

The Kommandeur

Volume 61 Number 4

An AHIKS Publication

August

New Club Secretary

In June AHIKS Secretary Mike Dyer advised us: "Given my current issues I would be agreeable to pass on the torch for club secretary if Chuck is interested in taking that position." Chuck Tewksbury is our new Secretary until elections have passed.

New Match Coordinator

At his request, we found a replacement for Duncan Rice as our new Match Coordinator. Andy Johnson <dadj3@aol.com> has taken on the job. Andy Johnson is the new Match Coordinator until elections have passed.

Club News

VP's Corner



I recently returned from Consimworld EXPO's 25th Anniversary convention in Phoenix. It was a great week of gaming. The Arizona weather was oppressively warm, but the hotel venue was a delight. I was able

to connect with past west coast friends and did plenty of networking. Give John Kranz credit for once again being a great convention host.

Throughout the week, I played two scenarios of the original SPI Wacht Am Rhein with fellow AHIKS member Steve Bradford. I lost both games, but had an excellent gaming experience, none-the-less.

I took the opportunity to distribute AHIKS recruitment flyers to most of the gaming tables and registration desk. The following game companies, in no particular order, agreed to sponsor the AHIKS 2027 Iron

Elections

We have reached the time of our biennial elections!

The Offices open for election are the President, Vice President, Treasurer, Ratings Officer, Editor, Secretary, Judge, and Match Coordinator. Self-nominations are allowed. Please send your nominations to our President, Nate Forte, Natforteg1@gmail.com, and to the Editor, George Phillies, phillies@4liberty.net. A list of nominees will appear in the next issue of The Kommandeur. Candidates are encouraged to send statements to the Editor for publication.

Already announced: Chuck Tewksbury will run for Secretary. George Phillies will run for Editor. Nick Sarwark will run for Treasurer. Chester Hendrix will run for Judge. Dave Bergman will run for Ratings Officer. Nick Sarwark will run for Treasurer. Chuck Tewksbury will run for Secretary. Nate Forte will run for President. Randy Heller is not running for re-election as Vice President.

Iron Man Competition Revived AHIKS Will Support

Vice President Randy Heller reports that he is reviving the AHIKS Iron Man trophy, given for competitive play of board wargames at a convention. He has been hard at work raising prize donations. We already have six sponsors for the event. The game to be played at PrezCon will be Bitter Woods Battle of the Bulge. The date, and full list of sponsors will be announced in a future issue of The Kommandeur.

The AHIKS Executive Committee has voted to spend \$100 to purchase a \$200 gift certificate to be given to the winner. It further voted that if at least eight people join the competition, there will be a cash Second prize of \$50, and if at least sixteen people enter the competition, there will be third and fourth prizes of \$25.

The AHIKS Kommandeur, magazine of AHIKS, is published bimonthly and sent electronically to all members. Membership in AHIKS is free. To join AHIKS <http://AHIKS.com/To-Join>. Please send contributions to Editor@AHIKS.COM as .rtf, .docx, or similar formats.

Elected Officers

President: Nate Forte, 13192 Pennsylvania Circle, Thornton, CO (303)-884-5250 Natforteg1@gmail.com

Vice President: Randy Heller, 113 Tolend Rd., Barrington, NH 03825 RGHeller50@Aol.com

Treasurer: Nicholas Sarwark, 13246 Deneb Drive, Lone Tree, CO 80124, nsarwark@gmail.com

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

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

Secretary: Mike Dyer, Rama 6, Bangkok, 10400, Thailand, porkbelly00@gmail.com

Judge: Chester Hendrix, cehendrix@sbcglobal.net

Match Coordinator: Duncan Rice, 1148 Heffley Crescent #408, Coquitlam, BC, V3B 8A6, Canada, 604-968-0082, duncanr@telus.net,

Appointed Officers

Virtual Face-to-Face Match Coordinator: Nate Forte, 13192 Pennsylvania Circle, Thornton, CO (303)-884-5250 Natforteg1@gmail.com

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

Archivist: Michael Hicks mhicks1844@gmail.com, 706 Donna Street, Chilton, WI, 53014

Game Design Bureau Jeremy Rowley jerowley@yahoo.com

Web Site Manager: George Phillies, phillies@4liberty.net

Tournament Director: George Phillies, phillies@4liberty.net

Publisher: George Phillies, phillies@4liberty.net

Social Media Coordinator: Vacant

Membership Recruitment Officer: Vacant

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Man Tournament: Revolution Games, Legion War-games, Paul Koenig Games, Bill Alderman Big Board Games (now Steve Bradford), and Consim Press Games. I suspect more will be recruited in the future.

The game to be played competitively will be Bitter Woods The Battle of the Bulge, a past selection. The venue has yet to be decided upon. I promised to provide some history of the trophy, which prompted me to contact its original founder, Chester Hendrix (our venerable past Prez). Here is what he had to say:

History of The Iron Man Tournament



-as told by Chester Hendrix (details added by Randy Heller - who remembers all these events much better than I)

The World Boardgaming Championships (WBC) is a convention held annually since 1999 by the Boardgame Players Association. I was privileged to attend in 2007(?). AHIKS sponsored The Iron Man Tournament which was a gauntlet of playing the Avalon Hill classics (Stalingrad, Afrika Corps, etc). I believe previous Iron Man Tourney winners received a plaque or a certificate, but even though I would not participate in it, I thought it would be cool to spice it up by presenting a trophy that could be held by the winner for a year, then returned and won by the next year's winner who would then sport the trophy in their home for the next year, and so on.

I found an amazing statue. It was actually a resin trophy on top of a nice wooden stand - a figurine of very muscular man dead lifting a large circular weight with one hand that just screamed "This would be perfect!" And it WAS perfect. You can still get this amazing trophy (titled 'Men's Weightlifting Trophy') for \$100 and up.

At one point, the Trophy was mailed to me and when it got to me, the head had broken off (*gasp*) and caused all sorts of hullabaloo... But the main thing was the trophy stood on the sign up table daring passersby to sign up and run the gauntlet to win the wild Trophy! To my knowledge, there had never been a tournament at the WBC that offered a statue trophy and it caused something of a stir.

Is there a list somewhere of all the winners? Does the (eventually replaced) trophy statue still exist? During its tenure, I believe it was (and remains) the signature event at the WBC and many proud attendees should have gotten their pictures taken with it.

Whether it accompanied them to any bars (and got the recipient a free drink for telling the story of how it was won) can only be revealed by those who took it home...

Your Buddy, Chester

There is not much more I can add, other than to say two past winners of the Iron Man I recall are Tom Gregorio (who has sadly passed on) and Marty Mussella. To be frank, we needed to simplify the administrative process, so we narrowed the tournament down to playing only one classic wargame. Besides WBC, the event had been held at Prezcon.

I will provide an update and further developments in the next issue.

Cheers,
Randy Heller

Treasurer



As the back-to-school season approaches, don't forget that many people get introduced to board wargaming through clubs and extracurricular organizations in K-12 schools and many colleges and universities. Consider encouraging students you know to seek out a board wargaming club or consider starting their own at their school this year.

