

THE
KOMMANDEUR

Vol. 60 n. 3

June 2025



From the Editor: Signing off



Luiz Cláudio S. Duarte

Friends, unfortunately this is a farewell text. I have tendered my resignation from the office of AHIKS Editor.

I don't do this lightly or willingly, but rather as a necessary consequence of new travails before me. More on that in a bit; first, I'd like to congratulate Mark and Mary on their wedding anniversary (see page 9), and wish them many more years of joy, friendship, and love.

Joy. Friendship. Love.

Last April, I lost my father. He was a few days short of his 87th birthday.

Olympio Duarte was an officer in the Brazilian army. As a young lieutenant, he served in the United Nations Emergency Force in Gaza; he was at the Military Academy when that school sided with the rebels in the successful 1964 coup d'état; and, in 1972, his battalion was deployed in the Araguaia guerrilla war. He never talked about what he saw there, but I know this weighed heavily in his decision to leave the Army in 1977, as a major.

Perhaps one of the most significant lessons which he imparted me came as a casual remark in a conversation. "Son, don't ever try to be a macho. It's quite easy to be a macho; it is much more difficult to be a man, but this is what you need be." This was especially telling in our Latin culture, in which there is quite a cultural belief on being macho – more so in our armed services.

He was indeed a man, not a macho; and he highly valued joy, friendship, and love. As Mark quite aptly said, we must also take the

time to thank the many people who enable our hobby, and our lives; I certainly did so with my father, as I do with many others.

My sister has asked me to put our father's affairs in order. I gladly accepted, but this will be a full-time job for several months at least, and that's why I have tendered my resignation.

Nevertheless, I'm glad to have had this opportunity, and I wish to thank you – for your submissions, for your kind words, for keeping the flame of AHIKS. So long, friends, and thanks for all the fish. ✂



From the President

George Phillies



Happy Spring!

Three cheers for Russ Gifford for organizing still more tournaments. I should have said so sooner, but will say so now.

Last issue I asked members to submit a census question, which games they had played recently. I forgot to say that if you are not currently active, please speak up and say so. There are many perfectly good reasons why you might not be actively gaming at the moment, so don't feel embarrassed about it. However, 'not active at the moment' is part of the statistical analysis. Also, the census will anonymize responses. I will eventually report how many people are playing *War of the Halagolandish Succession*, but not who you are. So, if you have not done so, please email me phillies@4liberty.net with whatever you have played in the last couple of months, either in person or remotely.

The Officer Corps discussed changing the length of terms for officers. We heard from exactly one member, who was against the change. There

was substantive sentiment that we have done this for many years, so why make a change? There was also some sentiment that we have for many years spent very little of our club treasury on anything, but that more rapid rotation of officers might lead to a more vigorous club. I believe I will submit to the Officer Corps for their vote a compromise change, shortening officer terms to two years.

We continue to need volunteers to work on social media publicity and membership recruitment for AHIKS.

My games? In *Empires in Arms* we have reached the end of March 1809. That's four months game time in something like two months real time. The game has six and then some years of game time to go, meaning that we will probably finish the game in the current decade of real time. My allies called on me to do something more, so I marched several corps toward Bordeaux. The area is held by Britain, who is neutral with respect to France, so the French can't attack my forces. However, the French doubtless worked out that they had just wrecked my army, so I was doubtless

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Vol. 60, n. 3 - June 2025

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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bluffing, and had no intent of invading France. They ignored my move, so I marched my army back. If the French turn around and attack, I will have no real alternative to delay, wearing down French patience while taking as few casualties as possible. If the French do not attack, I will park inside Spain trying to rebuild my army, which will take years to complete, perhaps more years than the game has left. It currently appears that I may be able to finish third in the game.

