.” You can contact him for the full list, which includes many games still in shrink wrap.

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.

Vol. 59, n. 6 - December 2024

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

AHIKS is an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher.

We do not accept advertising. We do accept “ad trades” on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

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Recruitment Drive

- 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.

Submissions

We invite you to submit content for publication.

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

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. 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. 60, n. 1) must be received by **January 20th, 2025.**

VP's Corner



Randy Heller

I recently returned home from the Compass Games EXPO convention, which prompted me to write about gaming conventions, many of which I have attended over several years. First, let me say this particular event is my go to convention. It is family run and very accommodating. They “bend over backwards” to ensure their attendees are well taken care of. They are well known for offering the company’s catalog at deep discount and for providing a free pizza night on Saturday.

To get started, I am a big advocate for gaming conventions to be located in an urban setting. This is convenient for a number of reasons. Airports are typically nearby. There are other hotels/motels to stay at should the convention hotel be booked, and eateries are close by, sometimes within walking distance. To schedule a convention in the boondocks, such as a lodge, where the cuisine is a tightly run monopoly is a disservice to the patrons. I would almost bet the farm that this long term location contract is a matter of money. If so, relocate and charge a greater entry fee for the benefit of those gamers who wish for a more central location.

For some, a significant draw is a guest speaker or two who can provide a seminar or panel discussion of interest. I recall the year book author P.A. Spayd gave a presentation at Prezcon. My friends are still talking about her today and would welcome a convention return. Another book author and game designer Danny Parker was at Compass Games EXPO last year.

Tournaments are attractive for many, but not absolutely necessary. Open gaming

is sometimes more attractive to those who find competitive gaming to be too stressful. Gaming conventions can be an excellent opportunity for playtesting a new design, and I see this regularly.

Lastly, I personally find flea market tables and sales to be appealing. They are an opportunity to thin out your own collection and perhaps purchase a game of interest. If the convention managers feel they cannot afford to give up the space, then outside sales on the veranda, lawn, or in the parking lot would be appreciated.

If you have not yet attended a gaming convention, give it serious consideration. They are a lot of fun. ✂

New members list

#2467 Minh Nguyen
Powell, OH

#2468 W Michael Love
Crossville, TN

#2469 Edmund Davis-Quinn
Ansonia, CT

#2470 Forest Berwick
Manchester, CT

#2471 Jerome Trigano
Luxembourg

#2472 Kenneth Lee
Clarks Summit, PA

#2473 Luke Healy
Sebastopol, CA

-- Mike Dyer

MapBoard Mk.1



Mark Palmer

I have a funny story to share.

It seems as if a non-gamer has joined our ranks merely to acquire the email addresses of our officers. Over the past few months, we (the officers) have been receiving phishing emails supposedly from George (our president) requesting we send financial information to “him” by responding to the email we received. The first set of failed attempts referenced a “vendor” awaiting funds from our Treasurer whose “Zelle and PayPal accounts” could not process the payment, and needed us to supply our funds for reimbursement. What I find comical is that AHIKS would actually buy something substantial from a vendor! Like, what would that be?

That attempt failed so miserably that the latest attempt was a request to merely respond to an email from “George”. I can only imagine what identity theft might occur if I had done so.

Now for the serious matters.

Imagine if the membership roster was public knowledge instead of just the officers’ data. Which is the reason why I process responses to posted matches in the manner I do; to protect you from such nefarious attempts.

The process is as follows:

1. A member contacts me regarding a posting;
2. I send the initiator of the post an email to the effect he/she had a ‘nibble’ and if still interested in a match;
3. I email the interested member that I sent the initiator an email and we are awaiting a response;

4. If I receive a response in the affirmative, then I contact both parties in a single email;

5. If I receive a response in the negative, then I ask both parties in separate emails if they wish that title to remain/be added to the List, as the case might be.

Following this process maintains email confidentiality and offers a modicum of protection from “phishermen”.

To finalize, I implore you to not blindly respond to any email from me, or any other AHIKS officer, without first determining its validity. It is an easy thing to do; merely hover your cursor over the sender’s email address. Doing so for the first phishing attempt garnered the following;

George Phillies <forgobuz@virginmedia>
[I left off the .com to prevent an accidental access]

All of us in previous contact with George were aware that was not his email.

Therefore, if you receive an email from Mark Palmer or Match Coordinator, please do not respond unless you are sure it is from me. Hover your cursor over the sender’s email address and see if it is:

Remlap919@outlook.com or
remlap919@hotmail.com

My email generator defaults to @hotmail.com and sometimes I fail to change it to my preferred extension of @outlook.com, so both are my authentic email addresses.

Especially be suspicious if you receive an email with the extension “@virginmedia.com”, as that was the phisherman’s preferred carrier.



Mark likes to send in new photos for the headings of his submissions. This was one of two he sent me for this issue, but I liked it so much that I decided to print it whole. (The other photo provided the headshot for this issue).

