

Kommandeur



October 2025

Volume 60 Number 5

Officers Meet

For the first time in many years, AHIKS Officers met for a face-to-face meeting. The October 16 meeting was conducted electronically via Zoom. We recognized that the meeting was something of an experiment. Features of the Zoom software limited us to perhaps 15 minutes of conversation. Secretary Mike Dyer and President George took notes, slightly expanded here into a description of the conversation.

A compressed summary of the meeting, courtesy mostly of Mike Dyer, appears later in the issue. The proposal that we should resume charging dues, \$5/year except for new members, in order to encourage inactive members to leave the club, was proposed just before the meeting's time limit was reached. Readers may wish to discuss this proposal via Letters to the Editor in future issues.

Electronic Issues from George Phillis

We have recently had a series of odd electronic difficulties. First the emailing system for issues of the Kommandeur stopped working. Fixing the issue required the intervention of a paid consultant, who at my expense did fine work overcoming issues that were outside my skill set. Then, we discovered that the system for telling officers that we had new members had at the start of 2025 become intermittently unreliable. The registrations were fine, but the Officer Corps didn't know you were there. We think that we have fixed this issue.

Match Coordinator MapBoard Mk.1 By Mark A. Palmer

To access the current Open Match List online: Once you get to the AHIKS.com website, Hover over "Want an Opponent?"

Which 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,..."

Are you tired of playing the same old games you've played over and over? Are they so familiar and played so often they have lost their challenge, because you have determined the best way to victory? If so, why not try something different. And with a new opponent.

A new opponent! How novel. I know I have my group with whom I play often enough to know their style. (Using games instead of names) I know that *Afrika Korps* is a master at the game and takes advantage of combat-less opportunities to surround and starve my units. *Stellar Conquest* and I have differing strategies that have afforded each of us victories in the various iterations of our past 8 games (9th in process). *Merchant of Venus A and B* play like I play the game. *Air Force* knows his Spitfires quite well and is adept at maneuver. *Conquistador A, B, and C* I need not mention because my Portugal is bankrupt and I'm merely going through the paces and enjoying the game. Although we aren't currently playing any game together, *Punic Wars/Blue and Grey* over the few years has become family.

Basically, my fellow accomplices in gaming know me and I know them. The challenge is there, but we have all been playing together for so long that we know each other. For example, *Afrika Korps* knows that I'm more of a defensive player and I don't gamble, so as the Axis he can afford to be aggressive. Especially with the 1:1 odds column being a 50/50 chance of success for either side.

I am currently not seeking opportunities ~~to have my fanny handed to me~~ for new adventures with "friends I haven't yet met" in lieu of some of the Compass solitaire titles I have not had the time to explore. But, if I did, the Open Match List would be the first place I'd access.

Even if I don't own the title on the List that piques my interest, the internet in its myriad avenues would provide me all the information I might seek. BoardGameGeek would be my first stop in my research journey, and most likely my only one. I am not familiar with other sites that offer the same information, as I have found BGG provides all I need when researching a game; manufacturer, number of players, complexity, time to play, etc.

Come to think of it, I have never played a Napoleonic game. I believe I might check out some of the titles on the Open Match List for something interesting and, in the process, possibly find my latest New Best Friend.

A new game, new challenges, and a new friendship. What's keeping me?!

The list of open games appears later in the issue.

Treasurer's Report

Nick Sarwark writes: The following is a report from the 6/30/2025 report to the end of August, 2025.

Opening Treasury Balance (6/30/2025): \$8,614.63

Credits: \$0.74 in earned interest.

Debits: \$0

Ending Treasury Balance (8/31/25): \$8,615.37

Make checks payable to AHIKS. For those of you who send contributions by paper mail, sent to

AHIKS c/o Nicholas Sarwark
13246 Deneb Drive
Lone Tree, CO 80124

Ad Exchange

We have benefits exchanges with Wargame Diary magazine and with Compass Games, so you will see their advertisements herein, and you will by and by see our ads in War Diary magazine and at Compass Games' wargame conventions.

Wargame News

SPI Forever: At Historicon 2025

by Russ Lockwood



Kudos to Russ Gifford for creating the SPI forever event at HMGS' Historicon 2025 convention. I must have visited a dozen times during the show to see the old games and watch the WWII *War in Europe* game play out over the weekend. Alas, despite gaming for three days, they had only just punched Barbarossa for a few turns by Saturday night. But you have to give them credit for starting in 1939. France fell and the North Africa campaign was in full swing. The photo shows *War in Europe* in all its glory.



Next table over was ACW *Terrible Swift Sword* game. That, too, had been going for a while. I don't know where they were in the game, but the players were hammering away at each other. The photo shows *Terrible Swift Sword* with four players around the table.

Other games played: *Battle for Germany*, *Panzergruppe Guderian*, and so on.

Now my personal curiosity: the sci-fi RPG *Universe*. I bought that when it first came out, figuring it might be a good alternative to *Traveller*. Er... No. I could never figure out all the modifiers that went into taking a shot. Yet, I gotta give GM David immense credit -- he knew the game inside and out, had immense patience in crafting the players' first shots (writing numbers on a pink sheet filled with a row of tiny boxes to get a percentage chance to hit), and worked through all the other nuances. It was watching a master at work calculating the three shots at 47%, 53%, and 87%. But it took a literal 25 to 30 minutes.

Alas, to me, it was too much work. I can appreciate the game's details without wanting to do said work. To be fair, once calculated, the percentage should remain the same -- unless the terrain or range or weapon or defense changes. Fantastic effort, Russ. He said he had about 50 pre-registers, or about half what he expected. The thought occurs to me now that I should have signed up somewhere, but if it's any consolation, consider this glowing [*After Action Report* newsletter] report of nostalgia gaming my contribution to keeping this an annual event.

Fort Circle Games on Tariff Issues

A message from Kevin Bertram

This has been a tumultuous year for the board game industry so I thought I would provide an update to all of our stakeholders. The summary is we have four games at the factory and we cannot wait for them to ship, we have reprints of existing titles that will follow and we have several new exciting designs in the works. Our company is on solid financial footing, we will be hosting our convention in April 2026 and we just might be doing a very, very, very good deed for the historical games part of the industry (read all the way to the end - we will be asking for your help!)

