



AHIKS Europe

Despatch

Issue 10-3, November 2004

Secretary's soapbox *Chris Geggus*

As we head toward the festive season (at time of writing), I wonder how many boardgames will be appearing in Christmas stockings this year. To a degree boardgames have been traditional fare for many youngsters and some adults over the years, but what about nowadays? The success of Trivial Pursuit, Mensa Connections and some of the more family-oriented "German Games" has proved to be good news for boardgamers in general. We must have brought some new converts into our hobby. Most people, with any modicum of intelligence, enjoy games on an occasional basis. As long as the games are fun, attractive, easy to learn and quick-ish to play, a lot of people will have a go after a Christmas family lunch or later on during the school holidays. Can we push more games at people and how? A good way of reaching new audiences would be through schools, but who has the time or the opportunity to sort out some sort of approach? My sons' school has a wargaming Club, but this is simply War Hammer and nothing else. At this time my boys are not keen to take a new game into school and introduce their friends to it. I would, but I have a job and

little spare time. I'll just have to win the Lottery!

Swan Con is coming up in March (see ad elsewhere in this issue) and, once again, highly recommended. Not the greatest culinary experience you will ever have, but a good friendly weekend. For anyone who is nervous of trying their first AHIKS weekend, just pop in during the Saturday and you'll find a game very quickly. We don't bite (I exclude Jackie here as a non-member). If you're not sure, give

War & Peace show 2004 - A StuG III Ausf G

me a call.

We have been reviewing our membership list and have had to cull a few members for non-payment of subs for the last couple of years. It is not fair that the payers subsidise a lengthening list of non-payers. If you know anyone who has been removed (i.e.. they are no longer receiving Despatch), twist their arm and bring them back into the fold. A bigger club is inherently stronger. At £10 a year membership, I hope that money is not a determining factor, perhaps it's just lousy articles in Despatch by your Secretary. It's just that I have nothing to say most months, so I simply let my thoughts roam free. Perhaps I should concentrate on writing something more sensible and less vague!

Chris Geggus

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AHIKS Europe Committee

REGIONAL DIRECTOR

Murray Cowles
6 Chafford Gardens
West Horndon
BRENTWOOD Essex
CM13 3NJ
Tel: 01277 811540
Fax: 01277 811103
email: Seadogge@aol.com

ARCHIVES & DESPATCH PRODUCTION

John Warren
49, Prideaux Road,
EASTBOURNE
East Sussex BN21 2NE
Tel: 01323 731792
email:
johnthepot_helen@lineone.net

SECRETARY

Chris Geggus
10 Talbrook
BRENTWOOD Essex CM14 4PY
Tel: 01277 261099
email:
chris@geggus99.freemove.co.uk

EDITOR

Kevin Croskery
4 Beechey Way
Cophorne
West Sussex RH10 3LT
Tel: 01342 713675
email: kcroskery@clara.net

TREASURER

Barrington Beavis
16 Pump Close
Leybourne
WEST MALLING Kent ME19
5HH
Tel: 01732 873529
email:
BeeBee@compuserve.com

WEBMASTER

Paul Barrett
Little Dene, Elvaston Park Road,
Hexham NE46 2HT
paulbarrett@netscapeonline.co.uk

MATCH CO-ORDINATOR

Jeff Hawarden
9 Laburnum Road
Helmshore
ROSSENDALE Lancs BB4 4LF
Tel: 01706 210194
email: Jeffandsue@tiscali.co.uk

GAMING AIDS OFFICER

Andy Watts
"Pandamonium",
Lelan Meadows,
Lelant, St. Ives,
Cornwall TR26 3JS
andywatts@pandamonium.fsworld.co.uk

MEMBERSHIP RECORDS OFFICER

Dave Marsden
65 Westborough Drive,
Halifax HX2 7QL
email:
dave_marsden@homelands70.freemove.co.uk

JUDGE

Nickolas Frydas
25 Linden Gardens,
Tunbridge Wells,
Kent TN2 5QU
email: nfrydas@aol.com

COMMITTEE MEMBER

Don Smith
16 Gilchrist Way, Braintree
Essex CM7 7SY

CLUB NOTICE BOARD

SwanCon 2005
18 to 20 March 2005

Back to the Swan hotel in Knutsford for our Spring convention. Knutsford is just off the M6 and is served by train to Altringham, about 5 miles distant. As before the cost of the games room will be met by the society. Room prices are still being negotiated (last year was £46.95 per night, regardless of occupancy, but max of 2) breakfast is extra. Book early to avoid disappointment!

**Bookings to
Keith Walton
29 Oxford Road
Waterloo, Liverpool L22 8QE
Telephone 0151 920 3971
Email kw Walton@dak-waterloo.demon.co.uk**

For the comfort of fellow gamers the games room is strictly non smoking.

Match requests *Jeff Hawarden*

(see page 2 for contact details)

Monty's Gamble - Market Garden (MMP) Leslie King

Fortress Europa (AH) Maj Terence Zuber

We the People (Cyberboard and ACTS) Alan Poulter

Submission deadlines for 2005

Ok, my new year resolution is to get 4 issues of Despatch out next year: you can help me by getting material to me. Thanks Steve Brophy for you review of Lightning War Midway in this issue.

I would like to get the next Despatch out before SwanCon so if I get material by the end of January I will publish by the end of February.