-- Luiz Cláudio



Mark Palmer

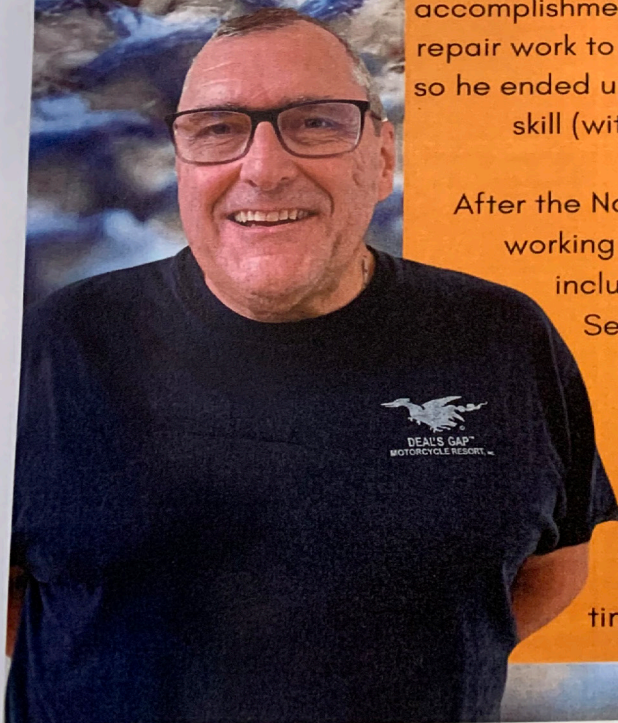
August and September's Featured Artist

MARK'S STORY

Mark Palmer began his needlework out of necessity. As a young sailor serving aboard the USS Buchanan DDG-14 off North Vietnam in 1973, the ship would be at sea for weeks at a time. The caustic detergent in the ship's laundry wreaked havoc with the working uniforms manufactured by the lowest bidder. Mark discovered that repairing his dungarees helped pass the boredom during his time off-watches in CIC (Combat Information Center), as well as providing a sense of accomplishment. It didn't take long for news of Mark's quality repair work to make it through the ship's complement of 350, so he ended up with plenty of opportunity to improve his new skill (with extra liberty bucks once back in port).

After the Navy, Mark and his new bride, Mary, ended up working and living up and down the Pacific Coast, including San Diego, Eureka (CA), San Jose, and Seattle. A company-paid relocation from Seattle to Raleigh in 1986 ended Mary and Mark's travels and they never looked back.

The question most often posed to Mark regarding his cross stitching is, "How do you have such patience?" Mark's response every time; "It's the journey; not the destination."



Open Match List



Mark Palmer

Game	Publisher	Name	Format
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	VE
1944: Battle of the Bulge	Worthington	Bob Jones (1548)	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
Alexander	AH	Andrew Cozzi (1998)	VE
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
Autumn for Barbarossa	MMP	John Trosky (1554)	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
Chickamauga	SPI	Gary Gossett (756)	VF
Clash of Giants I	GMT	Jay Unnerstall (1264)	VE
Clash of Giants II	GMT	Jay Unnerstall (1264)	VE
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
Old School Tactical: Module 1 or 2	FPG	Philippe Hody (2453)	VE
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
Red Typhoon	Revolution Games	Jay Unnerstall (1264)	VE
Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	FTF
Roads to Leningrad	GMT	Tom Thorsen (470)	VE
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
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	GMT 5th Edition	Jack Dempsey (2454)	VE
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
Ukraine '43	GMT, 1st Ed.	Rob Franz (2277)	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
WWII Commander: Battle of the Bulge	Compass	Bob Jones (1548)	VE

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,…”

Multiplayer Info



Jeff Miller

Hi Gang,

I got swamped the last couple of months with travel, family stuff, putting in an emergency backup generator etc..

So not a lot to add in here [kept the usual stuff below and updated my personal game status], but do want to mention that winter is coming and wargames keep you warm inside. 😊

I hope everyone has a great Christmas and finds a lots of games under the tree!!

No new starts to announce this time – however we do have a few that are close.

Feel free to drop me a note if you have an interest in a certain game and I will be happy to add it to the list.

Remember you can always check the online list on the website to see what is current in between the K coming out.

As a reminder the one huge advantage to AHIKS multi-player games is that I have yet to see a game end do to an opponent just disappearing.

And in cases where real-life throws a serious curveball, which has happened a couple of times, we have been able to find someone to step up to help finish the game.

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

Okay now the current games.

A Distant Plain

Coalition - Extended Scenario – Prop Card 5

The coalition is struggling more than a bit here, the Government and the US seemed on track but then our coordination seem to fall apart. The government started pulling their troops and

police out of areas where the coalition was.

Without local support the coalition had to pull back as a result and focus on keeping troops intact instead of pushing. The Taliban and Warlords took advantage of the situation.

Reaching the point where we have to decide if we lose to the evil Taliban or the drug selling Warlords.

Ancient Civilizations of the Inner Sea **Troy – Epoch I Turn 2**

Well Troy was off to a peaceful start and felt goodwill towards the other nations.

However, Carthage sent mercenaries [Sea Peoples Invade] to invade my peaceful lands, slaughtering the peaceful peasants in their fields. Obviously, the Carthaginians are evil and must be destroyed! [in fairness I was a couple points in the lead so made sense]

Then a second wave of barbarians appear in the east – okay now we are just trying to survive.

Then we get slammed with another bad card from Egypt, followed by yet another from Gaul!

At this point Troy accepts the fact they will barely survive, although it also forces them to go from a goal of winning to simple vengeance on Egypt and Gaul! [Four bad cards in a row, smh]

Circus Maximus **Red – 1st lap**

Interesting start to the race.

Commonly what I have seen is the heavies go after the lights at the start to try and stop them from running away with the race.

In this case the heavies are attacking each other and the medium, which seems a bit counter productive.

Without a doubt one of the lights is going to win the race!

Conquistador Spain – Turn 11

Hit a bit of a slow spell here.

Spain is continuing to clear out the natives to see if a treasury city is worth looting.

However, the cowardly French are hiding and not assisting in putting down the natives so it is taking longer.

Napoleon would be shaking his head in shame!

Empire in Arms Prussia - September of 1808

Blücher was leaving Amsterdam to the rule of its own leaders until France attempted to retake the city and place the inhabitants beneath the heel of the French.

A quick return with his four corps quickly drove off the French, although with the luck of the devil they managed to escape their deserved fate.

In the east Russia has made some progress into Prussia and sacked/pillaged etc. Königsberg. However, it has cost him St. Petersburg which is now firmly under the control of the British [with some minor aid from the Prussian fleet].

Turkey continues to stand firm against the barbarian hordes and now the Russians are fighting on three fronts. Being a lackey for France seems to have its downsides.

Field Marshall Kutuzov has also sent a report from the field, which contradicts somewhat what our worthy Prussian player has just written. See page 18.

Fire in the Lake ARVN – Coup 4

Still a stiff fight, although it seems to be tipping to the VC once again.

Booby Traps is causing a lot of damage – used of course by the inhuman and barbaric VC.

On the positive side ARVN now has all of its Rangers on the board or in available so hopefully that will give us some help and putting them down.