Nick Sarwark

HMGS Is Ahead of Us The HMGS Next Generation Program Report by George Phillies

Continuing on Nick's message

Russ Lockwood's After Action Report (I believe it's free; from Russ at lockwood161@comcast.net) included a report from John Spiess on the HMGS Next Generation Program, in which Historical Miniatures

Gaming Society members appear at Summer camps for I think Middle Schoolers and run games.

What did they play? John Spiess reports: On Monday, we ran our popular castle siege game, and Tuesday was our WWI Trench Wars game. Wednesday was a special science fiction robot game, where Dave Flynn actually had the kids design their own rules for the game. They had some experience with rule sets from Monday and Tuesday, so we changed it up a bit, and focused on game design for Wednesday. They broke into groups and started drafting rules for movement, shooting, and basically everything else in a miniatures game, based on what they robot models looked like. They did a great job. On Thursday, I ran the Greek/Roman game that I plan on running at Historicon. On Friday, I finished up with the Battle of Monmouth to have a 250th Anniversary event as part of the program.

In more detail:

This past week, Next Gen ran a five-day gaming program as part of the Hackley School summer camp in Tarrytown, NY. This was the second year we participated and we grew by holding both morning and afternoon sessions this year, as opposed to just a morning session last year. We ran a different game every day. We also had some help from one of Jim Stanton's teacher friends, Dave Flynn, and daughter Elizabeth, who helped out with multiple sessions during the week.

Our classroom was right next to the computer and chess club classes. We invited the chess club to come in and play in our afternoon classes. They were pretty much blown away. We had to laugh since a few of them didn't want to go back. You might say my motives were a little self-serving, since I'm hoping to entice more of these kids next year.

Secretary

Retiring Secretary Mike Dyer wrote of his duties:

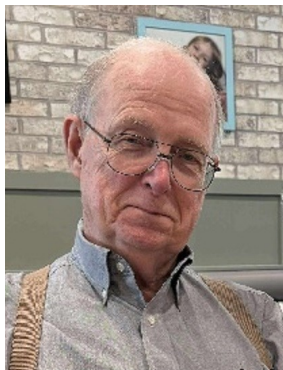
As Secretary the main job is to maintain the membership roster.

When new members join you'll get an email from the website. You would just need to add them to the ros-

ter (in Excel) and send them a welcome letter with their membership number and various other details. New members are quite rare these days so it does not take a great deal of time.

As George stated there have been various little efforts to clean up the member lists over the last few years. Most lately an effort to reconcile the member roster against the list held by the email mailing server.

Match Coordinator



Introduction. Hello, I'm Andy Johnson, your new Match Coordinator Officer (MCO). Father of 2, grandfather of 7, and great grandfather of 2. I spent 20+ years in the USAF, 20+ years in the commercial IT world and now mostly retired or to paraphrase Monty Python, I'm old, just "not dead yet."

AHIKS Background. I've been with AHIKS about 50 years (member #538) and have used most variations of play from FtF, PBEM, Cyberboard, ADC to Vassal. I spent a few years as the AHIKS Rating Officer. A job that Dave now handles better than I ever did.

As a player. Started out with Blitzkrieg and Tactics II in the late 50's early 60s. Then came Panzer Blitz, Panzer leader and a lot of tactical WWII games. In the 70's it was Europa (I played DNO / UNT with friends who had a big enough garage, we played for almost year until someone's cat annihilated Army Group North). Then came Squad Leader, Advanced Squad Leader and Flattop. As a point of age reference I purchased SL when it first came out in the purple box.

As a GameMaster. I've spent the last 25+ years playing / GMing Flattop and the occasional ASL game but took a break from gaming due to heart surgery.

Presidential Note

I just found another group sponsored by GMT that has nothing but PBEM game ladders. I again was not privy to this and found it only through research. Keep in mind I don't do PBEM games, but I know that a lot



of the AHIKS membership prefers this method of gaming so I'm trying to find as many places as possible that offer opponent opportunities so we can somehow show them and also as a way to do the work of finding opponents for these members.

The site is called Wargame League wargameleague.com/ and is being advertised on the GMT website.

As I get more free time I'm going to try to have a meeting with you all, as to how best we can integrate all of what I have found, so that we can be a force to be reckoned with, a club for finding opponents for our members who want to play obscure games or those not as popular, yet we are still able to find them folks to play with...

Regards,
Nate

Tournament Director

The proposed challenges — to play more different titles or to play more new opponents — do not seem to have had any takers yet. Perhaps they will by next month. Objectives: Play the most different game titles. Play the most different AHIKS members. And let me know what you are doing. George Phillies phillies@4liberty.net

Hobby News

Rob Franz at ConSim Expo

Rob Franz writes:

Consim Expo was a lot of fun, with plenty of wargaming throughout the entire convention. I mainly played one monster game with Rob Mull: GMT's AGC Barbarossa 2nd edition (campaign). We played from Saturday until late Thursday, when we broke the game down.

Rob Mull is an expert Barbarossa player and did an excellent job, managing to reach Minsk. While I felt I could have formed a solid defensive line on the

Dnepr, my play was hindered by a lack of sleep.

Despite that, it was a great experience. We enjoyed a complimentary breakfast each morning, and our gaming sessions ran from around 8 a.m. to 5 or 6 p.m., with just a quick break for lunch. Most of the other attendees were also playing monster games.

I have attached a picture from the event, taken around Wednesday, for the Kommandeur.

Best regards,
Rob Franz



International Kriegspiel Society

Kriegspiel.org

Their web pages report they have more than 4100 members, and interactions with professional wargamers in addition to appearances at wargaming conventions. They also mention meeting with the Women's Wargaming Network.

Letters to the Editor

Editor:

I will be attending both CSW EXPO and CG EXPO (November) this year. I will distribute recruitment flyers at both events. It is my wish to see the AHIKS Iron Man event/tournament return in 2027. I will need assistance/help/support from the officer community. I

would like someone with the skill set to create a flyer for the tournament. If someone would step forward and volunteer, I can help you fill it out.

I just returned from CSW EXPO in Phoenix. It was the 25th Anniversary of the convention. The heat was oppressive, but I had a great time none-the-less visiting with old west coast friends and networking on behalf of AHIKS. I distributed AHIKS recruitment flyers to most of the gaming tables and registration desk(s).

I mustered 5 sponsors of the 2027 AHIKS Iron Man Tournament. In no particular order: Revolution Games, Paul Koenig Games, Legion Wargames, Bill Alderman Big Board Games, Consim Press Games. As in the past, the Iron Man will amount to a Bitter Woods The Battle of the Bulge Tournament. It seem to provide the largest draw. Venue is currently open, but it will likely be CG EXPO in November 2027. This will give us plenty of time to recruit and advertise.

As some of you know, Bill Alderman passed away. His company was taken over by his associate, Steve Bradford. Steve kindly offered us the same gift certificate arrangement as in the past, which is a \$200 company gift certificate for \$100 cash from our treasury.