We have four games currently at the factory - Hunt for Blackbeard, The Halls of Montezuma, First Monday in October and Shakespeare's First Folio. Two of those games should have been delivered last year - but with Hunt for Blackbeard, Volko and I agreed that the game needed bigger tiles and bigger player boards and with The Halls of Montezuma, Gilberto and I agreed that we needed to improve some of the components and tweak some of the cards and rules. All four games should have already been completed, but when tariffs on China soared to 145%, we switched our production to Brazil. Then, when tariffs on Brazil went to 50% and tariffs on China were lowered, we switched our production back to China. Our manufacturing partner, Panda, has been great to work with but as Seaman Jones noted in The Hunt for Red October, "a boat this big doesn't exactly stop on a dime." There seems to be a small bottleneck at the dice factory, so I don't have an exact completion date. But if you have a pre-order or are a Kickstarter backer, please know that we are working as hard as we can to get those games delivered as soon as possible.

We are also pleased to have a combination of old and new in our pipeline. We are almost out of the second printing of Votes for Women, so we have a third printing in the works that will include player aids and a new historical essay. The Shores of Tripoli will get a similar upgrade in its second printing, with player aids, a separate solo deck and more historical documents. But perhaps most exciting is that we will be printing a new edition of Land and Freedom from Alex Knight. Land and Freedom is an outstanding three-player design on the Spanish Civil War but has previously only been available as a print-on-demand game. Alex has some minor tweaks to the game play and we will give the game the "Fort Circle" treatment - I could not be more excited, as Land and Freedom was my favorite game of 2023.

Of course, we have several new titles in development. Peace 1905 is on the peace treaty between Russia and Japan. Initially a two-player game, Maurice Suckling and his team have added a third player, Teddy Roosevelt (who won the Nobel Peace Prize for his efforts). David Thompson and Liz Davidson are patiently waiting for the Ian O'Toole artwork to be completed for their game Night Witches about the female Soviet pilots in World War Two. And we have designs in the works from Jason Matthews, Dan Bullock, Robert Shala, Jan Day, Nathan Fullerton and several other folks!

I am very please to announce the dates for Circle DC, our annual convention: April 10-12, 2026. We are returning to the DC History Center and will be organizing tours, seminars, dinners and late-night gaming. We do not advertise this convention because we keep it small (250 attendees). We have 83 badges left, so snag one now if you would like to attend - www.circledc.com.

As many of you know, the wildly oscillating tariffs have caused our industry a great deal of problems. This summer, Morgan Lewis Bockius, a law firm that specializes in international trade issues, has taken us on as a pro bono client. We made a formal request for a classification ruling that historical and educational games be considered "informational materials" - which are not subject to tariffs under the International Emergency Economic Powers Act (IEEPA). We were not successful - as we expected - and now are appealing the determination. Our attorneys are very fired up and, as you can imagine, so am I.

HERE IS HOW YOU CAN HELP! We are seeking letters from folks that help support our position. Are you a professor, teacher or home schooler? Let us know how you use the games in an educational setting. Are you a designer or a publisher? Let us know how if you think historical games are make an argument. Are you a retailer or a consumer? Let us know what your experience has been with historical games. If you would like to know more, email me at customs@fortcircle.com and I can fill you in in greater detail.

Finally, I wanted to let everyone know that Fort Circle is in solid financial shape. We have very low overhead - I work at my kitchen table and do not take a salary. We are quite conservative in our print runs so we are never stuck with too much inventory. And, when necessary, we do have a limited access to capital should it be needed. I know that game companies are going out of business left and right and I cannot control world events - indeed, as I was typing this update I heard that there might be an additional 100% tariff on goods from China. Whatever happens, we have the resources to survive these rather odd times - and I am so happy that you all are on the journey with us.

....Kevin Bertram, Fort Circle Games

New Minden Games

The publisher writes: These two new releases can be ordered directly from the Minden website minden_games.homestead.com or Amazon. Physical game books and PDFs are both available.

RETRO, 6th ed. is the latest and greatest Retro variant set of rules, the first new edition in several years. The 6th edition is now in full color, and has been expanded to a book of 74 pages. The core game system has not been touched, but some new optional rules, scenarios, game notes, and scenario generator have been added. If you are a Retro fan and value high playability for ASL you won't want to miss this new edition. Visit the Retro 6th ed page for full details and ordering information.

RICHTHOFEN: THE FLYING CIRCUS, 1917 is a new stand-alone solitaire game, Vol. 2 of the Eindekker WW1 air combat system, taking things to 1917 and the formation of the Red Baron's Flying Circus. This is a 76-page full color game book, with rules, many rated pilots and planes (German, British, French), new advanced rules section, historical commentary, and much more. Check out the Richthofen: The Flying Circus 1917 page for all the game and ordering details.

New Game Releases

The AHIKS Kommandeur seeks to keep AHIKS members up to date on new wargame titles – short paragraph descriptions are good. If you buy a new game, please tell us about it. If you are a game company, please send me announcements of your new releases and Kickstarter/GoFundme/etc efforts.

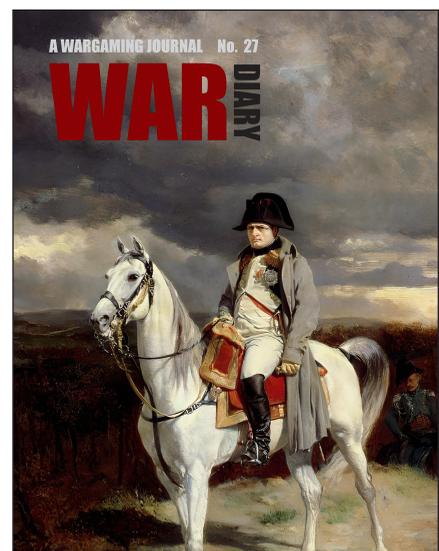
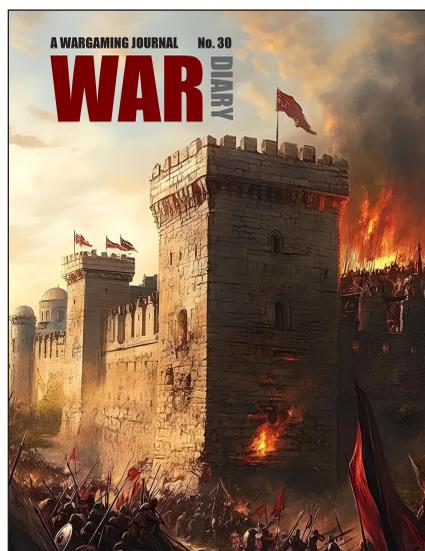
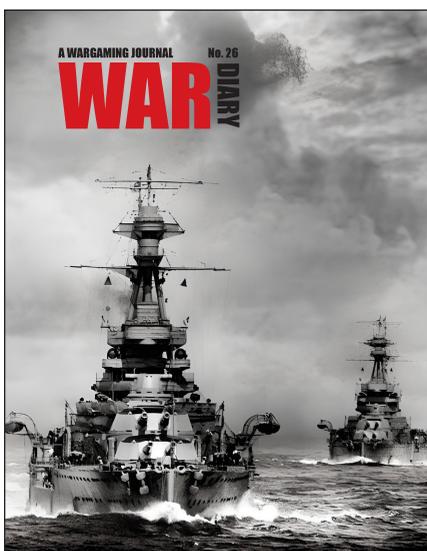
WAR DIARY PUBLICATIONS

War Diary is a true wargaming journal, not a history magazine that includes a wargame.