Gunslinger [Non-AHIKS] Dodge City - Reb

An interesting scenario, no firearms – just bottles, a knife, shovels, chairs, and pails to be used.

Quite the brawl, with the complication that the train may arrive at random, killing anyone fighting on the railroad tracks.

So far all I have been doing is chasing after Ling Ho, who keeps running away!

Here I Stand France – 1544 to 1547

We have actually made it to turn 7!

The Ottomans are 1 VP away from winning, with the Hapsburgs needing 3 and England 4.

My focus will remain on the Hapsburgs, although I expect the Ottomans will reap the most rewards.

Before Spring deployment, they have a 27-strength vs the Ottomans only having 4 in Vienna and none in Prague!

The Protestants have smaller force, but still larger than the remainder of the Hapsburgs force in Germany.

While Antwerp and Brussels have garrisons, weakening them may tempt France or even Britian!

Spain is held by a mere 6 strength points.

I have 33 strength points under arms so we will have to see where to send the forces.

For those of you going you cannot win with a military strategy in this game – you are correct – but the early attack from the Hapsburgs cost me three turns and put me way behind early so I figured I might as well have fun with it. Or I delusions of being Napoleon. 😊

Kingmaker

Portcullis

We are at the end of this one, basically just down to the vote counting.

Surprisingly one faction agreed to come in second to give enough votes to another faction for them to win.

Interestingly enough, I thought they both had fairly even chances of pulling out the win.

Meanwhile we continue to relax on the beach while drinking ale and wine.

Merchant of Venus

Humans

I have three relics on my hull now that all impact movement.

So, I bought a freighter.

Now we shall see how effective the relics will be!!!

Stellar Conquest

Blue – Turn 21

Space is still very peaceful.

These tales of dangerous aliens are obviously made up!

Titan

Black

The last battle rages on but so far the death and destruction seems to be working in my favor, with only his Titan and Gargoyle left to stand against my horde.

Non-Multiplayer

ASL – Drop Zone: Sainte-Mère-Eglise

CG III American – June 6th Afternoon – Turn 0

The morning has ended and we are regrouping.

I expect a strong push this afternoon!

I don't get my glider reinforcements until the 5th turn so I'll have to try and hold with what I have!

ASL – Kampfgruppe Peiper

CG I Clash at Stoumont American – December 19, 1944 Night – Turn 0

We managed to survive, barely!

Now we are headed into night with US troops arriving!

Hopefully at the break of day we will be in position to start driving the Germans back!

ASL – Red Barricades

CG III Russian – October 22, 1942

The 20th finally ended!

Although during the wrap up more of my malfunctioned equipment broke for good, including the one ATG on my left flank.

The 21st passed quietly as both sides licked their wounds.

Now we are on to the 22nd to see if one of us has decided to attack again!

Comrade Schindler has also sent a field report from the beleaguered city. See page 19.

ASL – Sword and Fire

CG V American – February 15, 1945

Things were going well, up to the point that we were expecting the enemy to just surrender in mass. 😊

However, they have not started to respond with HMG's positioned to shoot at the Americans troops going from building to building to see if there are any civilians in need of aid. 😊

At least one of the poor-quality MG's broke!

We may have to be a bit more careful now.

Combat Commander**German – Bridge Hunt – Nisava River
Yugoslavia April 7, 1941 Time: 1**

The conscripts are finally starting to break as my troops push forwards!

Now if we can just keep the momentum going!

Pacific War**USN – Philippines Campaign Scenario
– January 1942**

The enemy is pushing harder, my air force is shot up and the morale of my troops is starting to fail.

Can we avoid the horrors of the Batan death march?

***The Grand Campaign from SPW*
Allies – August 1914 – Turn 7**

Well, the French army has semi-survived their insane offensive into the teeth of the German army.

Liege has fallen however.

But the British have arrived in force on the Belgium border to firm up the line.

Serbia remains a statement.

To the east the Austrians are pushing hard in the south, but my Russians are finally settling into their defensive lines and threatening their flank.

It has been an interesting month!

***Rebel Yell – The Battle of Fredericksburg*
CSA – Turn 1**

Just kicking this one off.

Some interesting rules in this one – but fairly simple it seems.

So far we have just seen the a few early moves so stay tuned!

Trireme**Romans – Economus – 256 BC**

Well, no luck with anyone having an FAQ list for this one!

I'll try and throw together something on a word doc on what we have walked through at some point.

In the meantime, the fires have spread to a lot of Carthagenan ships!

Now if my Romans can figure out how to take advantage of the chaos!

Up Front**Germans – Russians – City Fight –
Deck 1**

Not much has changed.

I finally have all my soldiers back up and fighting, but my sniper missed the German with the LMG that has been keeping my lads pinned down.

Vietnam**NFL – Full campaign – 1966 Spring**

So far, we have managed to dodge the heavy blows from the Americans!

Fighting full divisions with air support does not seem wise at the moment.

Fading into the jungle seems much wiser.

Regards, Jeff. ✂

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!

Match Requests (multiplayer)



Jeff Miller

Game	Publisher	Name	Format	Notes
Advanced Civilization	AH	Eric Aune	V	Best = 6 to 8
Advanced Civilization	AH	Mike Kettman	V	
Advanced Civilization	AH	Erica Snarski	V	
Advanced Civilization	AH	Jeff Miller	V	
Age of Renaissance	AH	Jeff Miller	V	Best = 5 or 6
Age of Renaissance	AH	Robert Robles	V	
Air Force	AH	Mark Palmer	E, P	
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 Thorsen	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	
Angola	MMP	Tom Liakos	V	
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	
Dune	AH	Jeff Miller	V	Ok 4 Best = 6
Dune	AH	Brian Nickel	V	
Dune	AH	Chris Hyland	V	
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	
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	
Gunslinger	AH	Ed K. Becker	V	
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	
Machiavelli	AH	Robert Robles	V	
Machiavelli	AH	Nacho Fernandez	V	
Magic Realm	AH	Jeff Miller	V	Best = 3 or 4
Napoleonic Wars	GMT	Aaron Martin	V	Best = 4
Napoleonic Wars	GMT	Jeff Miller	V	
Napoleonic Wars	GMT	Daniel Blumentritt	V	
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	
Spies!	SPI	Erica Snarski	V	Best = 5
Submarine	AH	Bryan Jones	V	Best = 2
Successors	AH	Jeff Miller	V	Best = 4
Successors	AH	Philippe Hody	V	
Time of Crisis	GMT	Jeff Miller	V	Best = 4
Time of Crisis	GMT	Derek Lenard	V	
Versailles 1919	GMT	Aaron Martin	V	Best = 4
Versailles 1919	GMT	Mike Kettman	V	
Versailles 1919	GMT	Derek Lenard	V	
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