Yours,
Randy Heller

Games

Compass Games Forthcoming Releases

Warriors of America

A fast-playing game on the American War of Independence, inspired by the well-received game Warriors of God. It features the leaders, soldiers, fleets, and events that were pivotal in this war. The map is focused on the colonized coastal regions while reaching west to Indiana and north into Canada. Major events will shape each season, and both sides will call on their allies; the French, Spanish, and Dutch rallying to the Americans, and Hessian mercenaries coming to the aid of the British.

Road to the Rhine

Road to the Rhine is a remastered classic from Frank Chadwick that covers the Allied pursuit of the German Army following the Normandy breakout through fierce fighting at the West Wall and bridging the Rhine River. The campaign game covers the period from September 1944 through April 1945, while separate shorter scenarios include Operation Market-Garden and the Battle of the Bulge.

All components have been upgraded, including completely new full-color maps, new reinforcement and new unit displays, expanded turn and supply tracks, enhanced charts, a rulebook with incorporated errata, and larger counters.

Steel Wolves & German Fleet Boats Deluxe

Steel Wolves is a solitaire simulation of the German submarine war against British and Allied shipping, the follow-on title to the award-winning Silent War. Volume I covers the period from the start of the War in 1939 to the early months of 1943. You serve as BdU, Befehlshaber der U-Boote; the Supreme Commander of Uboats, Kriegsmarine. Your mission is to deploy your forces with maximum effect to destroy British and Allied shipping while limiting your submarine losses.

This new edition includes the German Fleet Boats expansion, MOUNTED game board, updated charts & tables, and a full-color rulebook incorporating all changes and improvements.

White Death: Velikiye Luki, the Stalingrad of the North

Play begins with the massive Soviet offensive that led to the encirclement of the city of Velikiye Luki by the forces of the Red Army's Kalinin Front against the Wehrmacht's 3rd Panzer Army during the Winter Campaign of 1942–1943 to liberate the Russian city of Velikiye Luki as part of the northern pincer of Operation Mars.

The game uses an innovative system to represent battalion-level, combined-arms combat. Supply is critical, but presented simply. Frank Chadwick's move-

ment, combat, and impulse systems stand out from other wargames, even today. This edition includes many new informational markers and map features to improve the player experience.

Empires, Eagles, and Lions Magazine

Lombardy Studio reports that is posting electronic files of the 14 issues of Empires, Eagles, and Lions magazine on Wargame Vault wargamevault.com/. The most recent announcement I have seen is for issue 6.

Wargame Developments Autumn Virtual Gathering Call For Sessions

Wargame Developments Autumn Virtual Gathering (AVG) will take place on Saturday 24 October, starting at 1300 UK time and running through to the evening.

If you have an idea for a session, please contact Michael D'Alessandro via email at michael-dalessandro@uiowa.edu.

Compass Games Town Hall

Compass Games holds a live town hall with Bill and Billy Thomas on Facebook and YouTube. Recent events were on Thursdays at 8PM EST. <https://www.facebook.com/CompassGamesLLC> will bring you to their FaceBook site.

Red Sash Game News

Red Sash Games writes us:

Time for a company update.

First, our main project for the year appears to be on track for a December publication. This is the game about the October Revolution of 1917 in Petrograd, now officially called Petrograd 1917. (The title has been used before; the choice is deliberate, since the game is dedicated to the memory of a designer who used it.)

Petrograd 1917 will feature two distinct games in one package. The first uses the Frondeurs/Parcel o' Rogues

engine and deals with the political aspect of things. The other is the coup itself. Now, I am aware that the real coup was a walkover, despite what the Bolshies claimed, but turning it into a hypothetical four-way struggle has created an interesting area control game. It requires a lot more testing and development, but it seems to be gelling nicely.

This leads to the other piece of news. In the intervals between play tests I have been working on a couple of very small one-off designs that have been gathering dust for decades. One is done, and you can find it for sale on the RSG website. It is called Children of the Mist and is an old-school 'zine-scale war game that uses a modified form of the Battles of Louis XIV engine. At present it is going to remain a Print and Play offering. If there is enough interest I expect I can persuade Blue Panther to manufacture it.

Best Regards,
Ian Weir

Rebels Against Rebellion

Flying Pig Games flyingpiggames.com announces the kickstarter for its new game Rebels against Rebellion, on a Tennessee County that responded to Tennessee's secession from the Union in 1861 by seceding from Tennessee. The company writes of its game "From the minds of David Thompson and Trevor Benjamin (*Undaunted*, *Castle Itter*, *Resist!*, *War Story: Occupied France*), comes a deck building, area control game about one Tennessee county that battled against secession."



After-Action Report

Russ Lockwood continues to give us his monthly wargaming magazine After-Action Report. You can procure it from him at Russ.Lockwood@comcast.net His main love is minia-

tures, but he also has an extended book review section including occasional SF Books. A few board wargame reviews and reports on their play also appear.

Lee's War: The War for Virginia

Worthington Games worthingtonpublishing.com reports that its new game Lee's War: The War for Virginia 1861-1865 is now live on Kickstarter.



Legion Wargames New Release

Drive on Voronezh game design by John Theissen

(ziplock format only)

Cover sheet
Rule Booklet, 12 pages
Map (22" x 25.5")
176 Counters (.6")
8 Player Aids (8.5" x 11")



Bohemian Rhapsody 1622

Report by Russ Lockwood

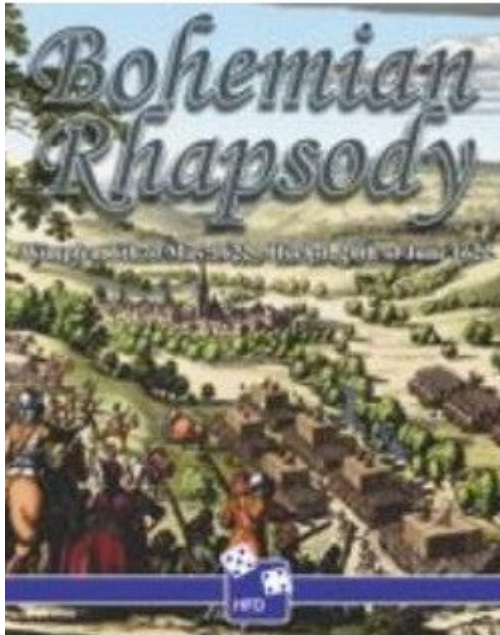
High Flying Dice Games announces Bohemian Rhapsody: The Battles of Wimpfen and Höchst, 1622. Both are 30 Years War battles. Wimpfen took place on May 6, 1622 when the Catholic forces of Tilly and Cordoba surprised the smaller force of George Fredrick of Baden who was trying to cross the river Neckar. Höchst took place on June 20, 1622 when the same Catholic army under Tilly and Cordoba stopped a Protestant army commanded by Christian of Brunswick.