My *Stellar Conquest* experimental games with Mark Palmer continue. The game that reached Turn 56 ended just after I did my last report. Since then we played a game that lasted 44 turns. Entering in the middle of a side, starting at a conveniently placed blue star rather than at a corner, gives you more play options. We also played that colony ships are invisible, not seen on the map, which sped up play a bit. I also tried a new strategy for industrial development. It was a massive failure, so on turn 44, being totally outnumbered, I surrendered. We are now going to try invisible warships, entering either in the middle of one side or in two adjacent corners of the map. ✂

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.

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

Vice-President: Randy Heller. 113 Tolend Rd, Barrington, NH 03825. rg heller50@aol.com

Treasurer: Nicholas Sarwark. 269 Orange St, Manchester, NH 03104. 301-526-7491 nsarwark@gmail.com

Rating Officer: Dave Bergmann. 429 Countryside Circle, Santa Rosa, CA 95401. opusone1945@sonic.net

Secretary: Mike Dyer. Nakhon Nayok, Thailand. porkbelly00@gmail.com

Judge: Chester Hendrix. Chester Hendrix cehendrix@sbcglobal.net

Match Coordinator: Mark Palmer. 113 Warm Wood Lane, Apex, NC 27539. remlap919@outlook.com

Editor: Open

Appointed Officers

Archivist: Mike Dyer. Nakhon Nayok, Thailand. porkbelly00@gmail.com

Web Site Manager: Nate Forte. 13192 Pennsylvania Circle, Thornton, CO. 303-884-5250 natforteg1@gmail.com

Virtual Face-To-Face Match Coordinator: Nate Forte. 13192 Pennsylvania Circle, Thornton, CO. 303-884-5250 natforteg1@gmail.com

Multiplayer Coordinator: Jeff Miller. 263 Buchert Road, Gilbertsville, PA 19525. 610-367-8209 blachorn1@gmail.com

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

Membership Census

We are collecting current PBM/FTF activity.

Which games have you played in the last two months? They do not need to be already finished, and do not name your opponent.

Our objective is just to see if the Society is serving a useful purpose.

Our President's answer would be:

- *Stellar Conquest* (7 games, one ongoing)
- *Empires in Arms* (1 game, ongoing)
- *Space Empires IV* (1 game, ongoing)

Please send your answers to

phillies@4liberty.net.



Treasury Note

NOTICE! NOTICE! NOTICE!

Thanks to the efforts of our worthy Treasurer, AHIKS is now a registered entity. As such, any check sent as a donation or payment for AHIKS purposes must be made out to AHIKS itself. Please send it to Nicholas Sarwark, 269 Orange Street, Manchester, NH 03104. Thank you for your donations!

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	

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. 4) must be received by **June 20th, 2025**.

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,…”

The Press Room:

A (continuing) vehement rebuttal

Angelo Valeri



Via Imperial Coachman from Moscow

Mar 1809

After the devastating losses at Nemirov and the impenetrable siege of St. Petersburg, the Czar agreed to a Conditional Surrender with the “Allied Powers of Europe” (Great Britain, Turkey, and Prussia) during Christmas 1808. The terms were not as harsh as expected, though it will take years to recover enough to become relevant. This utter humiliation may wash away the hubris of the Russian General’s Staff and force “changes” to the Imperial Court.

In the west near the Spanish French border, French Republic forces inflicted heavy losses on His Most Catholic Majesty’s army totaling 84,000 troops and forced all corps back toward the Pyrenes. Near Brunn in Austria, the French Austrian coalition inflicted almost 40,000 casualties on Prussian troops. However, prolonged attacks by Prussia, Turkey, and Great Britian turned the life-loss ratio even as the Austrians fare no better than Russian. One parting note regarding Austria; Marshal Charles is the only leader to-date to defeat the British General Wellington on the field.

As previously mentioned, the winter weather was so bad all forces literally stopped operations for the last three weeks of December 1808. Once hostilities continued the devastating losses by Spain in battles along its northern border allowed the French juggernaut to shift focus toward Prussia.