The Press Room

A (continuing) vehement rebuttal



Angelo Valeri

Via carrier pigeon from Minsk

Oct 1808:

Marshall Blücher's unholy mob renewed their assault on the people of Holland as the Spanish King continued plotting against Field Marshall Massena. A dark cloud also hovers over the Donbas as Russian troops stationed there uncovered Turkish treachery; the Czar was lulled into a false sense of security believing the Sultan would not interfere with his Prussian assault. The formidable Kushan Ali and Grand Vizier invaded the Russian southern border with over 120,000 troops and sent 16,000 Feudal Cavalry to take Tiflis. Pleas went out to the Czar's ally His Most Catholic Majesty of Austria, but no aid arrived nor was there any declaration of war on Turkey.

In a surprise development, Prussia gifted Hanover to Great Britain to prevent France from taking possession. This land grant propelled Great Britain into Dominant status giving the empire a vast array of army building resources. Emboldened, the Brits landed an allied force of 120,000 Sweds/Brits in Königsberg during June 1808 that combined with 20,000 Prussian conscripts under the command of Field Marshall Wellington. Twenty thousand Portuguese mercenaries invaded Palermo and the Spanish King authorized 16,000 troops to invade Corfu thus squeezing the Motherland on all sides. The British, Spanish, Prussian, and Turkish coalition finalized assault plans while Russian forces readied their defenses at the Prussian and Donbas borders.

The Turks struck first in July 1808 by capturing Nemirov, Odessa, and Ochakov while sieging Tiflis; the Grand Vizier split his forces and bivouacked his army's northwest of Nemirov and Wellington split his troops into twin 80,000 strong forces. Field Marshall Moore remaining in Königsberg to defend Prussia and Wellington traveling via fleet with an invasion force to St. Petersburg. All hope seemed lost and vespers were read each night at St. Basils during July.

The Czar's War Council contemplated stall tactics but decided a direct attack against the divided forces was the best option. Field Marshall Kutusov led 120,000 troops against Marshall Moore at Königsberg and Marshall Bagration led a 120,000 force to attack the Grand Vizier near Nemirov. Carnage is the only term to describe the outcomes of these two battles.

Marshall Moore outflanked the Russians at Königsberg and nearly broke them, but the Russians rallied, and the British coalition ended up losing almost 30,000 men to a Russian loss of 14,000; Moore decided to withdraw and cede the port city to Russia. Near Nemirov Bagration caught the Grand Vizier's 80,000-man split force by surprise with his 120,000-man army with a Probe maneuver. The 80,000 Turkish troops nearby (under Kushanz Ali) managed to reinforce the Grand Vizier, but the damage was already done; the Turkish forces broke, and heathen losses reached 36,000 men versus only 6000 Russian conscripts.

In the west Marshall Massena took this opportunity to evade Blücher's forces in Holland, but relinquished Amsterdam to the invading army in order to regroup with Marshall Soult across the Rhine. The forcible seizure of a happy, peace-loving people's Capital city by hooligans from Silesia can be defined as nothing other than a travesty of justice. Bells tolled in Moscow's St. Basil's Cathedral last night for all subjected inhabitants. The next few months may determine the fate of the Russian peoples.

Long live the Czar and army of liberation!

Respectfully,

Field Marshal Nikolai Kutusov

(aka Angelo Valeri AHIKS 2030) ✂

The Press Room

Red Barricades CG III



Charlie Schindler

It's time for the report of what happened next.

Russians have a strange way in combat. They were trying to convince the German berserkers shoot at themselves and started to happy shouting. Just they didn't. The reduced engineer platoon in a heroic attempt killed in hand to hand combat the Russian platoon, but unfortunately the darn Russian managed to kill them, too.

I already told you that the Russians are war criminals by not adhering to the Geneva Convention. So what's the news. Now they put wire on top of mines. Really, how far are they willing to go? Next put also spike traps under the mines or spike traps with mines?

Our flamethrowers did a good job by driving the Russians back and carefully avoiding creating fires as the Russians again fried some rats and left the fire to spread.

Today some "Landser" distinguished themselves and were decorated as heroes with EK 1.

One funny moment when the 150 mm IG fired at the Russians and they seemed not to know from where