Each combat unit represents from 300 to 1000 soldiers, and it is rated, from left to right, for combat morale and movement. Each infantry strength point is around 150 men, each cavalry strength point is about 60 men. Each leader is rated for Command (indicating how many activation chits that leader has) and Movement. Each hex is about 100 meters. Each turn represents a half hour of time.

Each copy contains: Two 11x17-inch maps, One sheet of 246 single-sided, un-mounted counters, One Players Aid Sheet, and 8 pages of rules. Players

need at least one six-sided die and an opaque container. BH map and counters.

Bohemian Rhapsody is designed by Roberto Chiavini, developed by Paul Rohrbaugh, and features graphics by Bruce Yearian. The game sells for \$20.95 plus sales tax (where applicable) and shipping and handling. Mounted counters can be purchased for an additional \$8.00. Info: <http://www.hfdgames.com/bohemia.html>



High Flying Dice Prices

They write: For July we released the third game in Roberto Chiavini's Thirty Years War Series of titles. Price increases are now in effect. These were tariff surcharges for the past year, but I have concluded that the costs of paper and card stock are not coming down. Effective July 1, 2026 the following increases are in place.

Minigames that were priced at \$10.95 are now \$12.95, and single deck card sets are \$12.00. Two deck card sets are now \$20.00. Games that were priced at \$16.95 are now \$18.95. Games that were priced at \$21.95 are now \$24.95. Games that were priced at \$24.95 or higher are now priced \$4.00 more (for example, Fortunate Sons is now \$34.00).

Exempt from the price increases are the remaining copies of Bloody Hell, September's Eagles, September's Corsairs and Test of Mettle, as well as copies of my books Driving It Home, Favorite Son and Friendship Memorialized.

Please note that the mounted counters charge, and all of our promotions are unchanged.

Advance Notice of Solitaire Wargame: Rome LLP by Russ Lockwood

Against the Odds magazine issue 65 will feature Rome, LLP, a solitaire game of the Roman Republic by Philip Jelley. This prequel to the popular Rome, Inc. (ATO 53) and Rome, Inc. (ATO 61) will see players growing this small city state in 400 BCE to a republic and to an empire by 27 BCE. All the famous Roman enemies are here: Brennus the Gaul, Hannibal Barca, Mithridates the Great, Spartacus, and more. The player operates behind the scenes, promoting and removing consuls, censors, governors, and tribunes (and dictators in a real emergency) as Roman legions monopolize the Mediterranean. Includes: 22x34-inch map, 280 full color 1/2-inch die-cut counters, 12 pages of rules, and two pages of charts. Complexity is Medium, Playing time is from two to four hours per scenario, and as it is designed as a solitaire game, solitaire play is excellent. Info: www.atomagazine.com/Details.cfm?ProdID=2208

Advance Notice of Upcoming Wargame: The Road to Tokyo by Russ Lockwood

Against the Odds magazine's Annual 2026 special issue will feature The Road to Tokyo, a two-player wargame depicting the principle fronts in New Guinea and the Central Pacific for the first six months of 1944. Players assume the roles of both Nimitz and

MacArthur as well as the opposing Imperial Japanese Army and Navy forces. Thus, the Nimitz player controls the USN carriers in the Central Pacific and the Imperial Japanese Army forces opposing MacArthur in New Guinea. Likewise, the MacArthur player controls the US Army air forces in New Guinea and the Imperial Japanese Navy forces opposing Nimitz in the Central Pacific. Each player controls forces on both sides and must strive to do better than his nominal ally (but secret opponent) and gain the most "Headline Points" possible -- influencing President Roosevelt's ultimate decision to take the road to Tokyo through the Philippines (MacArthur's demand) or via Formosa (Nimitz's plan). Each turn represents around two weeks. Includes: 17x22-inch map, 176 full color 5/8-inch die-cut counters, 52 cards, 18 Event cards, 12 pages of rules, and two pages of charts. Complexity is Medium and Playing time is from four to six hours. Info: <https://www.atomagazine.com/Details.cfm?ProdID=2209&category=9>

More High Flying Dice News

Fragile Crown, Hard Battle: The Battle of Shrewsbury, July 21, 1403

The rule of Lancastrian King Henry IV was precarious following his overthrow of his cousin, King Richard II in 1399. Richard had assumed the English crown at a young age following the sudden death of his father, the Black Prince, leading to Richard becoming the heir to the English throne following the death of his grandfather, Edward III. However, his regency fed the young king's paranoia and narcissism, turning Richard II into a feared tyrant that bankrupted the realm and brought it to the brink of civil war. Henry's usurpation of his cousin's rule was seen as a liberation by many. However, the Percy family resented the Lancastrian's house rise to power, as well as King Henry IV's seeming reluctance to support them in the face of growing Scottish incursions and damaging raids into their estates. Henry Percy, nicknamed "Hotspur", at first supported Henry IV's takeover of the English throne and was a long friend of his eldest son and now Prince of Wales, Henry V. In 1402 Hotspur won a major victory against the Scots, capturing many of their nobles and the Scottish King. King Henry IV demanded that all

the Scottish nobles and King be turned over to him so he could arrange some sort of peace treaty. Hotspur, who had not been paid by either Richard II or Henry IV for his part in defending the realm (the monarchy was broke and Parliament reluctant to pay the bills), badly needed the ransoms his high-born prisoners would fetch from the Scots. By the summer of 1403, Hotspur's patience was at an end and Hotspur and his supporters rose in revolt. The rebel forces of the Percy's (about ten thousand) and Lancastrian's (about fourteen thousand) met near the town of Shrewsbury and fought in one of the bloodiest battles in English history. Can you do as well or better than your historical counterpart?

Each copy of Fragile Crown, Hard Battle is composed of the following:

- Two 11 by 17 inch map with Turn Record and Morale Tracks.

- 120 double-sided counters.

- This set of rules.

The map shows the area of the Shrewsbury battlefield. A hex is approximately 100 yards across. Each turn represents 45 minutes of time. Units represent 800-1000 men. Fragile Crown, Hard Battle is designed by Paul Rohrbaugh and features graphics by Tim Allen. The game sells for \$20.95 plus sales tax (where applicable), shipping and handling. Mounted counters can be had for an additional \$8.00.

A custom card set for the game is also available. The custom card set replaces the standard deck of playing cards called for in the rules, has rules reminders on pertinent cards, and features graphics by Tim Allen. The Fragile Crown, Hard Battle custom card set is \$12.00 or can be had for free with any purchase of 4 games. You can view samples of the game's components and access the order form from here: <http://www.hfdgames.com/shrew.html>

A Hellish Fight: The Battle for Fort Sumter, 1863

"There is nothing but a corporal's guard in the fort. Go and take possession of it." --Admiral Dahlgren to Commander Thomas H. Stevens, leader of the naval assault group to take Fort Sumter. Following the capture of Fort Wagner on September 7th, and the protracted bombardment of Fort Sumter by the Union

navy's ironclads as well as army land batteries, an assault to take the fort's ruins was planned. Admiral Dahlgren and General Gilmore both felt that securing Fort Sumter's capture would not only lead to Charleston's surrender, but send a clear signal that the Confederacy's days were numbered.