Published like clockwork three times per year, each issue includes thorough, thoughtful articles on topics such as history articles with direct tie-ins to gaming topics; suggestions for good play; game variants and houserules; reviews; and interviews with significant gaming figures. All produced by a top-notch roster of contributors.

We would be amiss if we failed to point out what a bargain *War Diary* is. A full year of War Diary costs less than a single issue of the other guys. And while we don't publish any games in the magazine, aren't you tired of paying for games you have no interest in and will never play? We are also the only publisher offering the option of an electronic subscription at a substantial discount. And subscribers also receive a single-use discount code good for a significant savings on regular-priced items ordered directly from Revolution Wargames.

We also publish a small line of games, including two by designer Mike Nagel, *1914 Deluxe: Hell Unleashed* and *Guadalcanal: The Battle for Henderson Field, 1942-1943*, which should be of particular interest to fans of the classic Avalon Hill games.



wardiarymagazine.com

Wargaming

Jon Edwards on the AHIKS Russian Campaign Tournament

Edwards writes: Just had a lot of USA players I played in various wargames wanting a bit of a run down on my 4 games to win the TRC 500, so with the help of one player especially, I wrote the story from my end. I'd really like to thank again Randy Heller and Brian Stretcher for running the tournament. It was great to have a 6 turn scenario with historical setups. It was like playing a brand new game especially trying to work out different strategies to get your victory points. Also, I think that playing for cash is the best idea ever. It adds realistic pressure to every move and die roll. I will be doing my best in the future to make it happen again, once I have settled the dust on my move into a new house with its own wargame room. It was great to see someone like Randy having a go at something different and doing a great job. Next the BW \$500?

Game 1 - versus Martin Svensson - Who tragically passed away not long after finishing our game. Martin was a very conservative Axis player making sure there was never any risk of losing a Panzer unit or an Axis HQ. This limited the distance of his advance, so he never challenged the Russian player in the Northern and Central Fronts too much. The Southern Front was really Martin's downfall, not adjusting to Randy's New 6 turn scenario, especially when it comes to not being allowed to load up in Rumania. Martin could not take Kiev and Odessa so there was never any pressure on the Russian to defend against a sea invasion. Those units could be used elsewhere which helped to make it a bridge too far for the Axis. I enjoyed the game very much. We had planned to do some practice games for future competitions.

Game 2 - versus Brian Stretcher - Brian chose the Axis and I was fine with that, knowing he had won his round one game. Brian would know what was required with this new 6 round scenario, but I felt more comfortable as the Russian, as you are not relying on a good dice average and taking risks. Brian was also a conservative Axis player but had a more aggressive plan for the southern and central fronts. The Finns had failed in all their attacks, which helped the Russian in the Northern Front and not getting totally stretched. I chose not to defend Sevastopol and Rostov as Brian was putting pressure on Moscow and Kiev, so I needed the units knowing these cities are a must keep for the Russian. The other two cities are hard for the Axis to hold and create additional VP. In a 6 game Scenario Rostov would always be hard for the Axis to hold.

So we enter SEP/OCT 41, and Brian rolls clear weather ending his two impulses with 19 VP due to No Panzer corps losses, which was lucky for me. Brian advised me that there was a rule change by Randy from our Test games which I had overlooked. So there were three turns to go and we need to get 1VP or kill a Panzer Corps if possible. The Russian Sep/Oct41 was average. Brian did a good job in soak-off attacks around Kiev that left strong Panzer units next to the city. The Russian had to attack them. The Russian failed to hold and retreated. In Nov/Dec41 Axis went on the attack around Kiev and took control, while Bryansk was also under Axis control, with the Russian trying to push the Axis out. We are now at 22VP for the Axis. Things are looking Grim as we bring on the Siberian Guards. Russian Nov/Dec41, we set up for a major assault on Rostov, and picked off three axis units poorly left in defense on their own with no supply. The Russian turn ends with Rostov and Bryansk in Russian control and 15 axis units now in the dead pool. The Axis front line is starting to thin.

Jan/Feb42 see the Axis dig in across the whole front line they are sitting on 19VP and still in a winning position, the Russian decides to throw everything we have at the axis with 8 attacks and all paratroops over the two impulses for only 1 killed unit and no cities retaken. One turn to go. Mar/Apr42 Lt Mud and Brian has now lost enough units that Panzer Corps must hold the line so he decides to attack from the the most pressed cities to try and stop the Russian from taking them. Axis attacks out of Dnepropetrovsk, Kiev, Smolensk at lowish odds, as the Russian has amassed large amounts of troops around these cities due to no losses for the two winter turns. Lucky for the Russian Brian rolls 1 1 1 4 in his four attacks, total disaster for the Axis as it leaves open cities and Panzer units for a large number of counter attacks by the Russian. With Russia needing only needing 1 VP to win the game Brian concedes. A really good game. The Axis probably just needed to be a bit more careful during the winter turns and not let so many units get killed which would have made it very hard for the Russian to win on the last turn.

Game 3 - versus The Legend Bert Schoose - Lucky for me Bert did not tell me until the end of the game that he had not lost a game of TRC since 2019, which would have made me very nervous. Both of us wanted to be the Russian as we do agree that 19VP for the Axis to win was 1 VP too many. So due to no bidding for sides Bert and I agree to roll the dice and let the dice gods decide. Bert got to be the Russians and set up his defense. After a good recon on the Russian defense we found not much joy as the Southern front was very solid and so was the Northern front. There was just a small opening in the center running along the forest edge outside of Minsk, but it would require me to strip two Panzer Corps and the 49th Mountain Corps from the southern front leaving a very weak force there. After long debates at OKW we decided to go with this plan, the only issue was it meant going for Moscow or the campaign was doomed, as the Southern Front would struggle to take anything of significance even if it received all the reinforcements. But, I thought, this is Bert Schoose. We need something special, so let's go for broke.