Although small skirmishes still rule the day, Spring could yet yield the expected colossal winner-take-all engagement. Let us hope rather the new year brings better tidings and perhaps peace...

Respectfully,

Field Marshal Nikolai Kutuzov

(aka Angelo Valeri AHIKS 2030) ✂

Per Charlie’s request, I bring here his comments on my take on his last column.

-- Luiz Cláudio

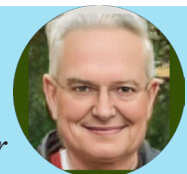
Your reply is correct: in all cases, the chance for rolling the same number in the four dice is $(1/6)^4$. But that is not my argument. I wrote:

The discussion starts with 2 snake eyes roll in succession. The argument then is that the chance is $1/1296$. Now that is completely wrong. Every time you roll 2 dice the chance to get snake eyes or box cars is $1/36$. To roll 4 ones with 4 dice is $1/1296$, but not when rolling 2 dice twice.

Two events are said to be independent if one experiment’s outcome does not affect the other event’s probabilities. For example, when we roll a die twice, both rolls are independent events as the first roll’s outcome does not affect the second roll’s probability and vice versa. (<https://www.storyofmathematics.com/dice-probability/>)

Thus, rolling snake eyes is always 1 in 36, no matter what you rolled before with 2 dice. So, to roll snake eyes again after the one before is 1 in 36 and not 1 in 1296, this is only true as you wrote rolling 4 dice at the same time.

VP's corner



Randy Heller

Reflecting back many years over the hobby, there was once an adage that no matter how bad a board wargame happened to be, it was assured 500 sales based on the collectors' market. That may or may not be true today; I don't know. In my opinion, the new age adage is that anybody can design a game, particularly given the advances in online technology. Getting published is another matter altogether. However, as with self-publishing a book, one can self-publish a game utilizing the concept of "print and play."

Self-publishing aside, how does one succeed in getting a game company to publish your design? Allow me to share my experience. It all began with establishing a reputation as a playtester. Having playtested for a variety of game companies, I most valued my playtest time with The Avalon Hill Game Company (TAHGC), to include *Battle of the Bulge* 1981 and *Turning Point: Stalingrad*. From there, I did some development work for 3W. With those experiences under my belt, I am confident my name recognition warranted a look-see at whatever design I might put forward for consideration. This proved true with the two companies, TAHGC and Compass Games.

That name recognition of climbing the ladder of experience no longer holds true. I pass no judgment on it, as I have no doubt there are some excellent designs put forth from otherwise unknown gamers. Witness

the number of new games published with the designer's name boldly adorning the box covers. How many of them do we know anything about their design and development skills? Speaking for myself, very few.

So, what is my point? Unless the game topic is of intense interest and I'm willing to gamble on it, I have to admit it is unlikely I will purchase the game until I read a favorable review online or in the hobby press. Too often in the past I have impulse purchased a game from an unknown designer, only to discover it would have been more advisable to wait for the reviews. ✂

WAR DIARY

Dear Gamer,

It is our great pleasure to announce that *War Diary's* new website is now up and running! We'd like to invite you to take a moment and take a look.

For those of you whose subscriptions have expired, you will be receiving a separate email from us. We hope you'll be resubscribing and would appreciate you doing so as soon as possible since the size of our print run is largely predicated by our subscription numbers.



We are currently hard at work on preparing our upcoming issue number 29, which will include a complete game! *Iwo Jima*, courtesy of Neva Wargaming, is a "lite" version of their forthcoming boxed game, and it is a fast-playing, fun game with a small footprint that we are sure you will enjoy. Please consider the game as a thank you for subscribing to War Diary.

We'll also mention that we will be releasing a new game, *Nightfighter Command*, at the end of the month. *Nightfighter Command* is a WW2 solo-narrative game in which the player defends Southern England against incoming German bombing raids. We've held the line on prices so this will be available for \$40.00, plus postage. And watch for several other small boxed games from us later this year!