For all those who play A Hellish Fight, learn and enjoy! Each copy of A Hellish Fight is composed of the following:

One 11 by 17 inch map
One sheet of 85 counters
8 pages of rules and charts

Each turn represents 15 minutes. Each combat factor represents 50 men or one ship. A Hellish Fight is designed by Paul Rohrbaugh and features graphics by Bruce Yearian. A Hellish Fight sells for \$18.95 plus sales tax (where applicable), shipping and handling. Mounted counters can be had for an additional \$8.00.

A custom card set for the game is also available. The custom card set replaces the standard deck of playing cards called for in the rules, has rules reminders on pertinent cards, and features graphics by Bruce Yearian. The Hellish Fight custom card set is \$12.00 or can be had for free with any purchase of 4 games. You can view samples of the game's components, and access the order form, from here: <http://www.hfdgames.com/sumter.html>

Any purchase of 4 or more High Flying Dice Games (Professional or DTP) and you get one mini-game for free (your choice of any that sell regularly for \$11.95). Alternative Bonus! Instead of a free mini-game, any purchase of 4 or more games and you can instead get a single-deck card set (any of those that sell regularly for \$21.00). Note: Our postcard "Pocket Battle" game and card set (with die cut counters), A Rock and a Hard Place can be used for the above bonuses (while the supply lasts)!

Upcoming High Flying Dice Games!

Several new games are now under development and undergoing playtesting. Brand new titles that are now being play tested are Only In Our Hearts: The Battle for Bakhmut, July 2022 to May 2023, Seeing Our Faces: The Battle for Kharkiv, 2022, A New Direc-

tion: The Kursk Incursion, 2024-2025, Stricken Lion: The Invasion of Malaya, December 1941-February 1942 and Tormented Lion: The Attack on Force Z, December 10, 1941, Cold Reception: The Korean Campaign, October-December, 1951, A Bloody Mandate: The Battle of Lake Poyang, August-October, 1363, Operation Varsity, March 24-26, 1945, Falling Stars: Air Battles Over Ukraine, 2022, Through Heaven and Dirt: Air Battles of the Falklands War, Operation Gratitude: Task Force 38 in the South China Sea, January 1945, But Little Compassion: The Siege and Assault on Basing House, 1643-1645, Tattered Flags: The Assault on Fort Stedman, March 25, 1865,

Absolute Zero: The Cactus Air Force, 1942-1943, Opera Buffa: The Assault on Lisa, July 18-19, 1866, Operation Hannibal: The Fight for the Corinth Canal, April 26, 1941, Emperor's Dawn: The Fight for Air Landing Ground P-1, Operation Rosselsprung: The Raid Against Tito, May 25, 1944, February 14, 1941, Depths of Courage Series games on Allied Submarine Raids in the Sea of Marmara, Japanese mini-submarine on Sydney Harbor and Diego Suarez, and U-47's attack on Scapa Flow, Through Hell and Holler: The Jones-Imboden Raid, April-May 1863.

Heading into final development and graphics are Opera Buffa: The Attack on Lissa, July 1866, Tempting Fate: The Battle of the Granicus River, May 334 BCE, A Desperate Fight: The Battle of Wassaw Sound, June 17, 1863, Peace on the Edge: The Cold War, Shadows of Hell: Operation Karbala 6, January 15-17, 1987, No Picnic: The Battle of Monroe's Crossroads, March 10, 1865,

Fighting for Time: The Battle of Aversboro, A Question of Duty: The Regia Marina, September 1943, It Should Be Easy: The Battle of Bia Gia, May-June 1965, Casting Long Shadows: The Iranian Revolution, 1977-1978, The Price of Glory: The Siege of The Alcazar, July-September 1936, Depths of Courage vol. 12: The Raid on Valletta, July 25/26, 1941, Gimme Shelter: The Siege of Firebase Ripcord, July 1970,

Cross vs. Crescent: The Battle of Las Navas de Tolosa, July 16, 1212, Nothing Then is Done: The Battle of Najera, April 3, 1367, A Cruel and Bitter Fight: The Battle of the Thames, October 5, 1813, and A Dreadful Fight: The Battle of Horse Shoe Bend: March 27, 1814.

Club Business

Executive Committee Acts

The AHIKS Executive Committee passed two motions relative to the AHIKS Iron Man competition, and discussed a third. Both motions were passed without a negative vote.

In the first motion, we appropriated \$100 for a \$200 gift certificate for a first prize winner. We also appropriated \$50 for a second place winner and \$25 for the third and fourth place winners. Assuming that enough people joined the tournament.

The Iron Man is currently a cyclic trophy, held by the winner until the next contest, at which time the old winner transmits the Iron Man Trophy to the new winner. Dave Bergman proposed that we instead give a trophy every year to the first place winner, so that the first place winners would keep forever the trophies they had won. After some discussion, there was agreement that we would postpone consideration of this option until Vice President Heller passes the torch on to the next Iron Man administrator.

Treasury— June 2026 Report

Treasurer's report from May 31, 2026 to June 30, 2026.

Opening Treasury Balance (5/31/26): \$8,794.15

Credits: \$20.00 in contributions, \$0.36 in earned interest.

Debits: \$0

Ending Treasury Balance (6/30/26): \$8,814.51

Thank you to the AHIKS members and supporters who have been submitting contributions using the PayPal account. If you would like to contribute, please visit <https://www.paypal.biz/ahiks>

Editor

The Kommandeur continues to come out on its regular bimonthly schedule. More material on wargames

would always be welcome.

Volunteers Wanted

To the best of the Editor's knowledge, the following positions are still vacant: It is clear that we also need a reasonable number of tournament/learning game/whatever people.

We need people to publicize AHIKS on Facebook, MeWe, TikTok, and all those other social media sites.

SOCIAL MEDIA MANAGER: Vacant

WEB SITE MANAGER: Vacant

MEMBERSHIP RECRUITMENT OFFICER: Vacant

Match Coordinator Match requests as of July 20, 2026

Andy Johnson writes: The following are the Single and Multi-Player Match Requests as of July 20th. Entries in bright scarlet are match assignments I have made since assuming the Match Coordinator role. I am working to validate the open requests against any completed match information I can locate. Dave is helping me with completed requests he has received and I will align them with any open requests still shown.