After the Axis first turn requiring 3 x 10-1 over runs, everything basically went to plan. Southern front went nowhere with nothing captured, not even Lvov. Northern front was much the same, nothing special. One highlight was the Finns, who rolled a 6 and got a D1 at 2-1 odds. Central Front was where all the action was. With the addition of the Southern Army units we ended the turn on hexes M17 and N18 with Minsk units cut off. We were only 10 hexes from Moscow. Back to Bert for the next defense line setup.

Surprisingly Bert chose to counter attack heavily in the Southern front, and reinforce Sevastopol and Rostov, even though the Axis threat was virtually nonexistent. He was able to surround 3 Axis corps for a 1-1 counter attack. It was irresistible for Bert but the dice gods were not on his side. All attacks failed. With only 3 Russian units between my Centre army and Moscow everything looked good for my automatic win strategy. This is where Bert gets the Legend part in front of his name. He decides to defend only 1 hex away from all my units on the Northern and Central fronts. He also does a stack of 7 defense points between my lead units and Moscow, which is the perfect number to stop me doing an overrun and still have units left to attack Moscow. So with no chance of Moscow or Leningrad due to Bert's strong defense with minimum units, we decide to try to kill every Russian unit on the Northern and Centre fronts.

The Southern front finally takes Odessa and moves towards Dnepropetrovsk but hits a brick wall with a 1 roll and retreats towards Kiev, which is still 5 hexes away on the Lvov front, but this attack has big consequences for the Russian Kiev Military District units, as the Axis unit that retreated is able to move

two more hexes on the 2nd impulse and get a ZOC over the Rail Junction X21, so units can not be moved for the defense of Moscow. At the end of Turn two, the Russian has one unit defending Leningrad and 1 for Moscow, 2 units stuck in the Pripjat Marshes from Minsk, and 9 units in the Southern front with little chance of helping Moscow. Axis Moscow strategy is looking like it will pay off.

Again the Legend Bert pulls together a force of 7 units to defend Moscow but leaves Leningrad with zero units, a mop up operation for the Finns. But Moscow is now nearly impossible to take. How can this be after killing nearly every Russian unit? All I can see is that the woods around Moscow can be mine which makes it nearly impossible for the Russian to push them out so lets roll the weather dice and see what we have to work with. Axis roll Lt Mud, probably a time for clear weather with Moscow so close, but will still give us a couple of turns to take Moscow. So the assault kicks off, but with low MP for the Axis armor we can only do frontal attacks with very few Infantry units, as they are still trying to get to the front. Southern front is still grinding away in front of Kiev but tries a Sea Invasion behind Russian lines and gets a free ZOC over Dnepropetrovsk for now. We end the turn with all but 2 hexes of forest around Moscow, Smolensk and Bryansk in Axis hands. Now the Axis strategy of taking Moscow is on very shaky ground. The Siberians are coming to Moscow's defense.

As we expected from Bert, there is no mercy and Russians do an allout offensive with 7 attacks in the 1st Impulse at low odds of 1-1, so only 5's will give me losses. The Axis have done very well up to this point with only 9 infantry units KIA, but the dice gods turn on the axis and give BERT 3 x 5's, 1 x 6. Axis say goodbye to 1 HQ and 1 Panzer corps defending at the gates of Moscow still waiting on the bloody infantry to walk their way to the front. Axis morale is starting to fall. 2nd impulse sees another 5 attacks by the Siberian hordes with nowhere to hide. The Russian also persists with attacking in the Southern Front and doing a sea invasion to try to turn the Axis front into a disaster. Luckily for the Axis the dice go against the Russian this impulse, and no more losses are taken by the Axis. With the Russian units now caught out around Odessa with supply to be cut off, has Bert pushed his luck on this front too far? Was he better off just defending and putting spare troops in front of Moscow? Only time will tell.

We now only have one turn left before the snow and still we are not able to get a shot at Moscow, but the infantry and the units from the Leningrad area have arrived for an all out assault on Moscow's defenses against Bert's defense. It is a super nut to crack but we have 1 stuka left before the snow falls, so let Operation Typhoon Begin. Axis get average dice on their 7 attacks but just enough to open a chance of hitting Moscow. After completing a 2nd impulse 10-1 overrun the defenders have been cleared from the gates of Moscow we are able to get a 1-1 on Moscow. We also are finally able to also get Kiev we roll knowing a 5or6 on the second dice is Game to the Axis. Dice on our 6 attacks 1 1 5 2 2 5. Disaster! 2.66 dice average so Moscow holds Kiev holds and more Siberian guards are on their way. Axis have units exposed on their right flank around Moscow due to the poor dice and the Generals skill at not working on worst case scenario, only good option was surrounding those 3 Russian units on the southern front from all supply sources. More mass counter attacks and the dice are average for the Russian. Bert does kill another HQ which the Axis had to choose between a HQ or Panzer with the HQ then being alone in the hex for Russian 2nd impulse would have be KIA anyway, so now only one HQ and only 1 stuka left if we survive till the March April 42 turn. Remember this is a 6 turn scenario but that HQ is the one in the stack exposed on the right flanks so has to survive the second impulse attacks as well so this could be game for Bert. The Russian throw every guard unit they have against my last HQ. Axis start praying to the dice gods, a lot of dice god praying has been

happening in this game from both sides. The dice come through on ACTS 2 2 4 and the Axis survive for now, but the snow begins to fall and Operation Typhoon is called off. After that turn the Russians are flanking the Axis on both sides with Bryansk falling and Kalinin about to fall. Axis losses have nearly doubled in two turns but we have no choice but to turn defense into attack. Russians have still suffered losses in their counterattacks and are also stretched. Are those units cheaply thrown away by the Russian on the Southern front coming back to haunt them?

Axis launch attacks to disrupt Russian flanking moves and get a good result with 4 3 6 6, and the front is stabilized. so the Axis dig in as there is no chance of winning by VP: Kiev and Dnepropetrovsk are still Russian held and the Axis are exhausted on this front. We need to hold the woods around Moscow for maybe 1 more chance at Moscow. The Russians of course do another mass attack and the Axis are in big trouble with a good roll, but the dice gods are not happy with the Russians and Bert gets a 1 1 1 6 1 2 dice roll, average 2. Total Disaster this also destroys any hope of a good Russian second impulse attack with only 4 attacks getting more 1's and a 6. Finally, do the gates of Moscow open with the Stukas again on the airfield? The Axis did make a serious defensive error around Moscow during the snow allowing Bert to do a soak off and leaving two Russian units on hex Q9 thus stopping the Axis of having any chance of getting a 1-1 with Stuka on Moscow. Rats! Leave nothing to chance with Bert, he will not miss it. I must be getting fatigued as the game has been a nail biter for the last three turns. So Axis have nothing to lose as they can not win with VP so Moscow or nothing. An all out assault on Moscow begins. The best we can get on Moscow is 3-1 with Stuka so need a 3 or more from the dice gods. We make the attack on Moscow the second die in the order and a 6 comes out first followed by a 3. YES! Moscow falls on the last turn of the game and the Axis crawl over the line with 20 units lost and no nails left on any finger, thanks to Bert for a game I will never forget.