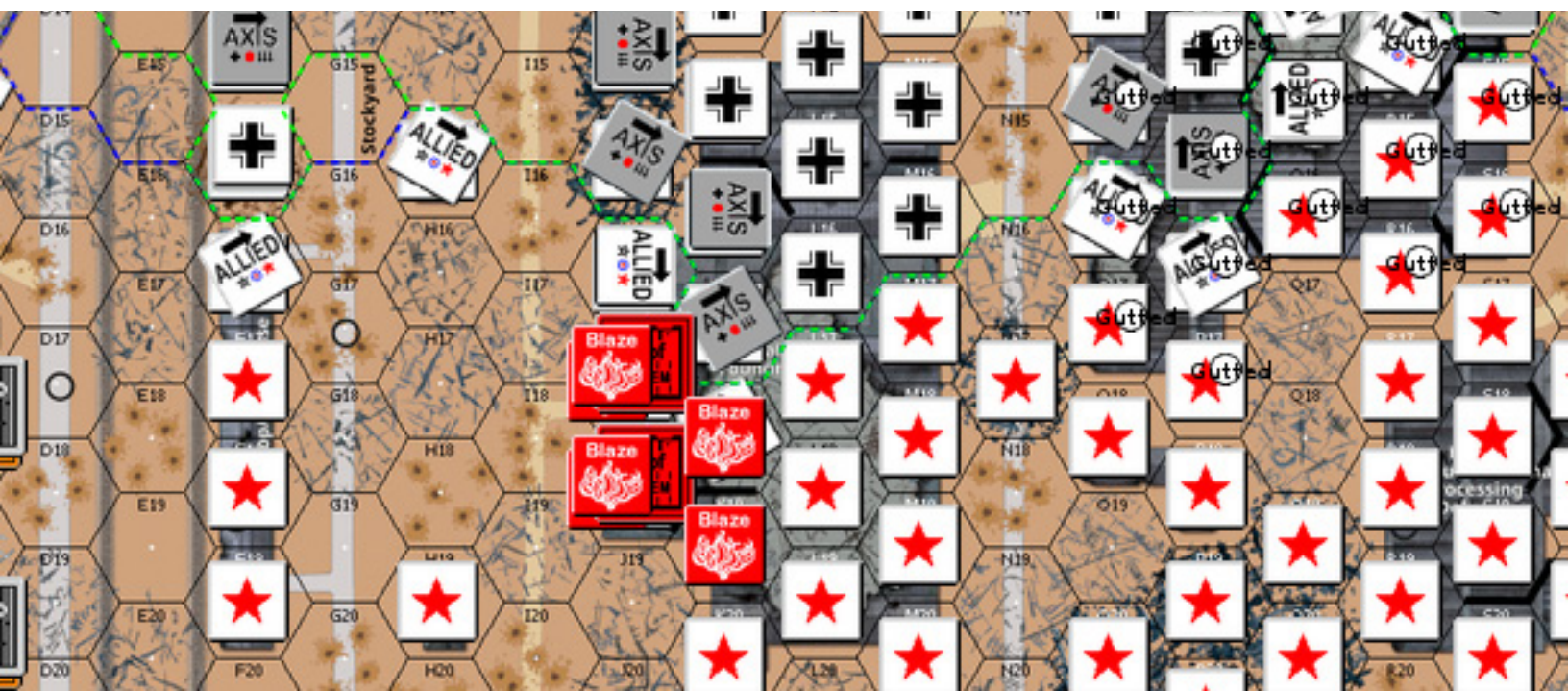
the shot came and screamed in bad German: "Wer scheissen auf uns". Well the gun crew almost could not stop laughing and waved at them.

And again some idiots used faulty Russian ammo on a MMG and broke it again. I had them slapped several times and had them clean the "Latrinen". At the same time some other platoon forgot to pick up the LMG. Really these guys are getting sloppy.

We also caught a guy who obviously sabotaged a mortar shell, so when it hit it did not go off.

At the end of the day we lost some (unimportant) ground in the east, but won in the west even conquered a fortified building location beyond the wires. And what is even more important gained a lot of ground in the center factories and almost managed to break through the Russian defense. But at what a price! A lot of brave Landser fell! They managed to kill even more Bolsheviks, but did not manage the 2+:1 ratio as on other fronts in War of the East.

To cite Homer: "SO ENDS THE BLOODY BUSINESS OF THE DAY". ✂



Treasury notes



Brian Stretcher

Greetings! Last time I managed to get a column in we were approaching summertime, and now it is almost winter! Time flies, and that will be the theme of what will be my last regular (ok, they have become semi-regular) column as Treasurer for the K.

All Good Things...

As you all know, a new Treasurer will be taking over come the beginning of 2025. Please join me in welcoming Nick Sarwark as the new AHIKS Treasurer! I have been doing this a long time. So long I had forgotten when I started this job. Digging through some old K's, I found that I wrote my very first Treasury Notes back in December 2004. I have been at this for 20 years(!), so it is time to pass on the reins. The job was somewhat more difficult back then, in that we still collected dues from our members, chased after the non-paying members, and culled the ranks every year of those who did not pay. We still sent out most copies of the K by regular mail, and so still paid to print and mail each issue. My report from December 2004 showed an annual expense for printing and postage of \$1033.97, our single biggest expense. It now costs us nothing other than the time of a dedicated editor to put out a much longer, full color issue of a much greater length, still six times a year. Our total balance at the end of 2004 was about \$6850, which included both our checking account and a savings account that we named the Perpetual Fund. At some point we merged the two accounts, probably when we realized that the Perpetual Fund was never going to have a balance high enough to earn enough interest to be perpetual, and there was no need to pay to maintain two separate accounts. That would be written up in a later issue of the K, but I haven't looked for that information. But hey, net gain over 20 years is a little under \$2000.00,

or \$100 a year. Enough to buy Omar DeWitt a few cans of the cat food he used to tell me he would have to eat if I forgot to send him his reimbursement for K expenses!

You should know that generally, things within AHIKS have run pretty smoothly. Yes, every so often the question re-arises about what to do with our money, whether to charge for services, whether to expand membership or emphasize quality of services, whether to have or keep a website/forum and so forth, but for the most part things stay the same. A core group of volunteers keeps things running in the background so that most of you who bother to read this don't really notice. No one has in recent memory run away with the treasury (happened once, a long LONG time ago long before I became a member back in 1982), no one has tried to earn a living off of AHIKS expenses for quite some time either. Sometimes the old men do get a little cranky with each other, but things work out quickly. We have figured out how to do more and more things for less and less cost, with a little pool of funds to do the occasional nice thing for the members. And everyone gets to play games with a certain expectation of decorum and professionalism, which is what AHIKS remains all about!

In addition to retiring as AHIKS Treasurer, I am also joining my wife and retiring professionally at the end of this year. For the second time in 20 years I am in the process of shutting down my law practice, and I will be letting my law license go inactive in 2025. I won't bore you with my general retirement plan, other than to tell you my wife and I do intend on staying as active as possible. We will continue to travel without having to worry about taking time off from work. First major trip will be three weeks in New Zealand in March-April 2025, hiking, biking, and kayaking. I will remain involved with some non-profits, and I own

the rights to a book that I would like to reprint or put together a new edition, so I will try to start working on that after the New Zealand trip, I think. Finally, I hope to get back to learning to play the fiddle which I have not picked up at all for nearly a year. And that piano in the basement also needs some attention.