Regards,
Andy
MCO

Game, Publisher, Player, Codes

1914 Twilight in the East, GMT, Trow Davis (2479), VE FTF

1985: Under an Iron Sky, TRL, Martin Hogan (1704)

2040: American Insurgency, Compass, Jeff Miller (1303), VE

2nd Fleet, Victory Games, Thomas Ten Eyck (826), E

3rd Fleet, Victory Games, Thomas Ten Eyck (826), E

3rd Fleet, Victory Games, Jeff Miller (1303), VE
A Most Dangerous Time, MMP, Jeff Miller (1303),

- VE
- A Time for Trumpets, GMT, Jeff Miller (1303), VE
- Aces High, Simulation Games, Bryan Jones (2416), VE
- ACW Brigade Series, MMP, Mike Kettman (1067), VE
- Admirals War, CT, Jeff Miller (1303), VE
- Advanced Squad Leader, AH, Frank Kelly (2405), VE
- Advanced Squad Leader-Campaign, AH, Jeff Miller (1303), VE
- ASL Dinant CG, MMP, Jeff Miller (1303), VE
- ASL The Green Hell of Inor, MMP, Jeff Miller (1303), VE
- ASL Sword & Fire Manila, MMP, Jeff Miller (1303), VE
- ASL Suicide Creek, MMP, Jeff Miller (1303), VE
- ASL Valor of the Guards, MMP, Jeff Miller (1303), VE
- ASL Onslaught to Orsa, MMP, Jeff Miller (1303), VE
- Afrika Korps, AH, Randy Heller (1007), FTF
- Anzio - Italia Module, AH, Jeff Miller (1303), VE
- Arab Israeli War, AH, Dennis Sheppard (804), VE
- Ardennes Offensives, SPI, Hugh Smithers (2313), VE
- Arnhem, SPI, VHDVHD
- Asia Engulfed, GMT, Trow Davis (2479), VE FTF
- Assault on Cyprus, AH, Chris Hyland (1234), VHD
- 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
- Barbarossa AGN, GMT, Trow Davis (2479), VE FTF
- Barbarossa AGS, GMT, Trow Davis (2479), VE FTF
- 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
- Battles for Quebec, COA, Jonathon Kapleau, V
- Battle of Austerlitz, Dec. 2, 1805, SPI, Erica Snarski (1251), VE
- Battle of the Bulge, AH, Don Lazov (1981), V
- Battle of the Bulge 65, AH, Dennis Sheppard (804), VE
- Bismarck, AH, James McCormack (2369), VE FTF
- Bitter Woods, Compass / L2, Hugh Smithers (2313), VE
- Bitter Woods, Compass, Randy Heller (1007), FTF
- Blind Swords (any) Luke Healy (2473), L,
- Blitzkrieg, AH, Jeff Bullard (1901), FTF PETV
- Blue Water Navy, Compass, James McCormack (2369), VE FTF
- Cobra, SPI, Randy Heller (1007), FTF
- 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)
- Enemy Action: Kharkov, Compass, Allyn Vannoy (2455), FTF
- Fifth Frontier War, GDW, Dave Patterson (2010), VE
- Fire in the Lake: Sovereign of Discord expansion, GMT, Dan Carey (1716), VE
- Fire in the Sky (1999), Phalanx, William Marcy (1761), VTE
- Flat Top, AH, Paul Koenig (1577), V
- Flat Top, AH, Douglas King (1961), E
- Flying Colors, GMT, Thomas Ten Eyck (826), E
- For the People, GMT, John Vogel (2428), VFL,
- For the People, GMT, Trow Davis (2479), VE FTF
- Gallipoli, GMT, Ivan Kent (2133), V
- Great Battles of Alexander, GMT, Jeff Miller (1303), VE
- Great War in Europe Deluxe, GMT, Mike Kettman (1067), VE
- Grenadier, SPI, Charles Sutherland (1804), VE
- Hitler's War, AH, Jan Vanderveken (2286), VE
- Illusions of Glory, GMT, Pete Steele (2219), VE
- Illusions of Glory, GMT, Trow Davis (2479), VE FTF
- Invasion of Malta, 1942, AH, Chris Hyland (1234), VH
- Jutland, AH, Jeff Miller (1303), V
- Kasserine, GMT, Rob Franz (2277), VE
- Knights of the Air, AH, Jeff Miller (1303), VE

- Korea: the Fight Across the 38th, RBM Studio, Al Vannoy (2455), VE
- Korean War, Compass, Paul Koenig (1577), V
- La Grande Armee, SPI, Charles Sutherland (1804), VE
- Lee vs. Grant, VG, Jeremy Rowley (1942), V
- 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, Decision, Mike Kettman (1067), V
- Napoleon at War Quad - Quatres Bras, SPI, Don Lazov (1981), V
- Napoleon Overruns Piedmont Luke Healy (2473), L
- 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
- Old School Tactical: Module 1 or 2, FPG, Philippe Hody (2453), VE
- OSG (any) Luke Healy (2473), L
- Pacific War, VG, Jeff Miller (1303), VE
- 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 Blitz, AH, Dennis Sheppard (804), 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
- Paths of Glory, GMT, Trow Davis (2479), VE FTF
- Phalanx, SPI, Erica Snarski (1251), VE
- Proud Monster, XTR, Edson Ramos (1989), P,
- Punic Wars, SPI, Erica Snarski (1251), VE
- Pursuit of Glory, GMT, Pete Steele (2219), VE
- Rebel Sabres, TSR, Peter Dunn (2235), V
- Red Dust Rebellion, GMT, Jeff Bullard (1901), FTF PETV
- Red Typhoon, Revolution Games, Jay Unnerstall (1264), VE
- Rise and Decline of the Third Reich, AH, Bruce Warren (2293), FTF
- Russian Campaign, Jedko Games, Peter Dunn (2235), V
- Russian Campaign, AH, Enric Herrera (2422), V
- Russian Front, AH, Jan Vanderveken (2286), V
- Second Fleet, SPI, Brian Nickel (1797), VEL,
- Sixth Fleet, SPI, James McCormack (2369), VE FTF
- Sixth Fleet, Victory Games, Andrew Cozzi (1998), VE
- Soldiers, SPI, Stephen Chin-Quee (1784), VXESL,
- South China Seas, Compass, Mike Ricotta (2004), VXE
- SPQR, GMT, Justo Perez (2009), FV
- Stalingrad, AH, Dennis Sheppard (804), VE
- Stellar Conquest, AH, Terry Gallion (2044), VD,
- 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
- The Longest Day, AH 2nd Ed. rules, Nacho Fernandez (1745), VE
- The Longest Day, AH, Trow Davis (2479), VE FTF
- The Napoleonic Wars, GMT, Trow Davis (2479), VE FTF
- 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
- 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
 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
 Traces of War, VUCA Simulations, Al Vannoy (2455), E-FTF
 Turning Point: Stalingrad, AH, Jan Vanderveken (2286), VE
 Twilight Struggle, GMT, Jeff Miller (1303), VE
 Verdun 1916: Steel Inferno (2020), FOS, William Marcy (1761), VE
 Victory at Sea, Compass, 1992 Ed., Lee Kendter (2271), VE
 Von Manstein's Backhand Blow, GMT, Rob Franz (2277), VE
 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
 We The People, AH, Terry Gallion (2044), V via D
 Winter War, SPI, Erica Snarski (1251), VE
 Wooden Ships and Iron Men, AH, Peter Dunn (2235), VD
 Wooden Ships and Iron Men, AH, Jeff Miller (1303), VE
 WWII, SPI, Erica Snarski (1251), VE

Note 1 I am looking for some help play testing alternate supply and optional rules.