On the Net

NEWS

Hasbro and MMP

Hasbro, Inc., has agreed to extend its exclusive licensing agreement for former Avalon Hill wargame titles with Multi-Man Publishing (MMP). The agreement to sell games in the **Advanced Squad Leader** and the **Area Movement** series will run for another five years. MMP plans to revive two more Avalon Hill games: **Panzerblitz** and **Up Front**. MMP President Curt Schilling said:

"We're very pleased that Hasbro has shown and continues to show faith in us as producers of quality game products. We are grateful for their continued support."

For more information, contact Keith Dalton at keithdalton@verizon.net.

2003 Charles S. Roberts Awards

These were announced on August 8th by host Walter Garman at the 2004 World Boardgaming Championships. A list of nominees and winners follows:

Best Pre-World War II Boardgame

- **Age of Napoleon** (Phalanx Games) – WINNER!
- **Liberty!** (Columbia Games)
- **Rise of the Roman Republic** (GMT Games LLC)
- **Sun of Austerlitz** (OSG)
- **Sweden Fights On** (GMT Games LLC)

Best World War II Boardgame

- **A World at War** (GMT Games LLC)
- **Ardennes '44** (GMT Games LLC)
- **Europe Engulfed** (GMT Games LLC) – WINNER!
- **Monty's Gamble** (MMP/The Gamers)
- **The Russian Campaign** (L2 Design Group)

Best Modern Era Boardgame

- **Ignorant Armies** (Strategy & Tactics/Decision)
- **Korea: The Forgotten War** (MMP/Gamers)
- **Lock 'n Load** (Shrapnel Games) – WINNER!
- **Victory in Vietnam II** (Schutze Games)

Best Magazine published Boardgame

- **Asia Crossroads** (Strategy & Tactics/Decision)

- **Ignorant Armies** (Strategy & Tactics/Decision) – WINNER!
- **The Lost Battalion** (Strategy & Tactics/Decision)
- **Napoleon at the Berezina** (Against The Odds)
- **North Wind Rain** (Against The Odds)

Best DTP-Produced Boardgame

- **Marlborough Man** (BSO Games)
- **Thunder on South Mountain** (Blue Guidon) – WINNER!
- **Victory in Vietnam II** (Schutze Games)
- **Warplan Dropshot** (Schutze Games)
- **Zhukov's First Victory** (MDG)

Best Wargame Graphics

- **Ardennes '44** (GMT Games LLC) – WINNER!
- **Europe Engulfed** (GMT Games LLC)
- **Liberty!** (Columbia Games)
- **The Russian Campaign** (L2 Design Group)
- **Sun of Austerlitz** (OSG Games)

Best Professional Wargame Magazine

- **Against The Odds** – WINNER!
- **C3i** (GMT Games LLC/RBM Studio)
- **Paper Wars** (Omega Games)
- **Strategy & Tactics** (Decision Games)
- **Vae Victis**

Best Amateur Wargame Magazine

- **The Boardgamer** (Bruce Monnin)
- **Die Manoeverkritik** (German Historical Society)
- **Panzerschreck** (Minden Games) – WINNER!
- **Simulacrum** (John Kula)
- **Ultra**

Best Game Review or Game Analysis

Paper Wars, #50, Drive on Stalin-grad, by Adam Starkweather - WINNER!

Best Historical or Scenario Article

Against the Odds Vol.1 No.4, "Napoleon at the Berezina", by Robert Markham-WINNER!

James F. Dunnigan Award

To a Game Designer, Developer, Graphic Artist or Game for outstanding achievement

- Frederic Bey (Vae Victis)
- Craig Grando (ATO)
- Bruce Harper, A World at War (GMT Games LLC)
- Joseph Miranda (for multiple designs)

- Rick Young and Jesse Evans, Europe Engulfed (GMT Games LLC) – WINNER!

Clausewitz Award HALL OF FAME

Kevin Zucker – WINNER!

I think all the above Awards go to deserving recipients. For more on the CSR Awards see the official web site:

http://www.alanemrich.com/CSR_pages/CSRawards.htm

Origins Awards Announced

The winners of the annual Origins Awards have been announced:

Historical Board Game - **Attack!**
Traditional Board Game - **A Game of Thrones**
Graphic Design of a Board Game - **A Game of Thrones**
Gamer's Choice Board Game - **A Game of Thrones**
Gamer's Choice Historical Board Game - **Settlers of the Stone Age**
Traditional Card Game - **Bang!**
Card Game Graphic Design - **Bang!**
Gamer's Choice Card Game - **Munchkin Fu**
Game of the Year: **Indy HeroClix**

I have heard good things about **Attack!** and I enjoy playing **A Game of Thrones**, so I can recommend these two.

For the official web site see:

<http://www.originsawards.com/>

The 2004 International Gamers Award for Best General Strategy Game

I would not normally cover these awards but this year a wargame won in the two-player category. To quote the press release:

Memor '44 earned the award in the 2-player category. Using the system pioneered by designer Richard Borg in the 1999 release Battle Cry, Memor '44 recreates over a dozen battles connected with the D-Day invasions of World War II. Released by Days of Wonder, the game is filled with over one hundred detailed miniatures, and the board itself can be tailored to recreate the famous battlefields surrounding the Normandy landings. Easy-to-learn rules and fast-playing action are coupled with critical choices and numerous strategies, all resulting in a game that will be played and enjoyed over and over again.