As for gaming, I have quite a stack I have still not learned how to play yet, and I may pick up another match or two to fill some of the void. I will probably still avoid tournament play, unless they are a little more time-friendly; a three-week international vacation doesn't mix with tournament deadlines. I do hope to get some of solitaire games out on the virtual table, and will likely be picking up one or two more solitaire titles soon, like **Carrier Battle: Philippine Sea** by Compass Games. I have **Away Team** on preorder from GMT as well. I remain less inclined to attend the WBC or some other event like the Compass Games Expo or some such, but that is not something I have ruled out; Jeff Miller may still talk me into it. I have been thinking a little bit about running a game similar to the **Wooden Ships and Iron Men** game I ran about 10-11 years ago, a GM'd game with a narrative driven by game play (for those of you not around then, check the archived K's back in 2013-14; it was a fun story that evolved as the game developed). It would give me an excuse to continue occasional submissions to the K. Anyway, plenty of things to keep me busy.

I was 43 when I started as Treasurer, and 63 now. My two children are now grown, both married and there is one grandchild so far between them. A lot of water under the bridge, but my family is healthy and happy, and my wife and I have finally made it to the fun part. Here's to the next twenty years!

Treasurer's Report

This should be my last Treasurer's Report! It's been fun, and the numbers (almost) always balance out! In addition to our dividends, there were some ins and outs for the TRC tournament and some unrelated AHIKS expenses.

Total balance 5-15-24	\$8,926.69
Dividends 5/31/24 to 9/30/24	\$9.36
TRC Tournament contributions:	\$395.00
TRC Prize Payout	-\$508.00
Randy Heller reimbursement	
Archives Shipping	-\$79.88
Total balance 10-31-24	\$8,743.17

There are some additional monies out that are not yet reflected that will be in our bank statement for November, those being reimbursements for overpayments for the TRC prize by both Randy and George. Each received \$122.25 that will be reflected in the November statement. I have also received another \$20 donation. I will close our current bank account in early January and send the balance to our incoming Treasurer, Nick Sarwark, along with an updated report reflecting all monies in and out for both November and December, 2024.

Until next time! ✂

Our new Treasurer speaks:

My name is Nicholas Sarwark. I'm looking forward to serving as AHIKS Treasurer. My hope is to continue the good work of my predecessor and be responsive to any suggestions for improvements in the future. Please feel free to reach out with any questions or concerns by email at nsarwark@gmail.com.

Book review



Nick Sarwark

Playing With Reality *How Games Have Shaped Our World* by Kelly Clancy

Games help humans explore possibilities within constraints and with less risk than the conflicts that they simulate; a neuroscientist / physicist weaves a history from kriegspiel to LLMs.

Many of us grew up playing *The Game of Life*, a Hasbro board game that simulated a modern American life, from marriage to occupation to property ownership. Or perhaps you played *Monopoly*, a game originally designed to demonstrate the ways landlordism could corrupt a society and concentrate wealth with the very few, but later turned to glorify rentier property ownership as a superior method to attain wealth.

Games tell us a lot about ourselves.

In *Playing With Reality*, New Hampshire author Kelly Clancy covers the history of games as a way of understanding and shaping our shared reality.

This year marks the 200th anniversary of Georg von Reisswitz's invention of *Kriegspiel*, a game that simulated combat in a realistic way to allow military officers to develop decision-making skills using maps and pieces and incomplete information. Chapter 4 ably describes how this game of pushing pieces around on maps has made warfare both more scientific and more humane. It also opened up simulations of war as a hobby, popularized by game publisher Avalon Hill, which produced incredibly detailed games with counters and tables to simulate every minute aspect of

combat.

Board wargaming gave everyone an opportunity to play general, and advances in communication technology have enabled people from all around the world to play board wargames with each other. AHIKS, the Avalon Hill Intercontinental Kriegspiel Society, was founded in 1966 to spread board wargaming around the world by connecting players.

In Chapter 5, "Rational Fools", the author presents mathematician John von Neumann's development of game theory as his way of understanding human nature from the decisions people make when playing games, an attempt to systematize the causes of the senselessness of war in Europe and the rise of antisemitism worldwide in his lifetime.

While the history of games is excellent, Clancy's most interesting section is "Building Better Games," where she looks closely at things like Mises and Hayek's economic calculation problem of trying to centrally plan from localized knowledge and mechanism design, in which games are built to elicit responses from the players.

We are all players in the game of life and reading *Playing With Reality* will make you a better player and teach you things you didn't know about the games that shape our world. ✂

The Personal Accountability Option



Gary Gossett

a.k.a. The Hard-Core Option

You just checked your inbox and there is an email with a logfile attachment! It is a wonderful day to play, it is time to load the file. You advance through your opponent's move. Looks good. Wow, I did not expect that. That is clever. What? How did that unit get there? You use the backup arrow to back up and play it back again. Hmmm. Still too far. Now the dilemma. Do you let it slide, do you stop the game and send them an email pointing out the mistake? Do you give them the chance to correct the error? Or do you hold them accountable and keep the game moving forward? You could make corrections to their unit's placement and then proceed with your movement. That would change a 1-1 DR into a 1-2 AR. Well, they have been careful up to this point and nice enough to drop a personal note with each move. You decide to let it slide with a brief note attached to your move.

The next turn shows up in your inbox. You read the letter. What is this? You mis-moved a unit. They are not allowing the move. The big attack fizzles because of the mistake. Here you go out of your way to give them a mile and they will not give you an inch. They should owe you one, and you feel cheated. You will show them! What was once an exciting, fast, and friendly contest between AHIKS "friends" becomes an unrestrained blood feud. Ever happen to you? If so, the personal accountability option might be for you.

The personal accountability option is having BOTH players agree, BEFORE the match starts, to hold themselves 100% accountable for their own moves. If a unit moves illegally, it simply backs up along the movement trail in the last legally reached hex. If attack odds are reduced, too bad. The attack goes in with the units which legally got there. The original die roll result is applied. There is no reallocation of attacking units or reroll. Whether the consequence is trivial or game deciding, same rule. Of course, you must make sure you and your personal accountability opponent are playing the same game, rules, edition, module, errata, AND with the same expectation of how to manage errors.