As always, we thank you for your continued support.



Paper Dreams: A History of Play-by-Mail Gaming

David Spencer



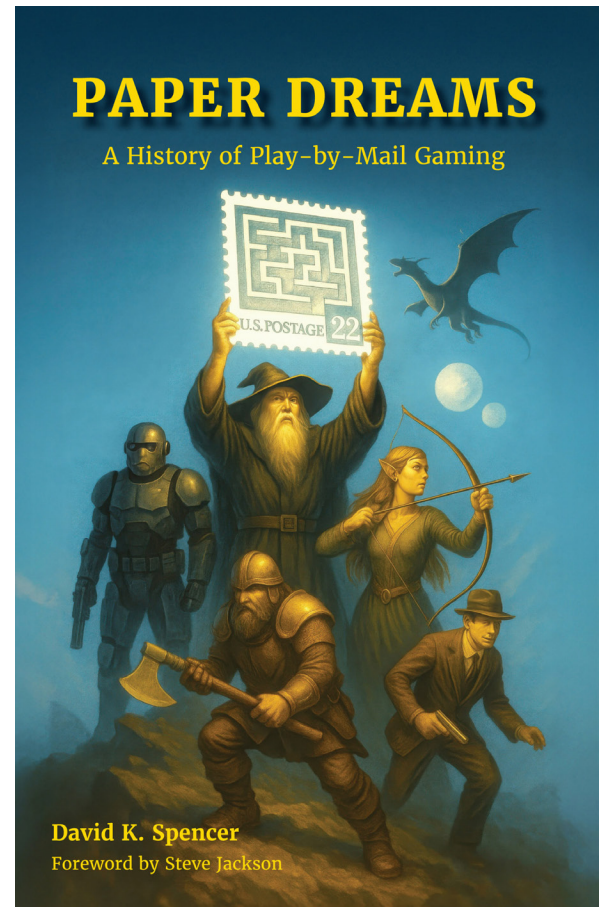
I'm a novice wargamer. I won't even pretend to be at the level of the *Kommandeur's* readers. I've dabbled in the kinds of tabletop wargames that the average person might have played—*Battleship*, *Diplomacy*, *Risk*, *Stratego*, and others. I'm not sure I can claim *Tic-Tac-Toe*, although Joshua from the movie *WarGames* would probably grant me that.

But I did write a book about play-by-mail games.

That will only get me a little clout in these pages, I know. Maybe none. Wargamers have been playing by mail for a long time. I've also seen how complicated some of these games since the 1950s can be, even if I've never played them. And, of course, AHIKS has plenty of resources for the PBM wargamer on its website.

But if you grant a novice wargamer a little grace, you will enjoy the wargame coverage in *Paper Dreams: A History of Play-by-Mail Gaming*, released in May 2025. Wargames appear in its pages in earnest in the 1950s with Avalon Hill games, of course, along with mention of AHIKS by its original name. You might have to dig into a couple of footnotes to get the detailed coverage of how early wargamers generated random numbers with newspapers. But even if that is old news, readers will find plenty of wargame coverage throughout. Besides fantasy roleplaying games (RPGs) and science fiction games, the wargame has remained one of the most popular PBM types.

And there are some fascinating ones out there. Any tabletop wargame can be played by mail, as readers here know. But many wargames were designed for PBM play. These include European wargames like *Battle Plan* and *Victory! The Battle for Europe*, global wargames like *World Conquest*, historical wargames like *Austerlitz* and *Feudal Wars*, fantasy wargames like *Hyborian War*, naval



wargames like *Thunder at Sea*, nuclear wargames like *Nuclear Destruction*, space-based wargames like *Space Battle* and *VGA Planets*, and others. Some of them are still available for play.