Game 4 - versus John Ohlin - So John and I played 8 practice games before the competition, as Randy wanted as much feedback as possible on his new 6 turn scenario. John taught me a lot and I would not have made it this far without his help. He also emails me before our game to tell me he just won the 2024 WBC TRC Comp. This is not looking good after just scraping home with Bert. I'm hoping I can get the Russians this game. John has the same idea so again we roll the dice and again I get the Axis. Also knowing John has been talking to Bert at the WBC I hope he has nothing special planned.

John sends through his defensive setup but before I can say anything Randy picks up on a couple of units outside their Military District Area. A rare mistake from John. Maybe he is fatigued from WBC as he played a lot of games. John sends through the corrected defense and the Axis get to work with their intel forces. Axis finds a one hex hole in John's defense on the border of the Kiev Military District and the Odessa Military District, remembering you can attack the Kiev Military District with the Rumanian Army. Whether John thought I would load up the Axis Centre Front like I did against Bert who knows, but if opportunity beckons you need to take the risk especially playing the Axis. You will never win as Axis without taking calculated risks.

So we do 3 x 10-1 overruns and from the southern front the whole Rumanian Army attacks the unit covering the border of the Kiev Military District. Again we do use the 49th mountain unit from the Southern Army to attack through the overruns on the Central front to be in a position to cut off the units from retreating out of Minsk in its 2nd impulse. The plan works a treat and the whole Kiev Military District is either KIA or forced to retreat behind the Dnestr River on the Hungarian Border and out of Supply, Center and Northern fronts have a standard advance so we put an extra Panzer Corps on the Southern Front this time as Kiev is in Big trouble with no units left to defend it. No Axis attacks on

Odessa which allows John not to worry about sea invasion, but still he puts a unit in Rostov. I think this is a standard procedure that a player can't help but do even though there is no danger. The Russians complete their MJ41 turn with counterattacks from behind the Dnestr River, but the Axis are doubled so all but one unit runs out of supply and surrenders.

July August 41 starts with Axis attacks across all fronts. John decides to defend Moscow with two units on separate hexes instead of stacked, again giving the Axis a chance to breakthrough. We go ahead with 6 attacks all at 5-1 with 3 units surrounded which, lucky for the Axis, as the rolls come out 2 5 1 2 1 3 so all units are destroyed as the EX took out the other units. A good lesson there, surround units where possible as poor rolls will still get you the results you want. 2nd impulse attacks get good rolls with a dice average of 4 taking Kiev, Odessa, Dnepropetrovsk and Smolensk all under Axis control after two turns and the Russian desperate for units.

Sep/Oct41 with only 12 Russian units on the Board. The total loss of all the Kiev Military District has stretched the Russians to the Max. Axis roll clear weather so 3 stukas That is ugly for the Russian. A Lt mud may have saved them. Axis have made sure their HQ's are in a good position to help each other and two Stuka's are in range of Moscow we use a 10-1 overrun on the lightly defended right flank of the Moscow defense which only has 1 x 3-5 arm unit allowing 3 panzer units to do a frontal assault on Moscow with Stuka help for a 4-1 attack. If that fails with a 1 we still have a chance of 5 or 6 at 1-1 but the dice gods see fit to give a 5 on Moscow and DE. Game over as the poor Rus never really got in the game.

Five Ways to Play TRC Better and Win

From Jon Edwards

Axis Player – 1. Make kill stacks out of all your armoured Panzer Corps to punch holes through the Russian lines. Do not waste them on defensive duty. Keep them together.

2. Axis need to do 4 to 6 Automatic Victory attacks (Avs) in the first 2 turns (4 x impulses) or you are never going to win against a competent Russian player.

3. Axis need to have combat pressure on 4 main areas on the map to spread the Russians thin at all times, i.e., Leningrad, Moscow, Kiev, and Dnepropetrovsk

4. Axis need to take risks. If you have not lost a panzer unit or a HQ, you have not taken enough risks to Win.

5. Kill Russian worker units as quickly as possible. Early kills on these units add up to a lot of replacement points the further the game goes on.

Russian Player – 1. If playing with automatic victory conditions do what ever it takes to avoid this situation. Then you are always still in the game to turn things around.

2. Defend in depth where possible and only stack two units in the second line of defence.

3. Use terrain to defend at all times where possible, better to retreat a few more hexes and get behind a

river line then be in the open, can also leave axis infantry further away to help axis armour.

4. Build kill stacks with guards/armour units and both impulses move units to pressure the Axis as soon as possible, to take attention from their main objectives. Try to always place a small Corps armour unit with attacks to take any losses in the second impulse.

5. This Rule of play works for both sides and has the highest priority of any winning play You need to know what you are going to do in the Second Impulse and where your units need to end up to cause the most pain to your opponent, while you are setting up your first impulse. What hex your units start on for your second impulse move makes a massive difference to how effective it will be. Yes, you do not know what you are going to roll on the 1st impulse attack but you definitely know one possible result rolling a 1, so work on that for all attacks and I can guarantee you may think differently on how you setup your first impulse attacks, and how surrounded units and AVed units can give you a guaranteed results, especially allowing you to surround more units for more guaranteed results. Not Letting the Dice Gods Run Your Game is a guarantee to winning games and playing well. Don't be that player who needs to blame the dice on their losses. Good Luck.

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

by David K. Spencer

Book Review by Russ Lockwood

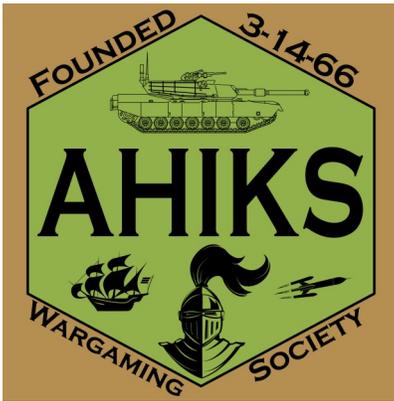
A long time ago, I played in a couple of BattlePlan play-by-mail (PBM) games run by Flying Buffalo. Played out on a Risk-style map of Western Europe, you built your forces, attacked, and tried to conquer NPC neutrals and player countries. So, I was interested in this new book about PBM-ing. Of the text, pages 1 through 113 covers the history and the rest are lists of companies, games, and footnotes. It is interesting that some games continue to this day, albeit via e-mail.