Here are a couple of arguments for the personal accountability option:

It is LOGICAL. It is a natural, modern extension of the old, "once a unit has been moved and the player's hand taken from the piece..." rule.

It is HISTORICAL. Real commanders do not have the luxury of counting out just the right number of strength points to get the needed combat odds. Reality comes at them FAST. Unforeseen little surprises pop up. Subordinate units do not always show up where needed or when needed. Good commanders never send their men in unless they have done everything they can, in advance, to ensure success. In real life things go wrong, orders are misinterpreted, units are too slow or too fast, a map coordinate is wrong. The enemy spoils the party. The list of fog of war variables is endless.

It is FAIR. Computer assisted gaming allows a player to check their moves before mailing. A player who fails to check and allows a mistake to slip through their editing process has no one to blame but themselves.

It is PROFESSIONAL. Playing with the personal accountability option will lead to more professional game play. Each player will be more careful in making sure their play is legal. Sloppy play will decrease when the consequence of an error is an altered move, not necessarily to their advantage.

It is FRIENDLY. Playing with personal accountability will direct your frustrations for mistakes at yourself where they belong. You will have no reason to get upset with your innocent opponent; they are simply doing what you agreed for them to do, in advance, they did not make the mistake—YOU DID!

It ELIMINATES GUESSWORK! Both players know the steps, so it is easy to apply the previously agreed consequences. No more gray areas on what constitutes a goof worthy of correction. All errors need correction. There is no letting the issue slide. What might be trivial to one person might be considered crucial to another.

IT KEEPS THE GAME GOING. You know what to do and can go ahead and correct the mistake. Time is spent gaming, NOT exchanging emails.

Those that decide to live with the personal accountability option should be prepared to die by it

if they screw up. The worst death I ever died was in a Wagram game where the illegal move of a single French unit permitted half the Austrian Army to fall back beyond the Rossbach, allowing me to snatch defeat from victory. The key was we had decided to play with personal accountability before we started, so I understood when I died that it was from a self-inflicted wound. The experience in no way diminished the level of respect or consideration I felt for my opponent, and it taught me a hard lesson. You should expect your opponent to take full advantage of the “gift” you just gave them.

Recently an old AHIKS friend and I decided to reengage over an electronic game board. After having not played for over 40 years we needed to update our old hard-core contract into a personal accountability contract. However, we jumped in before we completely agreed on how to apply the personal accountability consequences. Back in the snail mail days, agreeing to hard-core would mean a mismove would equate to a NO move. With the advent of computer assisted gaming software, we are now able to witness a unit’s path hex by hex. An updated, state-of-the-art, personal accountability consequence is that now a mismove equals a shortened move into the last legally reached hex. We had a difference in expectation as far as implementing the consequences

of personal accountability. My opponent pointed out my error and requested that I correct it with a corrected and separate logfile. We had to stop, and it took a week to sort things out. My expectation was that if he witnessed an error in my turn, he should correct it as the first part of his logfile, relocating my units and changing battle odds BUT not die rolls. I advocate for correction on the spot without asking for correction. Bottom line, I make a mistake, you point it out and correct it, not me. We eventually proceeded. All the I’s need dotting and the T’s need to be crossed, IN ADVANCE. Who is going to be responsible for correcting the error? The goal is to reduce the potential for misunderstanding. I would go as far as advocating for a personal accountability “prenup” being in place BEFORE any game files are generated.

One additional suggestion would be that if in the process of playback, it is found that by taking the recorded path a unit cannot make it as far as it did, even if there is another non recorded path that would have gotten the unit to the objective hex, the unit is still backed up into the last legally reached hex.

Consider the Personal Accountability Option. It might be the answer to help reduce to some of your distance gaming frustrations. ✂

Personal Accountability Prenup Agreement

The purpose of agreeing to this prenup is to reduce the chance for misunderstandings AND bruised egos. Both parties by agreeing to it, BEFORE any game files are exchanged, have clear steps to correct errors. There is no one to blame for sloppy play but themselves.

It goes without saying that players should ensure that they are playing the same version of the game, the same version of the rules, the same module version and have clearly identified any optional rules they wish to employ.

Two main considerations come into play. Who discovered the mistake and when it was discovered.

This assumes that the person making the move has double or triple checked it. If they do not vet their own work before hitting SEND, the game has a much bigger issue.

Pre-Transmission

Let’s start with the person making the error. If they discover an error BEFORE any die rolls are made there are two options. Clean up their movements and redo the logfile or use the backup button to correct movements. Either way is OK. Some folks get dizzy watching a long series of rewinds. Agree in advance which method is best for your game.

After any die roll it is too late to change anything. Play through your move. Make all your attacks. The best you can do is to attach a CLEAR explanation in your email of what happened and how you wish to correct the error you discovered too late to change the logfile. Clearly identify where units should be and the

resulting change, if any, to combats. If caught at this stage, the phasing player gets to define his own unit's retreats.

Post-Transmission

If you discover an error after you hit send but before you have heard back from your opponent, send them a CLEAR, easy to understand email of what you discovered and how you propose to correct it. There might be a case where files are crossing at the same time. If this is the case, whichever file is time stamped first prevails.

What happens if a mistake gets through, and your opponent discovers it? They correct the error as the first thing in their log file.

1. If there is a mistake in movement the offending unit is retreated to the last legal hex it could have entered.
2. If this results in an over stack condition the last unit moved into the hex by the owning player is retreated one hex along the movement trail. This continues until there are no over stacks.
3. If a unit cannot make it to a hex to take part in an attack, the attack goes through with the remaining participants. The odds are lowered if necessary. The original die result is applied. There are no rerolls, reallocation of attacking units or resequencing of attacks.
4. Retreats are at the discretion of the person who was the original defender. It is consolation for having to correct someone else's work and it is a consequence for allowing the error to get this far.
5. Players are accountable for legal movement paths. If a recorded movement trail results in a unit not being able to reach a hex, even if it could by following a non-recorded path, the unit is moved back into the last hex it could legally reach.