Most *Kommandeur* readers won't learn much more about wargaming in *Paper Dreams*. But the book places wargames in the context of the PBM gaming world since the mid-19th century, with significant coverage of the 1980s and 1990s. For wargamers active then or since then, the nostalgia will return in *Paper Dreams*.

Amazon link:

<https://a.co/d/3511MIn> ✂

MapBoard Mk.1



Mark Palmer

On the 10th of May, my bride and I celebrated our 50th Wedding Anniversary. Mary and I became members of the Six Percenters, as statistically only that many couples make it to 50 years due to the “Double D’s”; Death and Divorce.

Along with all the “stuff” of a normal marriage, we have also adjusted to our separate pastimes and hobbies over the years. Mary has jumped from one to another, most recently hers being machine-quilting. My hobbies have also been whatever struck my fancy but underlying it all has been the constant of wargaming.

As long as I can remember in our marriage, Mary has supported me in my gaming hobby. She doesn't have much interest in military history but supports me in my extreme interest without complaint. Most recently was our visit in March to the USS Monitor Center in Newport News, Virginia, where she spent most of her time sitting on a bench with an electronic tablet while I ran all over the place.

Sometimes my forays off the beaten track in pursuit of my gaming hobby has surprising results. Mary still fondly reminisces about the wonderful lunch we enjoyed in Santa Rosa, CA with Dave and Linda Bergmann (our Ratings Officer) back in 2023. While Dave and I chatted about our hobby and “sea stories” from our mutual service in the US Coast Guard (he was Active; I was Reserve), Linda and Mary carried on an animated conversation as if they were old friends. I suspect a lot of it was about being Wargame Widows, but Dave and I were in our own world of games and stormy seas and didn't pay

attention to anything else around us.

I wish to thank Mary for the five decades of putting up with tables spread with maps and counters and having to find something else to do while I'm pushing counters and tossing dice for hours on end. I'm especially grateful for Mary during the 90's when I was President of AHIKS, and it was all I could do to keep the Society alive and me out of prison. I'd finally convinced an officer at the time that a “lending library” of copied wargame computer software to pass out to the membership would open AHIKS up to copyright violations and, as President, I would be liable for the piracy. Mary was there supporting me and providing a calm presence throughout the months (years?) of that ordeal.

In closing, I would encourage whoever has friends, relations, and/or significant others who have supported you in your hobby, to express your gratitude to them. They enhance our enjoyment by supporting us, and they deserve to know how much we appreciate it.

Thank you so much, Mary! ✂



Open Match List



Mark Palmer

Game	Publisher	Name	Format	Notes
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	VE	
1914 Twilight in the East	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
1944: Battle of the Bulge	Worthington	Bob Jones (1548)	VEMLS	
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)		
ACW Brigade Series	MMP	Mike Kettman (1067)	VE	
Admiral's War	Canvas Temple	Jan Vanderveken (2286)	VE	
Advanced Squad Leader	AH	Frank Kelly (2405)	VE	Already gaming with Jeff
Advanced Squad Leader-Campaign	AH	Jeff Miller (1303)	VE	Already gaming with Kevin
Advanced Third Reich	AH	Mike Scott (1555)	E	
Afrika Korps	AH	Omar Dewitt (44)	V	
Afrika Korps	AH	Randy Heller (1007)	FTF	NH area
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	
Arab Israeli War	AH	Dennis Sheppard (804)	VE	
Ardennes Offensive	SPI	Hugh Smithers (2313)	VE	
Arnhem	SPI	VHD	VHD	
Asia Engulfed	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
Assault on Cyprus	AH	Chris Hyland (1234)	VHD	Sub-game to Air Assault on Crete
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	
Axis and Allies (most versions)		Lee Kendter (2271)	FTF	Quakertown, PA
Bismarck	AH	James McCormack (2369)	VE FTF	Puget Sound area
Barbarossa AGN	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
Barbarossa AGS	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
Battle for Germany	SPI	Erica Snarski (1251)	VE	