While **Memor '44** is not a detailed simulation its win shows that wargames, if well-designed as games,

can reach a wide audience. For more information see:

<http://www.internationalgamersawards.net>

Rodger B. MacGowan wins Lifetime Achievement Award

From a press release posted on Consimworld:

"Rodger B. MacGowan became the third recipient of the Ed Blomgren / Winston Hamilton Lifetime Achievement Award for contributions made to the conflict simulation gaming industry. Rodger was honoured for his many years of contribution to the hobby during the opening ceremonies of Consimworld Expo 2004. Past recipients of this award include Alan Emrich and Richard H. Berg. Consimworld wishes to thank Rodger for the positive influence and creative force he continues to have in shaping the hobby.

Here is an overview of some of the milestone achievements by Rodger B. MacGowan.

*1975 Founder, Arquebus
1976 Founder, Fire & Movement
1976 First packaging design (The Russian Campaign)
1977 Squad Leader package design
1982 Hobby Japan Art Consultant
1986 Founder, Charles S. Roberts Awards
1990 Co-Founder, GMT Games
1992 Founder, C3I magazine
More than 200 Game Package Design credits!"*

If you have Quicktime 6.x installed then Rodger's acceptance speech can be seen at:

<http://homepage.mac.com/jbeckman/iMovieTheater8.html>

GRD Games Purchased by Historical Military Services.

Excerpts from the press release follow:

"Historical Military Services (HMS) is pleased to announce that it has purchased all of the assets of GRD Games. The Europa, Glory and The Great War series, The Europa Systems Magazine (TESM or TEM), the GRD Games web site (www.grdgames.biz) and the Europa Association List on Yahoo Groups, are under new ownership. The new GRD owners are Gar Olmsted, Cory Manka and Arthur Goodwin.

As part of this purchase, HMS has specifically agreed to accept all obli-

gations GRD Games had at the time of the purchase for all subscriptions to The Europa Systems Magazine (TESM or TEM); for all pre-orders for the games Wavell's War, Total War, and Return to Iraq; for all investments in the East Africa Terrain Company; and for the A Winter War Refit Kit previously promised to 1999 subscribers to TEM.

For those who may not know, HMS has been working with GRD Games in various ways for several years. We have tried to help the company whenever we could and feel that our working relationship will help us with the transition. It has certainly given us a better idea of the work involved in publishing these games.

Those who have pre-ordered Return to Iraq (RTI) will be contacted separately. RTI is not a core project for this company and it will not be produced by HMS. Credits or refunds for preorders will be available shortly. The game is a good one and we hope to find a publisher for it but we firmly believe that we need to focus on the core Europa, Glory, and The Great War game series and what brought gamers to the old GRD.

We have put several other projects on hold (Eisenhower's War, Samurai Lightning, Bloody Eagles, Partizan!, etc.) while we concentrate on getting back on track with the magazine, Wavell's War, and Total War. These projects are still in the "production queue," but all work on them by HMS staff has been stopped until we have the magazine caught up, Wavell's War out, and all components of Total War at the printer. In most cases work on these games continues "out-of-house," however. For example Frank Watson and Robert Brown continue design work on Eisenhower's War and Partizan; and there are Bloody Eagles and Samurai Lightning "playtest commands" established in California and Australia, under Eric Pierce and Michael Tapner, respectively, that will continue work on their respective games.

We are committed to moving forward with the Europa, Glory and The Great War series. Grand Europa will happen in our lifetime. The Europa Magazine is continuing and we hope to expand it in the future. A number of games that are out-of-print will again be available over the next year. There will be more about these projects in later announcements.

Our immediate priority will be to move the company to Colorado and to reestablish the web site, telephone connections and set up the inventory. We

should have the same toll free telephone # (1-800-236-7442) and web address (www.grdgames.biz) as the old GRD Games but we will let you know by separate announcement when our contact information is finalized. If you experience any difficulties in reaching us, please be patient.

Our major goals for the next six months are to at a minimum publish three issues of TEM, get Wavell's War completed and shipped, and to move Total War along as close to completion as possible so as to release it no later than April 1, 2005.

We want to ask for your continued patience and support. GRD customers have been the most loyal in the industry. We have all waited years for some of the games. Now, 'we' are on the other side, representing the company. As owners and publishers, we will do everything we can to reward your loyalty and will continue to improve the quality that drew you and drew us to the series. The games will be published."

Consimworld

Consimworld (<http://www.consimworld.com>), the discussion board for the board wargaming hobby, has moved to a charged-for subscription model, with some free access to company support/discussion forums. There was considerable angst expressed online that this would kill Consimworld (CSW) and prove a set back for the hobby. These fears proved unfounded as over a 1000 people signed up! In a press release, John Kranz, who runs Consimworld, said:

As a result of the overwhelming CSW Forum subscription activity which is already proving to be a great success in building a new and sustainable business model, we are incorporating the following enhancements to the subscription plan made possible thanks to our more than 1,000 new CSW Forum subscribers.

In celebration of this milestone achievement and incredible outpouring of community support, the CSW Forum will be providing free and unlimited read access across the entire forum for all, covering literally hundreds of topics. In effect, guest access will remain in place. This action is being taken based on the high number of subscriptions already received, and to help new visitors experience first-hand the wealth of information provided at the CSW Forum as we continue to welcome new subscribers. This also helps ensure our partners that all individual game

topics and support areas can be freely accessed by all 24/7, to complement their own dedicated marketing and support programs. We are convinced that by providing free, unlimited readership access, we not only remain THE PREFERRED DESTINATION for consim gaming for all gaming enthusiasts and partners alike, but it also helps position us to attract new subscribers.