As for the history, decade by decade, the book presents a breezy overview of companies that started and failed, games that began or not, and trends in the rise and fall of PBM. The vast majority are turn-based games: players send in a turn by a deadline, the company processes turns within each game, and the results are mailed back.

There's not a lot of depth for each company. The majority gets a sentence at best, and games are often mentioned in passing. Every so often, you'll get a paragraph or two, but that's rare.

The problem is much of the documentation is lost. In the early days, one-man companies lasted a short time and folded. Very few live interviews were available for the book, although a 2024 Richard Lockwood interview of Neil Packer (creator of the game Saturnalia) is listed in the footnotes. That said, I'm amazed that Spencer found as much material from the 1970s as he did. I get that Flying Buffalo claimed more than 10,000 players during its heyday, but the book contains references to a multitude of companies and games.

I enjoyed this stroll down nostalgia lane, even if I had never heard of 95% of the games and companies mentioned. If I have a complaint, it's that I wanted to read more about the individual games, companies, and creators behind it all. And yet, the sheer number of games and companies he found even sketchy information on is amazing. I enjoyed it.



Join AHIKS

AHIKS is the world's oldest and largest international board wargaming society.

AHIKS membership is free! For more information, go to <http://AHIKS.com>

We're dedicated to playing board wargames, and to ensuring that our members enjoy friendly, honest competition over the game table. Our four founders covered the globe from Britain to the US to Japan. Since then we've been open to board wargamers no matter where they live.

For more than fifty years, AHIKS members have engaged in live, play-by-mail, play-by-phone, play-by-email, and virtual live competition with AHIKS opponents from around the globe.

AHIKS offers its members many services.

Our **Matching Coordinator** helps members find fellow members who want to play the same game.

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The **Unit Counter Pool** supplies members with replacements for missing unit counters in their games.

The **Editor** publishes our bimonthly full-color magazine, The Kommandeur, which is sent electronically as a PDF file to every member. It's free when you join!

The **Judge** helps resolve rules disputes.

Social media pages on Facebook and MeWe, and our web site AHIKS.com, help bring wargamers together.

To Join: AHIKS.com/To-Join

And remember, AHIKS membership is free.

The Great War in Europe/Deluxe Revisited Once More Into The Fray

by Terry Gallion

I am at a loss as to why this game does not have more followers. It is well designed, easy to play and entertaining. Granted it has a few flaws and shortcomings but nothing that can't be fixed. It has too much potential to leave on the closet shelf collecting dust. It cries out to be played. So yet once again I bring it out and parade it before you hoping that you will forgive the play test team for not giving it a thorough examination.

I picked up where they left off and have compiled a collection of rules re-writes, clarifications and outright fabrications for your perusal. Chances are this is going to be about as close to a rules re-write as we are ever going to get, so I am hoping that I got it right and did not miss anything of any importance. If I did, let me know.

Every thing listed should be considered as optional and so of course **MUST** be used. In order to ease cross checking, each option has the supporting rule listed.

So with no further ado, my masterpiece.

1) 6.13 When a side plays a gas event, the U.S. entry will be moved by one strategic turn in a detrimental direction to the side playing the event. The only justification I have for this option is the 1899 Treaty of the Hague.

One of my guys suggests that only the first gas event should be used, as after that the American public would no longer care how the Europeans slaughtered each other. It does allow for another way of influencing the U.S. entry to the war, so I am including it. Use it, don't use it, what do I care? The idea is to have fun.

2) 6.53, 6.54 and 17.4 TR Italian Albania becomes playable when Italy activates as an Allied power. This is as it should be.

3) 6.8 TR When the Armenian Massacre event is played, if there are two or more Turkish units present in Van, they may use the concentric die roll modifier. If the Armenian unit is the sole survivor at the end of combat, the Russian player takes control of Van. If Van is unable to trace a line of supply to a friendly supply source, the Armenian unit will be eliminated due to being out of supply. Any Ottoman units that depend on Van for supply, will also be eliminated due to the lack of supply. If the Armenian unit is not in combat supply when placed, its combat factor will be halved.

4) 7.12 Persia on the Caucasus map starts the game under Russian control. Let's call it Russian Persia. Let's also treat it in the same manner as Russian Poland. Allow Russia the ability to strategic move into and out of city/town hexes in Russia Persia that are controlled. On the down side, count Tabriz as a Russian city for Russian revolution die rolls. NO, Russian units may not be placed in Tabriz during the new units placement phase.

Historic? I think not, however I believe it would be a fun option.

5) 7.24 The Sud HQ unit allows German units (only) to ignore the National Cooperation column shift when attacking and defending with non German units. The only units required to be adjacent to the SuD unit to qualify for this bonus are German. SuD may support as many mixed unit combats as there are German units adjacent to it. Defending non German units that are adjacent to the SuD HQ unit receive the German entrenchment die roll modifier but not the National Cooperation exemption, this is in the rules, just bringing it to your attention.

6) 7.25 If you are brave enough to use the fog of war rule. more power to you. It is not for me. I do play with what I call the fog of combat rule. All combats are designated before any die rolls are made. Use the PWE markers to identify each combat. I use the blue markers for attacking units and the black markers for the defending units. Once a combat die roll is made, other than displaced cavalry attacks, no new attacks may be announced and all designated attacks must be resolved. I recommend using the PWE markers even if you do not want to use this rule. It will help you keep track of the combats you want to make.

7) 9.15, 9.17, 17.31 Allow German units to strategic move to the Near East as soon as they are able to establish a line of communication between Berlin and Constantinople. This should be allowed regardless of the disposition of the European Ottoman units. The use of this rule prevents the Allied player from blocking the CP player from sending units to the Near East by NOT playing the Gallipoli/Salonika events.

8) 9.16 TR If there are no units in the Arabia Holding Box when the 58th infantry enters play, it may be deployed to the Strategic Transit Movement Box.

9) 9.17 CP Strategic Movement into either European Turkey or the Near East Front maps may only occur if either

- *Bulgaria and Romania are allied to the CP, or
- *Bulgaria is allied to the CP and the CP control Bucharest, or
- *Bulgaria is allied to the CP and the CP control both Belgrade and Nis, or
- *Bulgaria is a CP ally, Nis is CP controlled and Belgrade is invested.

The ten hex supply link between city/town hexes must still be maintained from Berlin to Constantinople.