I play with a modified VASSAL module that I am willing to share;

send me an E-mail address and I will send one post haste.

You can ping me at Dhumas on the Discord sites.

If anyone is looking to learn, I am willing to teach.

Note 2 I created several modules that allow to PBM without mounted maps. I'm interested in playing with these modules (inconvenient is that they are made for MacOS, I did not have a PC). My modules take care of the game rules, so you might not make a wrong move define a wrong combat, calculate supply if necessary, etc. Just play the game.

<https://www.youtube.com/watch?v=UMzO77uD3-s&t=29s>

<https://www.youtube.com/watch?v=I2PMWma3m5Q>

Multiplayer Match Requests

Game	Publisher	Name	Format
A Distant Plain	GMT	Jeff Bullard	FTF, PE, E, T, V
A World at War	GMT	Jeff Miller	VE
Advanced Civilization	AH	Eric Aune	V
Advanced Civilization	AH	Mike Kettman	V
Advanced Civilization	AH	Erica Snarski	V
Advanced Civilization	AH	Dave Blizzard	V
Advanced Civilization	AH	Jeff Miller	V
Age of Renaissance	AH	Jeff Miller	V
Age of Renaissance	AH	Robert Robles	V
Air Force	AH	Mark Palmer	E, P
All Bridges Burning	GMT	Jeff Miller	V
All Bridges Burning	GMT	Jim Lauffenburger	V
Ancient Civilizations of the Inner Sea	AH	Erica Snarski	V
Andean Abyss	MMP	Jeff Miller	V
Angola	MMP	Jeff Miller	V
Angola	MMP	Nick Rush	V
Angola	MMP	Tom Liakos	V
Axis and Allies 1914	Hasbro	Scott Mcaninch	E
Axis and Allies 1914	Hasbro	Lee Kendter	E
Battle for Germany	SPI	Mark Palmer	V
Battle for Germany	SPI	Chris Hyland	V
Blackbeard	AH	Jeff Miller	V
Blitz	Compass	Jim Lauffenburger	V
Blitzkrieg	Avalon Hill	Jeff Bullard	FTF, PE, E, T, V
Border Reivers	GMT	Jeff Miller	VE

Clash of Cultures	Z-Man	Jeff Miller	V	Successors	AH	Philippe Hody	V
Colonial Twilight	MMP	Jeff Miller	V	Time of Crisis	GMT	Jeff Miller	V
Conquest of Paradise	GMT	Jeff Miller	V	Time of Crisis	GMT	Derek Lenard	V
Conquistador	AH	Jeff Miller	V	Titan	AH	Jeff Miller	V
Cuba Libre	GMT	Jeff Miller	V	Versailles 1919	GMT	Aaron Martin	V
Divine Right	TSR	Delwayne Arakaki	V	Versailles 1919	GMT	Mike Kettman	V
Dominant Species	GMT	Jeff Miller	V	Versailles 1919	GMT	Derek Lenard	V
Dominant Species	GMT	Nacho Fernandez	V	Virgin Queen	GMT	Jeff Miller	V
Dune	AH	Jeff Miller	V	War and Peace	OSS	David Turansky	V
Dune	AH	Brian Nickel	V	War of the Suns	MMP	Jeff Miller	V
Dune	AH	Chris Hyland	V	Wooden Ships & Iron Men	AH	Jeff Miller	V
Empire in Arms	AH	Jeff Miller	V	Wooden Ships & Iron Men	AH	Dave Bergmann	V
Falling Sky	GMT	Jeff Miller	V	Published Wargames — Continued			
Falling Sky	GMT	Jim Lauffenburger	V	Chandragupta	GMT Games	2008	
Flat Top	AH	Chris Hyland	V, D, G, H, X	Chantilly	Decision Games	2013	
Flat Top	AH	Douglas King	E	Chantilly	Ivy Street	1998	
Fortress America	MB	Jeff Miller	V	Charge at the Alamo	Richard Trevino	200x	
Gandhi	GMT	Jeff Miller	V	Charge of the Light Brigade	Panzerschreck	18, 2020	
Gangsters	AH	Jeff Miller	V	Charge to Glory: The Battle of New Market	3-C Pubs	1983	
Gunslinger	AH	Jeff Miller	V	Chariot	SPI	1975	
Gunslinger	AH	Graeme Dandy	V	Chariot Lords	Clash of Arms	1999	
Gunslinger	AH	Ed K. Becker	V	Chariot Race	Alif	1986	
Liberty or Death	GMT	Jeff Miller	V	Chariots of Fire	GMT Games	2010	
Machiavelli	AH	Jeff Miller	V	Chariots of Rome	Victory Point Games	2017	
Machiavelli	AH	Graeme Dandy	V	Charkow 1942, 1943	Taktyka I Strategia	2012?	
Machiavelli	AH	Robert Robles	V	Charlemagne Attaque A L'Est	Vae Victis	147, 2019	
Machiavelli	AH	Nacho Fernandez	V	Charlemagne Dark Ages in Europe	S&T	189, 1998	
Magic Realm	AH	Jeff Miller	V	Charlemagne Master of Europe	Hollandspiele	2017	
Napoleonic Wars	GMT	Mike Kettman	V	Charlie's War	Red Sash Games	2010	
Pendragon	GMT	Jeff Miller	V	Charlie's Year	Red Sash Games	2010	
Plains Indian War	GMT	Jeff Miller	V	Charlie's Year	Red Sash Games	2004	
Red Dust Rebellion	GMT	Jeff Bullard	FTF, PE, E, T, V	Charmed	Tilsit	2002	
Red Dust Rebellion	GMT	Jeff Miller	VE	Chart Wars/Space Waste	DIPco	1992, two games in one box	
Republic of Rome	AH	Jeff Miller	V	Chase	TSR	1986	
Samurai	AH	Delwayne Arakaki	V	Chattanooga	SPI	1975, Blue and Gray II Quad-rigame	
Source of the Nile	AH	Jeff Miller	V	Chattanooga Death Knell of the Conf	Command	43, 1997	
Source of the Nile	AH	Steve Duboyce	V				
Spies!	SPI	Erica Snarski	V				
Submarine	AH	Bryan Jones	V				
Successors	AH	Jeff Miller	V				