If for some reason a unit having its movement corrected results in an additional attack. The attack goes through at the raw odds, no lowering odds, and the person correcting the move generates the die roll and controls retreats.

If an error has been made in odds calculation, the person correcting the error changes the odds and the original die roll result is applied

The person receiving the logfile with an error in it corrects the error on the spot as the first part of their logfile. They note what they are correcting in the text portion of the comment line. It is NOT sent back for correction. They should also CLEARLY explain what they changed and why they did it as part of their email. The game moves on.

Some gamers may decide to put the responsibility for correcting the error back on the person who made it. They are willing to slow the game down to accomplish this. If this is what you wish to do with your game, I suggest that you put a time limit, like 48 hours on them. If they miss the deadline the ball goes back to the "offended" player to correct the situation.

If it is later disputed that the person applying correction made a mistake play is stopped while the issue is resolved. Simply go back to the most pertinent logfile and play proceeds from there.

If the game is part of a tournament or a game mastered game, your opponent is cc'd on ALL communications with the tournament/game master made during the game. All communications include BOTH players.

Unless it is expressly agreed in advance by both parties that it is OK to post commentary, questions, comments or concerns pertaining to the current game, no posting will be made by either player to any social media or game site during the match.

Thirty-Third Annual - A.R.E.A. Sanctioned!
Midwest Open 2025

Victory in the Pacific Tournament

First Place - CV25 Plaque

Second Place - BB25 Plaque
Halsey Award – WH25 Plaque
 (Best Allied Play of Tournament)

Third Place - CA25 Plaque
Nagumo Award - CN25 Plaque
 (Best Japanese Play of Tournament)

Saturday, March 1, 2025, and Sunday, March 2, 2025

Salvation Army will be available for open gaming at noon, Friday, February 28

Saturday check in at 8:30 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

Sunday morning Christian worship service at 7:30 a.m.

Sunday check in at 8:30 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

Awards at end of last game, (about 11:~~44~~⁴⁵-p.m.) on Sunday.

Monday morning After Action breakfast at The **Brat Stop** 8:00 a.m.

Order off the menu. Pass the hat to pay for the meal. Don't worry if you are a little short!

Salvation Army Corps Community Center, Kenosha, Wisconsin

3116 75th Street, Kenosha, Wisconsin 53142.4444

Six Rounds – OPEN SWISS Competition

Every competitor will be eligible to play every round, win or lose. Even after losing one round, there is a very good chance of making a comeback and winning the tournament. It is inevitable that the second- and third- place winners will suffer at least one defeat, and a probability that the ultimate winner will also.

Bring your own copy of *Victory in the Pacific!*

Having your own copy assures that you will have a place every round.

You may also bring your own chess clock, although not required, as they are provided.

A.R.E.A. Sanctioned tournament!

All games automatically A.R.E.A. rated.

If you are not already A.R.E.A. rated in VITP, you will receive an A.R.E.A. ID and VITP rating.

\$100.00 if Pre-Registered

Tournament pre-registration must be received by Sunday, February 16, 2025.

Pre-registration benefits include:

\$20.00 discount off door price. Confirmed reservation by return mail.

Advance copy of tournament rules and Official VITP Question and Answers.

Tournament seating based on A.R.E.A. rating

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday. Pizza lunch on Sunday!

Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

\$120.00 at the door includes:

Full opportunity to play and win! Free A.R.E.A. rating, if you do not already have one.

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday. Pizza lunch on Sunday!

Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

First time participant, or if you haven't been with us for more than four years, we offer a special rate of \$40.00! If you have never previously attended *Midwest Open*, or if you haven't been with us since ~~before covid, year 2000~~2020, we welcome you to join us, with full benefits, for just \$40.00! **Pre-registration is required for this rate.**

Gallery is FREE! (Freewill contributions to defray costs and cover your meals are appreciated.)

Open gaming! Free to observe tournament in progress. Free to play other games.

Come and go at any time.

Possibility to play one round as an eliminator. Possibility to learn between rounds (no promises).

No opportunity to place in tournament – No opportunity to win any prizes. **But still lots of fun!!!**

Salvation Army Corps Community Center, Kenosha, Wisconsin

3116 75th Street, Kenosha, Wisconsin 53142.4444

Driving Directions:

I-94 Exit 344, Wisconsin Highway 50 East to Kenosha.

Highway 50 is 75th Street in Kenosha until 39th Avenue. Stay in right lane. Stay on 75th Street.

Salvation Army is on the left side of 75th Street at 31st Avenue. This is 5½ miles East of I-94.

Flying In:

Wisconsin Coach provides direct service from Milwaukee's Mitchell Field, and Chicago's O'Hare Airports.

The **Brat Stop** serves as a bus stop. Kwik-Trip is between Brat Stop and parking lot of Executive Inn hotel.

The **Brat Stop** is on ~~highway~~ Highway 50 / 75th ~~street~~ Street, just west of I-94.

Follow driving directions to **Salvation Army**.

Further information:

Glenn E. L. Petroski
Tournament Director
Midwest Open

2219 73rd Street
Kenosha, Wisconsin 53143.5320
Phone: 262-654-5044
Email: AREA1@ATT.net

To Pre-register:

Fill out the following form. Include payment. Mail together to arrive by Sunday, February 16, 2025.

Make checks payable to *Midwest Open*, and mail to the above address.

• **Enclosed is \$100.00.** (3 Meals included.) **Pre-register me for *Midwest Open* 2025!**

• **Enclosed is \$40.00.** (3 Meals included.)

Pre-register me for my first, or returning, *Midwest Open*!

• **This is my courtesy registration for the gallery. I'm coming, but won't compete.**

(Freewill contributions to cover your meals and defray costs appreciated.)

Name: _____

Mailing address: _____

City: _____ State: _____ Zip code: _____

Home Phone:(____) _____ Other Phone:(____) _____

E-mail: _____ A.R.E.A. ID#: _____

Never had A.R.E.A. ID: _____ Had A.R.E.A. ID, but don't remember it. _____