For all who have subscribed already, we thank you for the tremendous outpouring of support. We have moved to free, unlimited read-only mode for all to help support your evangelising efforts in support of CSW, which is something you've told us you want us to consider. If you subscribed under the pretext of wishing to have unlimited read-access only and unlimited posting privileges is not something you desire, CSW will refund your subscription in full. Furthermore, we have slightly reduced our annual subscription fee to \$1.50 per month starting September 1 (or \$18 for an annual subscription). Please contact us directly at kranz@consimworld.com if you wish to request a refund. For those who have not yet subscribed, our introductory offer featuring an annual subscription of only \$15 (a 20% savings) remains through end of August.

Your subscription fee not only helps ensure our continued success, but it provides you with unlimited posting privileges across the entire forum, along with special subscriber-direct discounts and promotions that we will offer you throughout the year, helping you recoup your annual subscription fee over time. Those opting not to subscribe will enjoy limited posting privileges in the Game Company Support, Magazine Publisher Support, Game Club, and Game Convention areas as previously announced, while also being able to access the entire forum.

Thanks to our 1,000+ subscribers, Consimworld is strongly positioned to continue to serve as a beacon for all who enjoy historical conflict simulation gaming. We are monitoring our forum software difficulties to better serve all our valued members and will provide updates when we are able.

Rejuvenation for The Boardgamer?

The Boardgamer, a magazine dedicated to covering old Avalon Hill, looks like it will close as its editor, Bruce Monnin, is taking over as editor of Operations, MMP's magazine supporting their games. Tom Cundiff is looking for support to start a successor to The Boardgamer:

I've been asked a few times to consider founding and publishing a new magazine to replace the faithful old "Boardgamer" magazine. In this effort I've discussed on a couple of wargame websites the methodology of publication and costs involved. The goal of the magazine is to produce articles on unsupported wargames and long out of print wargames. Articles on games such as 1830 or Advanced Civilization will also be welcome, even articles on Sports games such as the old Football Strategy will also be just fine. The publication is not limited to only Avalon Hill games.

Articles on games from other companies such as West End Games, Clash of Arms, etc. ... are more than welcome, in fact the goal is to produce articles on games that people play and like that are older.

My goal is to produce a publication every 3 months, and if it warrants every other month (one can hope anyway).

It has been suggested that the magazine begin as an e-mail publication. That is to say begin with the least costly method first with an eventual goal of reaching enough subscribers that the publication can proceed to print media. This helps international subscribers as they don't have to pay the exorbitant costs of international postage. And, as someone else pointed out, the lack of paper is eco-friendly. It will be set up so that subscribers will be able to print off the entire issue, or specific articles as they desire or need.

Subscription costs have not been worked out as yet. Nor has remuneration for contributors. I'll have to do that soon. But, let's first determine the number of people who wish to subscribe.

If anyone truly wants to subscribe to a publication such as this, please respond to the following e-mail address, which I've set up in order to manage this effort:

tgunslinger@excite.com

CounterAttack 4.1

Thought extinct after four issues, CounterAttack makes a sudden re-appearance with an issued number 4.1, which contains a Korea 2005 expansion update for the **Korea '95** game from issue 4. It contains 20 counters, six scenarios on three back printed cards, 12 pages of rules/designer's notes, an OOB chart (on the back of the magazine cover), and

a company flier. This expansion was the last project of Lt. Colonel Henry C. Meyer (ret), a long-time fixture in the Southern California wargame scene, who passed away recently.

In excerpts from a posting on Consimworld, Jeffrey Tibbetts of Just Plain Wargames and publisher of CounterAttack, explains what is happening:

"When there were 11 people working here full-time there was a broader horizon.

Some time back, I bit the bullet and changed some things. There is no longer a separate CounterAttack Magazine and The Grenadier Magazine because there is simply no longer the staff power to create them.

What there is, is this.

The Wargames are CounterAttack-brand wargames. They have certain production values that set them above Just Plain Wargames.

The magazine is The Grenadier, The Magazine for Wargamers.

You who are the few CounterAttack Magazine subscribers - there are 586 of you - you will get one CounterAttack brand wargame and one The Grenadier Magazine for each issue remaining on your subscription.

Because of the passage of years, that will cost Pacific Rim something like \$24 per issue. You will have paid between \$5 and \$6 per issue.

That is a good deal.

KOREA 2005, as Issue 4.1, does not accrue nor subtract is regard to your subscription. It is just an update that we have provided to you as a part of your subscription.

You may look forward to future CounterAttack Wargames and The Grenadier Magazines."

For more information see:

<http://www.justplain.com>

Microgame Design Group to close in November

The Microgame Design Group (MDG) is a Canadian DTP publishing operation run by Kerry Anderson. Under its label were published a number of notable games, some since taken up by other publishers. Kerry no longer has the spare time to run MDG:

After the release of Byzantium Reborn, the Microgame Design Group

will begin closing down. I, Kerry Anderson, co-founder of the MDG and the fellow responsible for production and sales, will be taking educational leave to pursue a Ph.D. in meteorology. As studies will require most of my attention, I will not have the time to run the MDG. The target date will be November, when I will shut down the web-site.