Battle for Jerusalem	SPI	Erica Snarski (1251)	VE	
Battle for North Africa	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	NH area
Blitz	Compass	Jim Lauffenburger (2191)	VXE	
Bloody 110	COA	Aaron Kulkis (1983)	FVL	
Blue Water Navy	Compass	James McCormack (2369)	VE FTF	Puget Sound area
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	NH area
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)		
Empire Under the Sun	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
Enemy Action: Kharkov	Compass	Allyn Vannoy (2455)	FTF	Hillboro, OR
Euro Front	Columbia Games	Trow Davis (2479)	VE, FTF	Riverside, CA
Europe Engulfed	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	Midway scenario preferred, but not required
First to Fight	Games Research/Design	Lee Kendter (2271)	FTF	Quakertown, PA
Flat Top	AH	Paul Koenig (1577)	V	
Flat Top	AH	Douglas King (1961)	E	
Flying Colors	GMT	Thomas Ten Eyck (826)	E	
Forgotten Legions	Compass	Erica Snarski (1251)	VE	
For the People	GMT	John Vogel (2428)	VFL	
For the People	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	New to Vassal
Illusions of Glory	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
Imperium: Empires in Conflict	GDW	James McCormack (2369)	VE	
Invasion of Malta, 1942	AH	Chris Hyland (1234)	VH	
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (1251)	VE	
Island War	SPI	Erica Snarski (1251)	VE	
Jerusalem	SDC	Erica Snarski (1251)	EP	No Vassal module
Jutland	AH	Jeff Miller (1303)	V	
Kadesh Command		Erica Snarski (1251)	VE	
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	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	
Pacific War	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
PanzerArmee Afrika	SPI/AH	Erica Snarski (1251)	VE	
PanzerArmee Afrika	SPI/AH	Allyn Vannoy (2455)	VE	
Panzer Battles	MMP	John Trosky (1554)	VCS	
Panzer Blitz	AH	Douglas King (1961)	VE	
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	New to Vassal
Paths of Glory	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	New to Vassal
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	Olympia, WA area
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	Jan Vanderveken (2286)	V	
Sixth Fleet	SPI	James McCormack (2369)	VE FTF	Puget Sound area
Soldiers	SPI	Stephen Chin-Quee (1784)	VXESL	
South China Seas	Compass	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 Barbarossa Campaign	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
The Longest Day	AH 2nd Ed. rules	Nacho Fernandez (1745)	VE	
The Longest Day	AH	Trow Davis (2479)	VE, FTF	Riverside, CA
The Napoleonic Wars	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	GMT 5th Edition	Lee Kendter (2271)	VE, FTF, X L	
The Russian Campaign	AH	Bruce Warren (2293)	FTF	Olympia, WA area
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	
The U.S. Civil War	GMT, 3rd Ed, 2nd Print, 2024	Dan Carey (1716)	VE	
The U.S. Civil War	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
This War Without An Enemy	Nuts! Publishing	Andrew Patience (1646)	V	
Thunder at Cassino	AH	Jerry Wong (1974)	FV	
Thunder on the Mississippi	MMP	Douglas King (1961)	VE	
Tobruk	AH	Dennis Sheppard (804)	VE	competitive game
To The Green Fields Beyond	SPI	John Trosky (1554)	VCS	
Traces of Hubris	VUCA Simulations	Al Vannoy (2455)	E-FTF	Portland, OR area

Traces of War	VUCA Simulations	Al Vannoy (2455)	E-FTF	Portland, OR area
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	
Victory at Sea	Compass, 1992 Ed.	Lee Kendter (2271)	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	
West Front/East Front	Columbia Games	Trow Davis (2479)	VE, FTF	Riverside, CA
Winter War	SPI	Erica Snarski (1251)	VE	
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	VD	
WWII	SPI	Erica Snarski (1251)	VE	