- Che , Khyber Pass Games, 200x
- Chechnya: The Russian Bear Attacks, PerryMoore, 1999
- Check Six, Close Sims, 1983
- Checkpoint Omega, TFG, 1983
- Chennault's First Fight, ATO 3.4, 2005
- Cherbourg, PZFST 42, 1971
- Cherkassy Pocket: , Decision Games, 2001, Encirclement at Korsun
- Chez Cthulhu, Steve Jackson Games, 2009
- Chicago, Chicago, S&T 21, 1970
- Chickamauga, Phoenix, 1983
- Chickamauga, SPI, 1975, Blue and Gray I Quadrigame
- Chickamauga, WestEndGms, 1986
- Chickamauga & Chattanooga, Avalanche Press, 2003
- Chickamauga Bloody September, 1863, Paul Koenig Games, 2015
- Chickamauga, River of Death, Decision Games, 2010
- Chicken of the Sea, Game Fix #3, 1994
- Chieftain, GDW, 1988
- Chile '73, Tiny Battle Publishing, 2018
- China Incident, Wargamer 37, 1985
- China: Middle Kingdom, Decision Games, 2008
- Chinese Civil War, 3W, 1994
- Chinese Civil War, The, Wargamer 10, 1979
- Chinese Farm, SPI, 1975
- Chinese Farm, Tactics 30, 1986
- Chitin I, Metagaming, 1977
- Chmielnik 1241, Taktyka I Strategia 35, 2011
- Chojnice 1454, Taktyka I Strategia 25, 2008
- Chopping Maul, JRG, 1999
- Chosin, PacRim, 1995
- Chosin: X Corps Escapes the Trap, S&T 257, 2009
- Christians and Lions, OmicronGms, 1982
- Christmas 2009 Expansion Set, DDH Games, 2009
- Christmas in Hell The Battle of Ortona, High Flying Dice, 2014
- Christmas in Hell The Battle of Ortona, TCS Games, 2010
- Churchill Big Three Struggle for Peace, GMT Games, 2016
- Cinco de Mayo, BSO Games, 2006
- Circle of Fire The Siege of Cholm 1942, Against the Odds 41, 2013
- Circus Maximus, AvalonHill, 1980
- Circus Maximus, Battleline, 1979
- Circus Minimus, The Gamers, 2000
- Citadel, D-Elim 2.4, 1971
- Citadel, FGU, 1976
- Citadel, GDW, 1977
- Citadel of Blood, Ares 5, 1980
- Cities of the Damned Aachen, Against the Odds 60, 2024
- Cities of the Damned Cassino, Against the Odds 60, 2024
- City Fight, SPI, 1979
- City of Chaos, Monocle, 1996
- City of Confusion, High Flying Dice, 2012
- City of Six Moons, Hollandspiele, 2024
- City of Sorcerers, Standard, 198x
- City State Warfare, JudgeGuild, 1982
- City States of Arklyrell, TFG, 1983
- Citytech, FASA, 1986
- Civil Power, CSL Conflict Simulations LLC, 2020
- Civil Power, SGS 294, 1996
- Civil War, AvalonHill, 1961
- Civil War, JohnBSpeer, 1959
- Civil War ~The, Xeno Games, 1992
- Civil War 1861-65, The, VictoryGms, 1983
- Civil War 672, Ad Technos, 1983
- Civil War Classics I, FGA, 1991
- Civil War The War That Pitted Broth, FGA, 1991
- Civilization, AvalonHill, 1981
- Civilization, Hartland,
- Civilization West Extension, AvalonHill, 1988
- Clash Along the Pesi, Critical Hit,
- Clash for a Continent, Worthington Games, 2005
- Clash of Armor, The, Clash of Arms, 1993, miniatures rules
- Clash of Carriers Battle of the Philippine Sea , Against the Odds #58, 2022
- Clash of Eagles, Camelot(Italy), 1993
- Clash of Empires, Kerry Anderson, 2003
- Clash of Empires, Simon Elliott, 200x

- Clash of Empires, TFP, 1984
 Clash of Empires: August 1914, Wargamer 58, 1986
 Clash of Giants, GMT Games, 2001
 Clash of Giants Civil War, GMT Games, 2016
 Clash of Lions Battle of Jiradi Pass, High Flying Dice, 2011
 Clash of Monarchs, GMT Games, 2008
 Clash of Sovereigns, GMT Games, 2022
 Clash of Steel, CmndJ 3, 1996
 Clash of Steel, Wargamer 31, 1984
 Clash of Titans, MiH, 1998
 Classic Battletech The Succession Wars, WizKids Games, 2002
 Classical, Stupendous, 2000
 Claustrophobia, Asmodee, 2009
 Claw of the Eagle, PerryMoore, 1984
 Claws of the Tiger The Japanese Invasion of Malaya 1941-1942, White Dog Games, 2020
 Cleric's Quest, Heritage, 1981
 Cleric's Revenge, I.C.E., 198?
 Cleric's Revenge, ICE, 1985
 Clontarf, S&T 162, 1993
 Close Action, Clash of Arms, 1997
 Close Assault, Yaquinto, 1983
 Closing the Merida Pocket ? Extremadura, 1938, Alea 18, 1994
 CNO Series 1, Sartore, 1986
 CNO Series 2, Sartore, 1986
 CNO Series 3, Sartore, 1986
 CNO Series 4, Sartore, 1986
 CNO Series 5, Sartore, 1986
 CNO Series 6, Sartore, 1986
 Coalition, Compass Games, 2020
 Cobra, Decision Games, 2019
 Cobra, S&T 251, 2008
 Cobra, S&T 65, 1977
 Cobra, TSR, 1984
 Cockleshell Heroes Operation Frankton, High Flying Dice, 2023
 Cockpit of Europe France & Flanders 1744-1748, Red Sash Games, 2003
 Code of Bushido, AvalonHill, 1990
 Codeword Cromwell, Fifth Column Games, 2014
 Codeword: Barbarossa, ATO 2010 Annual, 2010
 Codeword: Barbarossa, ATO Annual 2010, 2010
 Codeword: Operation Avalanche edition A, West End, 1978
 Codeword: Operation Avalanche edition B, West End, 1978
 Cohorts, TSR, 1977
 Cold Confusion the Soviet Raid on Iceland, 1985, High Flying Dice, 2019
 Cold Days in Hell, Udo Grebe, 2000
 Cold Harbor, Panzerschrek 3, 1999
 Cold Start, Modern War 36, 2018
 Cold War, VictoryGms, 1984
 Cold War 2007, ADA, 1972, seem to be two games here of that title
 Cold War 2007, ADA, 1972
 Cold War Battles: Budapest '56 and Angola '87, S&T 235, 2006
 Cold War Hot Armor Indochina Wars, S&T 308, 2017
 Cold War: CIA vs KGB, FFG, 2011
 Cold Waves, Red Sash Games, 2021
 Colditz, Osprey Games, 2016
 Collection A Declassified Board Game, Two Bats Gaming, 2018
 Collegium ~The, FFG, 2000
 Collodion Conspiracy, The, Taurus, 1977
 Colmar 1945, Vae Victis 120, 2015
 Colonial Diplomacy, AvalonHill, 1994
 Colonial Europe's Empire Overseas, Game Design Stratagem, 2012
 Colonial Legions and Merchant, Supremacy, 1994
 Colonial Twilight The French-Algerian War 1954-62, GMT Games, 2017
 Colonialism, Compass Games, 2018
 Colony, 2RS, 1980
 Colony Delta, FGU, 1979
 Colorloc, Talalay, 1981
 Columbia, EMS, 1990
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