The decision to take educational leave was made last Christmas. Since then I have started discontinuing titles as I run out of inventory (MacArthur's War, Mediterranean Fury, A Mere Matter of Marching, Smokejumpers, Trampling out the Vintage, and Vimy Ridge to name a few). Note that you can still get these games from several fine distributors. Also, I have given the designers a chance to find new homes for their various titles (such as Brian Train's deal with Fiery Dragon).

It has been eight years since Brian Train, John Kula and I co-founded the MDG (then called the Microgame Co-op). In 1996 we began publishing with Land of the Free, MacArthur's War and Smokejumpers. The goal of the MDG has been to promote aspiring designers and I believe we have achieved that goal. Brian Train, Paul Rohrbaugh, Hjalmar Gerber and others are now recognized designers, Peter Schutze is running his own DTP company, and Scott Holmgren is beginning to do artwork for game companies.

Personally, it has been a wonderful experience. I have had a chance to talk and meet with many people. The contacts and working relationships have also been great. Don't worry though, I won't be disappearing from the hobby itself. I will continue to participate actively on Consimworld and show up at the odd convention! I hope to see you there.

Paper Wars CD

Finally, Omega Games have produced an innovative product. They are publishers of Paper Wars, a board wargame review magazine, and have put the contents of the first 26 issues in PDF form on a CD for both Windows and Macintosh computers. For more information and ordering details see:

<http://www.omegagames.com/omega/do/military/paperwars/AutoForward?forward=pcwcdrom.pagedef>

NEW BOARD WARGAMES

Avalanche

There are two new products from Avalanche in its **Great War at Sea** series.

Cruiser Warfare is a game on German commerce raiding while **Dreadnoughts**

is a scenario book with die-cut and mounted counters for a variety of unusual ships. See:

<http://www.avalanchepress.com>

Clash of Arms

Barons' War covers the two major battles of Simon de Montefort - Lewes and Evesham. Designed by Rob Markham, in only 12 pages of rules, the game system takes to new heights Rob's command chit system, which neatly re-creates the limitations on leaders and troops, fog of war, and the chaos of the medieval battlefield. Rules are also included for individual unit morale, battle morale, cohesion, ranged fire, melee, and leadership, including special rules for Prince Edward and his Battle. Each battle has a historical scenario and "what if" scenario. See:

<http://www.clashofarms.com>

Cool Stuff Unlimited

Cool Stuff Unlimited is a new company whose business is to upgrade and republish minor classic games from the past. An initial print run of 100 copies of John Hills **Verdun** quickly sold out so another 100 have been printed. These reprints will not include a coversheet or be individually numbered, but the map has three town names corrected, along with one correction made to the CRT. For more information email:

coolstuff@advantas.net

Critical Hit

There are three new games in the **Advanced Tactical System**, first seen in Critical Hit's re-design of **Tobruk**. **Darkest December: Battle of the Bulge 1944** is a stand-alone game based on an intensely researched and detailed historical map of the battlefield. **Panther Line** depicts squad actions during the Soviet '44 Summer Offensive. **Stalingrad** is an update of the older **Combat: Stalingrad**: its map is identical, but its units have been changed for the ATS system. See:

<http://www.criticalhit.com>

Decision Games

Decision Games have gone into overdrive, producing three updates of classic games, two new card-based wargames and a new board wargame. **Deluxe Trajan** (published under the Excalibur imprint) is a quad game containing the four games in Joe Miranda's Ancient Wars series originally published in Strategy & Tactics, **Trajan**, **Roman Civil War**, **Caesar in Gallia** and **Germania**. Although the maps and countersheets are exactly as before, there are eleven new scenarios and new counters. **Deluxe USN** is an update of an even earlier Strategy and Tactics game, from the early days of SPI. The game features two maps that cover the entire Pacific area of operations and has three counter sheets with 840 counters. While based on the original edition's game system, additional rules and scenarios have been added. Finally the SPI classic, **Empires of the Middle Ages** has been re-released. The rules are as in the original, except that additional and variant rules have been added. The map has been redone in area style, while the cards and counters have been upgraded.

The two new games are **Lightning Midway** and **Lightning D-Day**. Both have 110 Cards and just a single page of rules. **Lightning D-Day** is a five turn game where both players fight to control the 5 D-Day beaches (Utah, Omaha, Sword, Gold, & Juno). Cards represent forces or actions. In your turn you can either activate a force or conduct an attack. Only active forces may attack or defend. In attacks the highest combat value wins, but before the combat is resolved both players take turns playing action cards that can modify their combat values or the cards played by their opponent. **Lightning Midway** has a nearly identical game system. Players attempt to control four objectives, which correspond to enemy aircraft carriers. Differences are that action cards are divided into several types and destroyed forces can re-enter player hands.