10) 9.25 To help keep track of Russian movement in the Transit Box, divide the box in two. When moving from the East Front to the Caucasus Front, place the moving unit in the upper half of the box. On the next turn, move the unit to the lower half of the box. On the third turn move the unit on to the Caucasus map. Reverse the order when moving from the Caucasus Front to the East Front.

11) 10.7, 14.4 Attacking units are allowed to advance into a vacated hex after combat unless the defender was awarded the minus two entrenchment bonus see 14.4. If this is the case, advance will be allowed if the following modifiers apply.

- *Tank (cancelled by A/T unit) or Shock Troop units are involved, or
- *HQ support (cancelled by defending HQ) is used, or
- *Attacker has an uncanceled event chit.

The rules stipulates that these modifiers are applied on the West Front map only. I propose that this rule be used on the Italian and East Front maps as well. I doubt this change will have much of an effect on the Italian Front as the only units allowed on that front before 1917 are Austrian and Italian. Neither of those nations units receive the minus two modifier. The Russians on the other hand might find it a bit of a hindrance. As the Russian, that is a challenge I would be willing to accept. I am not sure how it will affect the game, as I have not play tested the rule yet, but I am looking forward to trying it out.

12) 11.0 In the original (0.92d) supply rules, each city/town hex (secondary supply sources) independently trace an unlimited (infinite) line of supply to an ultimate supply source. In my 0.99 (K-99) supply rules, city/town hexes are limited to a line of no more than ten hexes to either an ultimate supply source or to a secondary source that is itself in supply. HQ's are mobile supply sources that may only support units that are adjacent to them. They are also limited to a line of supply of no more than ten hexes on the European maps and no more than six hexes on the Near East maps, much the same as city/town hexes. Combat units are still limited to being within four hexes of a non HQ supply source.

13) 11.0 TR Here is a supply situation that requires special attention. Take a look at Belgrade and Basra. They are both forts that have an ultimate supply source capability. Because of this they do not make fortress surrender die rolls, even if invested. To set this right, if the CP player has units in every hex adjacent to either fort, that fort loses its ultimate supply ability until the seige is lifted. This requires the fort to make a fortress supply roll. If Belgrade is captured it loses its ultimate supply capacity permanently. If Basra is captured, it will recover its ultimate supply capacity upon recapture.

14) 11.44, 9.5 British units (only) may use Sea Movement into and out of Calais and Dunkirk, even if out of supply. For U.K. units, I suggest you use the British channel port supply rules for the Italian and Eastern map port hexes. All other nationalities use the rules as written.

15) 13.24 Belgian replacements may be placed in either Antwerp (if there are no CP units in any 'A' hexes) or Ostende if controlled, even if out of supply. British units may be placed in any controlled channel port (except Antwerp and Rouen if any 'A' or 'R' hex is occupied by CP units), even if out of supply. In the event the CP player captures all of the Channel ports, allow British units to arrive in the same manner as the U.S. units.

16) 13.26 The Russian Strategic Turn A reinforcements may be placed in Warsaw and Lodz on the Sept I and Sept II turns only. After that, they arrive in the same manner as other reinforcements.

17) 13.28 After European units are sent to the Near East, it can get a little confusing keeping track of where to send the dead and where to bring back the resurrected. Try this.

European based units go to Europe when eliminated and are brought back in Europe when rebuilt. Near East units go to the Near East graveyard regardless of where they were eliminated and are rebuilt in the Near East. British units with the orange band are rebuilt in Egypt. British units with the brown band are rebuilt in Iraq. British Vr. units are Allied players choice as to where they are placed, Europe or Egypt.

18) 16.4 It is a genuine pain in the posterior for the CP player to have to occupy every single hex in Belgium to cause National Collapse. There are house rules out there that stipulate Belgium collapses

as soon as Germany has pushed the Allies out of Belgium completely, regardless whether each hex in Belgium has been occupied by CP units or not.

For the purist out there, get a copy of my GWiE module. In the pieces drawer under new markers, there is a marker we lovingly call the Belgian button. Place one in each hex in Belgium. That will help the players keep track of which hexes the CP player has not passed through. As the CP player moves units through those hexes, delete the buttons. When all of the buttons have been deleted, Belgium collapses.

19) 17.21 This is to tighten up on the deployment of the Persian Expeditionary Force. Tabriz must be under Russian control in order to move between the Caucasus and Iraq maps. To move the PEF to Hamadan requires all of the Russian Caucasus strategic movement points available for that turn. All of the units moving as part of the PEF must be on a city/town hex. Not necessarily the same city/town hex(s). All units of the PEF are moved to Hamadan on the same turn. In order to return to the Caucasus map, the entire PEF must be in Hamadan. The entire PEF is returned to any controlled city/town hex(s) in Russia on the Caucasus map by expending all Near East strategic movement points. Include Russian/Persia if using that option.

20) 19.56 This rule prevents the Belgians in Antwerp from moving until the October turn if the CP player maintains three infantry units within two hexes of Antwerp. It also allows the Belgian units in Antwerp to escape through Holland to Ostende on the October 1914 turn. I propose to allow the Belgians to escape to Ostende in the same manner if the CP player fails to maintain his three unit garrison before October 1914. Ostende does not have to be friendly, merely vacant.

21) Methods of interfacing TGWiNE and TGWiE:

A) Use the rules as written for combining GWiNE with GWiE. Tried and true.

B) The Great War in the Near East was designed as a stand alone game. As such it has its own built in play balance and ideally should be played in parallel with TGWiE, not in conjunction with TGWiE (no British Vr. units).

C) Plays the same as option B but allows the British Vr. units as soon as they become available. The transfer of units between the European and Near East maps are not allowed until the European Ottoman units are set up. I think this has possibilities.

D) With the exception of the HQ units, allow the transfer of ALL units between the Near East and Europe. May we have the caveat please. In order to move European based units to the Near East, it will cost each infantry unit one RP to transfer. If that unit transfers back to Europe and then wants to transfer to the Near East again, it will cost an additional RP. Transferring Near East based units to Europe will be handled in the exact same manner. RP's are paid at the time of transfer from saved RPs. The transfer of cavalry between Europe and the Near East and vice versa will cost each nation a total of one victory point for unlimited transfers. This gives the players more control of their OOBs but has not been play tested, yet.

This option is a total fabrication. It has no historical support what so ever. My reasoning behind it is to limit the effect on play balance in the Near East from the transfer of units between Europe and the Near East. It is possible to completely overwhelm the Ottomans unless some kind of constraint is placed on the Allies. Needless to say, the players should agree which option to use before play begins.

22) Ultimate national non cooperation According to research done by one of my opponents, Bulgaria and the Ottoman Empire despised each other. To reflect this, these two countries may not enter into each other's countries, stack with each others units or attack the same defender together, even if attacking in conjunction with the SuD HQ unit. The use of this option will keep the Bulgarians off the Gallipoli beaches, which is as it should be.

23) Events The proper play of events? The attacker places his event(s). Face down. The defender places his event(s). Face down. The attacker places his air asset(s). Face down. The defender places his air asset(s). Face down. Resolve air assets. Flip counters face up and cancel out. Flip events face up and add to air assets, resolve combat. I think this is a fair procedure. As air assets are played, place them face down in the upcoming Strategic Turn box. Yes I know that the rules say to leave them face up after they are played but this method is more entertaining.

TGWIE/Deluxe is a long game, don't forget to take your patience pills. It is also a game of attrition, try not to sweat the casualties, chances are, every unit in your OOB will be eliminated at least once. When playing the CP side, keep your eye on the prize. You need 20 VPs to win. They are elusive little beggars. Attempt to collect them as quickly as possible. This will become ever more difficult as the game procedes. August 1914 only comes around once, take advantage of the French/Russian column shift while you have the chance.

When playing the Allies, your goal is to reduce the CP VP total to minus one. Hang in there until those pesky column shifts go away and the entrenchment modifiers kick in. You will start feeling better about yourself after that. Yes, there is a light at the end of the tunnel and it isn't always a German troop train.

I have an improved game module that I use. It allows for four players to play at the same time. It turns the game into team sport, if you are into that kind of gaming. Try it, you'll like it.

If anyone out there is overcome with the throbbing desire to enter into combat on the WWI battlefield, or would like a copy of the K-99 module, feel free to contact me and we can work something out. The offer stands even if you only want to talk about play of the game. Sometimes for me, that can be almost as much fun as actually playing. Mark Palmer has contact information through his office or I can be contacted through the AHIKS, GMT and VASSAL Discord sites under the Dumas nom de plume. DMs welcome.

Thanks to Henry Bradley and Mike Kettman for doing play test work with me. Special thanks goes to Anthony Brown for confirming the veracity of this compilation. The options with the TR notations are changes that received Ted Racier approval. Enjoy and thank you for your participation.

TGallion
AHIKS #2044

Officers Meet – What They Said

There were six attendees: George Phillies, Mark Palmer, Randy Heller, Brian Laskey, Nick Sarwark, and Mike Dyer.

There was a draft meeting agenda that was not entirely followed. The agenda issues included:

Meeting Agenda Items

1. How to address the issue of identifying members who have died
2. How to advance AHIKS and increase member activity

George Suggested a postal mailing (postcards) to members. We mail the postcards first class, so address corrections are automatic. We can also get address corrections via PeachTree or MelissaData. We thus identify people who are not longer at their address of record. We would need to spend 1-2K\$ USD for the effort. [Update: MelissaData for US memebrs will be \$50 or perhaps \$100.

George Phillies will for the immediate future edit and publish the Kommandeur. He has an editorial preference. He wants to publish articles about wargames and wargaming rather than historical articles. He reports that a potential candidate was found for Match List Coordinator. However, the candidate wants to purge all open match requests after they have been posted for six months.

Brian Laskey reports that the Unit Counter Pool requests appear as one to three every month or two. George Phillies suggested a short article for the Kommandeur to update members about this service.

Mike Dyer reported that there has been a noticeable drop-off in new membership notifications since July. He suspects that there are software systems issues. [Update: Dyer and Phillies have now confirmed that during 2025 but not earlier, new member applications were not being reported to the Officer Corps, even though the applications were being stored on the wordpress site. We have recovered another dozen new members who we did not know about.]

Mike: I can confirm I have now received a backlog of email notifications for new members. I will send out member invites and update the membership roster as soon as possible.

Nick: Club treasury is solvent with funds of approx. \$8600 US.

How can we publicize AHIKS? Many game conventions give attendees plastic clip-on membership badges. Could they be modified in some way, say a red dot sticker, to identify people as AHIKS members?

George said that he can make labels to attach to convention badges that would identify people as AHIKS members.

Nick Sarwark suggested producing a 4-page edition of the Kommandeur to be sent to inquirers and new members. This would be a small magazine/brochure mailing with more detailed club information.

Mark Palmer Concerns about costs for return receipts. Phillies noted that address corrections are free with a first class mailing.

Randy Heller suggested that we should reintroduce membership fees. The first year of membership would be free, and in following years there would be a nominal annual fee to retain interested parties. Randy: Cash Prize Tournaments are not the way to go, based on experience from the recent TRC tournament and its cash prize. He proposed organizing an AHIKS Convention.

George expressed concern about the potential legal liability of the officer corps for convention events. Nick Sarwark, who is not our attorney but is an attorney, suggested workable alternatives.

Nick Sarwark urged that we need to find paths to interest people in our hobby. We need to put AHIKS's best foot forward, urging board wargamers to join.

Recruitment Drive

Our Social Media Groups

on FaceBook, group AHIKS: <https://www.facebook.com/groups/325514860869039>

on MeWe, group AHIKS - board wargaming club:
<https://mewe.com/group/5f6e62d1c057695a0af5557e>

on Discord, channel AHIKS (you need an invitation to join):
discord.com/channels/734148819851149434/791382991817146408

Please use the wargaming-related sites that you know to recruit new members. Our message is:

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

Opponents Wanted

1812: The Campaign of Napoleon in Russia	SPI	Rich Meyerson (2486)	VE	Hexagon version
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	VE	
1914 Twilight in the East	GMT	Trow Davis (2479)	VE, FTF	Riverside, CA
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	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	Andew 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	VE	

		(1251)		
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	
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	VE,	Riverside, CA

		(2479)	FTF	
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	GMT	Terry Gallion	V	

Deluxe		(2044)		
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	
Kasserine	GMT	Rob Franz (2277)	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	

La Grande Armee: The Campaigns of Napoleon in Central Europe	SPI	Rich Meyerson (2486)	VE	
Lee vs. Grant	VG	Jeremy Rowley (1942)	V	
Leipzig	SPI	Charles Sutherland (1804)	VE	
Leipzig: Battle of the Nations - Napoleon vs Europe	SPI	Rich Meyerson (2486)	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
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	
Verdun 1916: Steel Inferno (2020)	FOS	William Marcy (1761)	VE	
Victory at Sea	Compass, 1992 Ed.	Lee Kendter (2271)	VE	
Von Manstein's Backhand Blow	GMT	Rob Franz (2277)	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	

Vol. 60, n. 5 - October 2025

The AHIKS Kommandeur, magazine of AHIKS, is published approximately bimonthly and sent electronically to all members who use email, 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.

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