The new board wargame is **The Western Front: 1914-1918**, the latest in the **Der Weltkrieg** series. It contains six scenarios depicting campaigns in France and Belgium during World War I, a grand scenario covering all four years of war and can be

linked to the other games in the series, which cover other fronts. See:

<http://www.decisiongames.com/>

Fantasy Flight Games

FFG have produced an expansion to **The Game of Kings**, called **A Clash of Kings**. It contains a new southern map which has a new House, plus new types of order markers and more detailed rules. See:

<http://www.fantasyflightgames.com/>

Fiery Dragon

Autumn Mist is a Brian Train design on the Battle of the Bulge. It uses a division-level system on a small map with ten 2-day turns. Units are activated by randomly drawn corps and army HQs. Combat is resolved with a "Mission Matrix" which gives attacker and defender different "mission" choices. The intersection of choices gives the combat result in terms of modifiers for attacker and defender "casualty checks" and fixed advances/retreats. See:

<http://www.fierydragon.com/>

GMT

GMT have released two new games. **Three Days of Gettysburg** is the 3rd edition of the first game in the **Great Battles of the American Civil War** (GBACW) series. The rules and components include errata counters and rules corrections for previous editions. The GBACW series rules booklet is version 4.5, which indicates an update since **Gringo!** (version 4.4) – the previous release in the series. The game has six scenarios covering the main actions of the battle, including two (Herr's Ridge & Little Round Top) which use only one map. The others use all three maps. **The Sword of Rome** is the latest in the series of card-driven board games, all loosely based on Mark Herman's classic **We the People**. Designed by Wray Ferrell, cards (for events, army activation and support) and a point-to-point map enable up to four players to recreate the struggles among the Romans, Greeks, Etruscans, Samnites and Gauls to dominate Italy in the 4th and 3rd centuries BC. See:

<http://www.gmtgames.com/>

Grenier Games

Grenier Games are a new company, which publishes games designed by Eric Grenier.

The first two games are **World War II in the West** and **World War II in the East**.

Between them they cover the entire Second World War, in Europe and in the Pacific respectively. They are mateable and designed to be simple and quick to play. See:

<http://www.greniergames.com>

L2 Design Group

New from L2 Design Group, **The Deluxe Bitter Woods Expansion Kit** allows owners of **Deluxe Bitter Woods** to continue play of the game until January, 1945. Included in the kit is a new rule book, play aid cards and a counter sheet. See:

<http://www.l2designgroup.com>

Lost Battalion

Battleships in Action is a board wargame on World War II naval combat between battleships. Designer is S. Craig Taylor, Jr., who has an impressive list of past naval game designs (**Wooden Ships and Iron Men**, **Ironclads**, **Flattop**, **CV**, **Midway Smithsonian** And **Guadalcanal Smithsonian**). If you order just **Battleships In Action**, you pay for postage and get a web coupon for money off on a later purchase. If you order it with another Lost Battalion Games product it is free. See:

<http://www.lostbattalion.com/>

MMP

MMP have released a massive new game. **Three Battles of Manassas** (Gamers/MMP) is the latest in the **Civil War Brigade Series** (CWBS). Covered are the Battles of Bull Run, the first (July, 1861) and second (August, 1862) and a hypothetical third battle that could have happened during the campaign in the East conducted by Lee and Meade late in 1863. The game uses version 3.0 of the **Civil War Brigade Series** rules. There are seventeen scenarios in all – six, seven and four respectively for the three battles. Almost all use two or three maps. See:

<http://www.multimanpublishing.com>

R.OC - Le Croisade albigeoise

I do not know the publisher for this game so have listed it under its title. **R.OC** is a French game on the Albigensian crusade. It has a mounted map, 127 cards and 256 round counters. See:

<http://boutique.cathares.org/boutiqueJeuRocD.html>

Shrapnel Games

ANZAC Attack is an expansion for **Lock N' Load** which adds a page of new rules, and new units for ANZAC and North Vietnamese forces. See:

<http://www.shrapnelgames.com/index.htm>

Worthington Games

A new company, Worthington Games first release is **Victoria Cross: The Battle of Rorke's Drift**. It is a quick-playing game and a unique application of blocks to tactical level combat. See:

<http://members.cox.net/worthingtongames/>

NEW MAGAZINE WARGAMES

Strategy and Tactics issue #223 contains **1918: Imperial Germany's Last Chance**. This Joseph Miranda design is a game on Germany's last great offensive on the Western Front. See:

<http://www.decisiongames.com/>

Vae Victis issue #57 contains the game, **D-Day 1944**, covering the first ten days of the Normandy '44 campaign.

Vae Victis issue #58 contains the game, **Austerlitz 1805**, covering the southern half of the battle. The game for the other half of the battle will be released in issue #64. See:

<http://www.vaevictis.com/>

Note that Vae Victis magazine and games are in French but rules translations are made available via:

<http://grogard.com/vaevict.html>

Against the Odds issue #8 features the John Prados game design, **Fortress Berlin**, covering the final days of the Third Reich.

Note that an On to Berlin/Operation Eclipse expansion variant for **Fortress Berlin** will be inserted in Paper Wars issue 56, due in September.

Against the Odds issue #9 contains the game **Suleiman the Magnificent**, a Richard Berg design on the Battle of Mohacs on August 29th, 1526 between the Ottoman Empire and the army of the Kingdom of Hungary. See:

<http://www.atomagazine.com/>

Alea issue #29 contains **Nordkapp: Arctic convoys**, which uses the game system used in **Victory at Mid-**

way (Command #14), and is about the 1942 Arctic convoy battles. See:

<http://www.simtacludopress.net>

Note that Alea magazine and games are in Spanish but rules translations are made available via:

<http://groggnard.com/alea.html>

NEW DTP WARGAMES

New from BSO, Richard Berg's DTP label are two games. **Louisiana Tigers** is the first game in a new series, the **Civil War Tactical System** (CWTS), on company-level American Civil War combat, with a scale of 25 yards per hex. Focusing on a few regiments, it covers the opening skirmishes of the 1st Battle of Manassas. The heart of the game is in commanding companies, issuing orders actively (not reactively), and determining what your units actually do when given orders. Further games in the CWTS series will be published by MMP. **Highlander** covers two battles in the Jacobite Rebellion (Culloden and Prestonpans) with simple rules descended from past battle games from BSO. For details email Richard at:

bergbrog@aol.com

Richard Dengel, the designer of **Rebel Yell**, has announced the release of **I Fights Mit Sigel**, on the Battle of New Market Virginia, May 15, 1864. This is a hand-constructed wargame limited to 150 signed and numbered copies. Its game system is based upon Rebel Yell, but has been given a complete face-lift. You can email Richard about the game at:

dengelwood@verizon.net

New from Khyber Pass Games are the first two games in its **El Cheapo** series. **Che: Failed Revolution, Bolivia 1967** and **Castro: The Cuban Revolution, 1958-59** are both simple area movement games with short rules, common to both games. Both are on offer discounted if purchase with other Khyber Pass Games. For details see:

<http://isigames.com/kpg/>

The last game (see news item above) from the Microgame Design Group is **Byzantium Reborn** designed by newcomer R. Ben Madison. The game covers the Greek and Turkish War, 1920-1922 and is based on

Brian Train's popular **Arriba Espana** game system. See:

<http://www.microgamedesigngroup.ca/>

New from Perry Moore is **Operation Eisbar 1943** on the land, air and land battle for the island of Kos, in the Aegean from Sept -Oct 1943. See:

<http://pweb.jps.net/~perrya>

New from Red Sash Games is a revised edition of **Charlies' Year** (on the Jacobite Rebellion in Scotland). Ian Weir, the designer, explains:

The 2nd Ed of Charlie's Year is an entirely separate game with counters and map sheets of its own. I wanted a series of games using the same basic rule system, but the original rules evolved because the Jacobite Rebellion was not a good subject to measure "standard" 18th warfare against. The game we are working on now – Cockpit of Europe – deals with the War of the Austrian Succession in Flanders 1744-1748, and IS a model of mid-18th century warfare. The subject also involves the highest concentrations of forces in that war, so if the system works here, it should work with all the games (we hope). The theme of CoE also complements the Jacobite Rebellion theme in Charlie's Year, and we plan to have a linking scenario for the two games. However, a rewrite of the latter game – CY2 – is needed in order to properly match the systems.

Some people who already have a copy of the original CY may not want to fork out for an entirely new game on the same subject (these people are obviously not Gamers-OCS fans). For them, I'll be cobbling together an upgrade kit out of pasteboard and tinsel. The kit won't include the new counters. If a person wants the new counters, they might as well buy the whole game, since the counters are a major portion of the cost. The kit will have a simple reference chart for converting some of the unit ratings to the new system (basically just converting a morale number into a morale letter).

Also new is **The Highland Quorum**, covering the Earl of Mar's Rebellion in 1715. It is an official module for **Charlie's Year**, i.e.. you must have **Charlie's Year** to be able to play it. See:

<http://www.redsashgames.com>

NEW WEB RESOURCES

New links to revised game rules are:

The **Killing Ground** (NES)
http://www.carpatina.com/nes/KG_Rules%20v1.5%20Ed.pdf

Links to the latest errata for games are:

Deluxe USN
<http://groggnard.com/errata1/usndg.txt>

The Ottomans(S&T#222)
<http://groggnard.com/errata1/stst222.txt>

A Dark & Bloody Ground (Against the Odds#7)
<http://groggnard.com/info1/dbg2ed.pdf>

Highlander(BSO)
<http://groggnard.com/errata1/preston.txt>

Empires of the Middle Ages(DG)
<http://groggnard.com/errata1/eotma2.rtf>

Clash of Empires(MDG)
<http://www.microgamedesigngroup.ca/errata/CoEerrata.html>

New links to rules for forthcoming games are:

Seven Days of 1809(OSG)
http://www.napoleongames.com/Rules/7D09%20Rules_3.27.pdf

Sedan(issue #224 of Strategy and Tactics)
<http://groggnard.com/info1/sedan.rtf>

7 Ages(ADG)
<http://groggnard.com/info1/7Ages.doc>

There is an excellent web site for **Battle Cry of Freedom** (Decision Games) at:

<http://www.dsmithworld.net/BattleCry1.html>

and a truly excellent web site (in Polish) for GMT's **Paths of Glory** at:

<http://www.paths-of-glory.com/>

A new, free game is **Stalingrad Attacked** designed by Lou Coatney:

<http://lcoat.tripod.com/stalatt.htm>

Free versions of SPI's **Napoleon at Waterloo** and **Strike Force One** have the updated links below:

http://www.alanemrich.com/PGD/Week_03/PGD_NAW_rules.htm
www.alanemrich.com/PGD/Week_05/PGD_SF1_rules.htm



Has anyone got an idea for a masthead logo? I've used a picture of a Cromwell which I used in a Despatch from 1998, but we need something distinctive for future issues. Ideas to the editor at Kcroskery@clara.net.

Alan Poulter

Membership changes

Dave Marsden - 65 Westborough Drive, Halifax HX2 7QL. Dave has promised to stay put for a while this time - at long last!

Bernie Beaumont - 9 Barden Grove, Leeds LS12 3EH. Phone: 0113 279 4148.

Nick Barker - New mobile = 7736 074305.

Terence Zuber - 205 Maple Avenue, New Martinsville. West Virginia 26155-1266, U.S.A.

Russell Lloyd - G26192, HM Prison, Cornhill, Shepton Mallett, Somerset SA4 5LU.

Tim Alanthwaite - New email tim.alanthwaite@cafeespress.com.

Picture removed to minimize file size

Another shot from War & Peace 2004: T34/85

It's a great show - no serious military buff should miss it. The amount of kit is amazing, enough to equip a mechanised brigade. Just give us the ammo!

It takes place in July each year at the Hop farm near Paddock Wood in Kent. See you there!

LIGHTNING WAR MIDWAY

A review by Steve Brophy

My eye was recently taken by an advert for Decision Games new Lightning War card game series. In my 35 or so years in this hobby, I've always enjoyed card games, whether of the Paths of Glory type, where the cards are part of a boardgame, or the pure card game types such as Modern Naval Battles or UpFront.

The first two offerings in this series are Lightning War D Day and Lightning War Midway. As a naval buff, I decided to buy the Midway game. It is advertised as a fast paced, easy to play card game, and on the evidence of, admittedly, only a few playings, it seems to live up to the blurb.

For your money you get a game box just over 6"x 5"x1 1/2" which makes it easily portable. Inside are 2 packs of 2 1/4"x 3 1/2" playing cards (55 per side) and a rules sheet on one side of a piece of paper 11" x 8 1/2", and that's it. No dice, you don't need them. A suggested layout for the cards to play the game is on the reverse of the rules sheet.

There are 4 types of cards, Country, Objective, Force, and Action, these latter cards being divided into Tactics, Events, Leaders and Special cards.

Each card has a photograph in the top half, and the majority of them have a combat value and text describing their effects, in the bottom half. They are all marked with their type (Tactic, Event etc.) to the left of the photograph. Each side has 4 objective cards,

the Japanese have 4 carriers and the Americans 3 and Midway island. Victory is achieved by destroying all of the enemy objectives.

To start the game, each player takes his Country card, which lists his starting forces and the sequence of play. He also takes his starting Force cards and Objective cards, and sets them out face up on the table in front of him. The rules are not clear as to whether the Force cards should be face up or face down, but if memory serves, the Q and A on Consimworld says face up. (It also clarifies the almost inevitable anomalies you get in a game where the rules are this short, e.g.. the text on Action cards is actioned as they are placed onto the table provided they are not annotated with "After the Battle", even if they are subsequently discarded due to your opponent playing a similar Action card.) The Force cards all represent the aircraft that took part in the battle. The starting cards all have the letter S in the top right hand corner. The players then take their remaining cards, shuffle them, and deal themselves 9 cards each as their starting hand.

The sequence of play is as follows, American player first.

1. Discard from your hand as many cards as you wish.
2. You may then do only one of the following:
 - a. Attack an enemy objective.

b. Put up to 3 force cards on to the table from your hand,

or c. Draw more cards to bring your hand up to 9.

To attack, you move one or more of your force cards that are on the table, to the middle of the table, and announce which objective you are attacking. The defending player then moves some of his force cards to the middle, and both players then begin to alternate playing Action cards. The defender cannot play Action cards if he has not committed at least one Force card to the battle. There may be no more than one Action card of each type in play on the table at any one time, so if for example, the American player played a Tactic card, the Japanese player could play a Tactic card and the American one would be discarded. The American could then play another Tactic card to cause the Japanese one to be discarded, or he could play a Leader or Event card. Some cards have an additional bonus. Say there is a Japanese Event and a Japanese Leader card on the table. If the American player has the "Nimitz" Leader card in his hand, he could play it, causing the Japanese Leader card to be discarded, but in addition, the wording on the Nimitz card states that the Japanese Event card is also discarded. You don't have to play a card each time, you can pass and let your opponent play another one. You can even trump one of your own cards if you wish.

Play continues back and forth until both players pass in succession. At this stage they will be a maximum of 3 Action cards on the table, one Tactic, one Event and one Leader. You then add up the combat values of your Force cards, add on the combat values of any of the Action cards that are yours, and compare your total to that of your opponent who has done the same for his side. The attacker wins if his total exceeds that of the defender, any other result is a win for the defending side. If the attacker wins, the objective is destroyed and removed from the game. Some cards have an After the Battle notation on them, and these instructions are now followed. Any remaining Force cards are returned to the players hands, and the Action cards played, discarded. Since you

can only deploy a maximum of 3 cards on your next turn, you can see that it is important not to over commit your forces to an attack, because you may well be left defenseless when your opponent takes his turn.

Special cards state on them when they can be played, and usually involve whether a task force has been spotted or not. There is also a rearm and refuel card allowing you to deploy a card from your hand to the table, and a Knockout Blow card allowing you to attack more than one objective in a turn. Some Force cards are dependent on a specific carrier or Midway. Lose the carrier/Midway and the Force card is also removed from play.

The game usually lasts no more than half an hour and only takes a minute or so to set up, especially if you leave the Objective, Country and starting Force cards on the top of each pack when you finish playing.

Our hobby is always crying out for games that might attract newcomers to it without scaring them off with 80 page rule books, and this seems to fit the bill nicely. Even an old grognard like me, finds it an enjoyable game, fun, simple yet not simplistic.

I hope they bring out a Battle of Britain game.

Steve Brophy

A couple of sample cards from the game are reproduced below:

