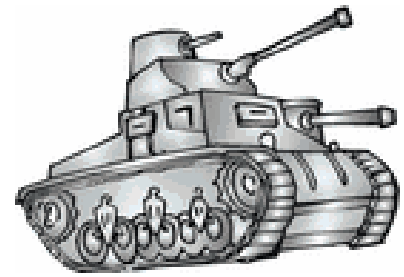


# The Kommandeur



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## From the President Kenneth Oates

I'm writing this a few days before Memorial Day. Probably, as members of a hobby which re-fights, on various levels, past conflicts, this has a deeper meaning to us. For me, personally, this is true. Please keep in mind those who have paid the ultimate sacrifice as you pursue your traditions and activities this Memorial Day.

For the past few years, I have been on a self-imposed game buying restriction. And now that this is lifted, I am making up for lost time. Two of the seven games I have received since the first of the year are brand new releases (**Newtown**, the latest installment of the **Battles of the American Revolution** series and **Iron and Oak**, linkable as the tactical vehicle for another recent title with its centerpiece the strategic naval aspects of the American Civil War), while the remainder are "older," titles, published during the past four years or so. These titles/series are more in the main stream, having already built a following (**Victoria Cross II**, **Hannibal: Rome vs Carthage**, **Flying Colors**, **Pursuit of Glory**, and **Twilight Struggle**). The remarkable thing is, so far this "Class of 2013" is a mirror of my interests.

As I break out newer titles, and give them my initial inspection, it is my plan to provide a brief "out of the wrapper" commentary to introduce them to our growing group. Maybe I will even be challenged to a game or two.

I mention these purchases for a simple reason: I feel as if we have entered a new golden era of gaming. More publishers, more titles, and the subject matter is expanding into more varied topics; game mechanics are becoming very imaginative; artwork is, well, the newer maps and counters speak for themselves. And for the most part, the games' designs are fairly period/level appropriate.

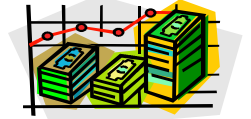
The Internet, although not embraced by everyone, also opens up opportunities that could only be dreamed of a few years ago. This has been discussed by others, so I will just add that, besides being able to actually play the games on line, questions regarding play and learning demonstrations (some recorded on video) are out there for the enhancement of our gaming enjoyment.

As some of you may be aware, I am able to jumpstart my game play as I was selected as the administrator for a medical group, a start-up with literally nothing—no desks, chairs, phones—NOTHING! Well, the first quarter has gone by, and the dust has settled, and a routine has set in. There is a lot of work remaining, but the immediate needs are in place, and I should be able to have most of my pre-employment off-time back for my gaming pursuits. At least my weekends.

To paraphrase a game warden who had a Sunday afternoon television show, keep the dice rolling, on the table, and away from those tall stacks of units!

*Kenneth*

## Treasury Notes Brian Stretcher



### Looks Like You'll Just Have to Wait!

As I expected, I have not had the time to work any further on the El Diablo Rojo story/replay as I continue to be overwhelmed. Since my next column will be due at just about the same time my wife and I will be in the process of putting our new residence together in North Carolina, I'm thinking it may not be until September/October or later until the rest of the replay sees the light of day. I have received comments from some of the other players that will be incorporated into the story, as possible and appropriate. It will be fairly lengthy when it all gets put together, I imagine, so it will be included as a separate article.

As an example of my overwhelmedness, and in keeping with the theme of last issue's column, I went about two months this spring without any wargaming at all, from the middle of March to the middle of May. You get busy and can't get to things. But, I have since managed to get all three of my current game moves finished and out. I realized, when I resumed, how much I actually missed playing over that time. Anyway, I hope to not get quite so far behind and stay on top of things as best I can until everything has to be packed up at the end of July.

### Treasurer's Report

We had to pay some bills this time:

Perpetual Fund Balance, 3-30-13:	\$3,423.72
Interest Income through 4-30-13:	\$ 0.29
Perpetual Fund Balance 5-30-13:	\$ 3,424.01

Operating funds in Savings, 3-30-13	\$ 6,283.37
Interest Income through 4-30-13:	\$ 0.52
2013 Web hosting:	\$ 49.00
Postage to transfer Judge's files:	\$ 30.24
Donation to Operation Husky memorial:	\$ 25.26
Operating funds in Savings, 3-30-13:	\$ 6,179.39

Total balance, 5-30-13: \$ 9,603.40

Until next time!



## Secretary's Notes Bob Best



Today is May 26, 2013, and Memorial Day is fast approaching. Memorial Day is a day to remember and honor all of the men and women who have fallen while serving our country. Memorial Day is a federal holiday which occurs every year on the final Monday of May. Formerly known as Decoration Day, it originated after the American Civil War and commemorated the Union and Confederate soldiers who died in the Civil War. By the 20th century Memorial Day had been extended to honor all Americans who have died while in the military services. I want to give thanks to all of our veterans who paid the ultimate price so that we may all enjoy our freedom and our way of life. May God bless you all.

Since the last issue of *The K*, I was deeply saddened to learn that a former president of AHIKS, Chester Hendrix, lost his 24 year old daughter. No loss can be greater than the loss of one's child. Chester, we would all like to offer our condolences to you and to your family. Our thoughts and prayers are with you during this difficult time.

Memorial Day typically marks the start of the summer vacation season, and that is certainly true here in the Best household. This year Sue and I are planning to take several family trips during the summer and early fall. Among our planned adventures is a train trip to see what "riding the rails" is like. We thought we'd take Amtrak back to Chicago and see the country via rail. This should be lots of fun and will fit right in with my model railroading hobby. We are also planning a trip back to Las Vegas. We hope to take one of the helicopter flights to see the Grand Canyon while we are there. And finally we hope to get down to Albuquerque, New Mexico, to see the Hot Air Balloon Fiesta and maybe even have a short visit with our Editor Omar DeWitt.

These are just some of our summer plans, but all this fun comes with a price. My gaming time will have to be adjusted as we will be away for several weeks at a time. My planned **Richthofen's War** campaign game has become a casualty of our summer travels. I had talked about starting the second game of **Richthofen's War** campaign this month. I had several players who wanted to play in the second game, but that is not going to happen now as I will not be available on a regular basis to handle the gamemaster duties that are required. So I will again have to postpone **Richthofen's War – Day 2** until sometime later in the fall or winter when I again have a more consistent schedule to run a campaign. When more time becomes available I will again announce it here in *The K* and also notify all of the folks who had wanted to play in the second game. I wish to apologize to all the players for delaying the game as I know some of you were disappointed that the game was not going to start in May as promised.

#### AHIKS Vice President's Position Filled

AHIKS now has a Vice President and the Executive Committee is up to full strength again. I would like to thank Charles Marshall for stepping up and volunteering to take over the AHIKS Vice President's position. I know that Charles, as our former president, has an intimate knowledge of how AHIKS works and will do a fine job in the VP position. Charles will also continue as the Webmaster for the AHIKS website. Charles, thank you for volunteering.

#### On the Gaming Front

Your Secretary has been trying to learn the Vassal game system. The old adage "It's hard to teach old dogs new tricks" really applies here. I have really struggled with the Vassal system, and I just could not get it to work for me. To me the system is just not intuitive, I guess, but thanks to members Shane Woyak and Duncan Rice I am finally getting the hang of using Vassal to send game moves via email. They have both provided some great insight into how Vassal works. Thanks, guys! ☺

The Vassal system does have some quirks for the uninitiated. Make sure you start a log file before you make any comments or moves because, if you don't, you will lose everything you did up to the point where you finally do open the log file. Also make sure you have enough time to complete your full move when you open up the log file. If you don't have plenty of time, and close the log file before you have finished your move, you cannot reopen it to add to the file later. If you reopen it later you lose all of the material you entered up to that point. You seem to not be able to close a Vassal log file and then reopen it to add more to it later. Or, at least I have not been able to figure out how to do that. If anyone out there knows how to do that, please let me know. Also, for games with a large number of units to move you may have to allow several hours of continuous computer time to be able to finish the move. For low unit count games this is not too much of a problem, at least not for me, but I can see how it might be a problem if you had a lot of counters to move in a turn.

I recently acquired a copy of The Gamer's SCS combat series game **It Never Snows...** by MultiMan Publishing. I wanted to learn **It Never Snows...** but the sequence of play did not seem to lend itself to the traditional email style I have been using through AHIKS. Duncan Rice and Shane Woyak both suggested using Vassal. Since **It Never Snows...** is a monster game covering the entire Operation Market Garden airborne landings in Holland at the company level, we thought that a less complicated game might be a good idea to start with to learn the SCS system.

I have a number of the SCS series games but never really played any of them. So, after some discussion with Duncan and Shane, I started an SCS series game of **Bastogne** using Vassal with each of them. **Bastogne** was chosen because it has a very interesting introductory scenario that runs only two game turns and the unit count is low, less than a dozen units per side. This introductory scenario is titled **Battle for Noville** and it appears that the game's designer Dean Essig of The Gamer's really did a good job putting it together. The **Battle for Noville** introductory scenario brings in just about all of the game system features in the SCS series games and lets the players get familiar with how things work in the game system.

The **Battle for Noville** is about Team Desobry's attempt to hold the road marked Victory Route A on the game map. Only a small portion of the map is used. Team Desobry is a scratch unit, gathered together from miscellaneous units to defend Noville, a small village north of Bastogne. Three companies of the 506<sup>th</sup> Parachute Regiment reinforce Team Desobry on the second U.S. player's turn. The German player has two Kampf Groups, von Bohm and Coch. Their job is to open the road while taking one step or less of armor casualties in Kampf Group Coch. The unit count is low, about a dozen units per side and the two-turn game

length makes the **Battle for Noville** scenario a tight, fun game and it is a good scenario to use to get familiar with Vassal also. I have played a couple of games each now with both Duncan and Shane and it looks like we all are more familiar with the SCS game system and with Vassal. So, if you like the SCS games and have the **Bastogne** game and you are looking for a quick, fun scenario to play you should consider playing **Battle for Noville**.

### The AHIKS Facebook Page

As of this writing, the AHIKS facebook page now has 41 members. If you are a facebook user, come on by and say hi. If you wish to join us on facebook, simply search for "AHIKS" (No Quotes) on your personal facebook page. To join simply click the "join the group" button, and one of the AHIKS administrators will approve your membership. You need to make sure you include your real AHIKS roster name in your facebook friend request. This is to verify you are an AHIKS member so we can approve you for the group.

### AHIKS Forum Games

Paul Pearson's second game of Avalon Hill's **Flight Leader** is now playing Turn 4 on the forum. Paul has had some work-time conflicts, but I believe we are going to get back into the action shortly. A MiG 17 has just downed an A-6 Intruder in this Vietnam era Alpha Strike set in May, 1967. Cory Well's F-8 is alone for the moment against two MiG-17s but he has help only a couple turns away. The action should get hot and heavy as we continue. If you haven't seen the game yet, you should stop by and take a look.

Our AHIKS forum's featured game is **Alexander the Great** from Avalon Hill. Charles Marshall and Bert Schneider are maneuvering to attack in the last posted turn. Alexander's right flank has just made contact with the Greeks' left. It looks like a good fight is about to start. It's a most interesting game! © **Alexander the Great** can be found listed on the forum's main menu under the "featured games" heading.

### Meet the Member

I did not receive any new Meet the Member submissions for this issue. If you would like to see this feature continue, I would encourage anyone who has not sent in a profile to please do so. Step up and introduce yourself to the other members. We would all like to get to know you.

### New AHIKS Members

I would like to introduce and welcome the latest group of members that have joined AHIKS since the last issue of *The K*.

Robert G. Taylor	1731 Eaton Rapids, MI
Grailing Jones	1732 Los Angeles, CA
Daniel E. Leader	1733 East Falmouth, MA
Andrew C. Nick	1734 Langley, Canada
Craig Thompson	1735 Yellowstone National Park, WY
Damon G. Norko	1736 New Market, MD
John Hren	1737 Neenah, WI
Richard J. McKenzie	1738 Vista, CA
Gregory L. Wong	1739 San Jose, CA

I would like to *welcome* you all to AHIKS!

Until next time, Happy Gaming to you all!



## Webmaster News by Charles Marshall

Ever wonder what things were like in AHIKS 20 or even 30 years ago? Well, now, thanks to Rich Cottrell, member #1013, you can experience a "blast from the past" by reading the vintage *Kommandeurs* that he has so generously donated to the Society! About a month ago I received a large package in the mail, filled with back issues of *The Kommandeur* dating back to 1982. I have scanned and posted Vol. 17, No. 6 and Vol. 19, Nos. 1 – 5 on our Library page of the website. As time permits I will continue to scan these "ancient objects" of AHIKS history and post them on our website. Head over to the Library page of the Members' Only section of our site and travel back in time as you page through these old issues. Thanks, Rich!

Another project that we're working on is the creation of a rulebook library for our new Judge, Lee Massey. Lee has a small collection of rulebooks already, and the rulebooks of some titles (primarily AH) can be found online. But many simply aren't available. So, as time permits, I'm scanning the titles Lee needs and sending them to him as electronic PDF files. If every member scanned one or two rulebooks we could create quite a resource for our Judge to use in case of a ruling question. If you have a scanner and would like to help out, send Mr. Massey an email and find out which rulebooks he already has and which ones he needs. You'll be helping him, the Society as a whole, and yourself, should you one day need the services of the Judge.

Finally, let's remember what it means to be a reliable opponent. Timely execution of moves and prompt responses help keep a game going along smoothly. But sometimes, that's just not possible. While everyone would love to be able to dedicate an hour or two a day to our hobby, most of us just can't make that happen in our busy lives. On top of that, sometimes life throws us a curve, and our priorities are forced into reorganization. Such is the case with my opponent for the currently featured online game on the AHIKS Forum, **Alexander the Great**. I'm playing Bert Schneider, and he's had some serious issues to contend with lately; because of this, we haven't made a lot of progress on our game. Frustrating? Yes, but I can live with it. Why? Because Bert's communication with me has been exemplary. He's maintained constant contact and informed me of the situation in his life right now and the necessary delay our game will have to undergo. I understand. (Please, it's just a game...) Even if you have a set-back or some unforeseen event throws a wrench into your game-playing plans, remember to maintain contact with your opponent. Odds are he'll understand and you will avoid becoming a "disappearing opponent."

Until next time, Happy Wargaming!



### Change of Address

If you have a change of address or get a new email address, please contact the Secretary at the address listed on page 12 so that we can update the membership roster. The Secretary will update the roster and forward your new information to the Editor and the Match Coordinator to make sure your subscription to the newsletter and your game requests are uninterrupted

## Crannies & Nooks of WWII from Tom Oleson

1. For a friend who mentioned a family interest I got "**The Burma Campaign 1942-5**", by Frank McLynn, (c) 2010, Yale Press. It is only for those with a particular interest in this corner of the global war.

"**The Forgotten Army—a Burma Soldier's Story**," by James Felton. This is a very unusual book, composed mainly of letters which the author wrote home at the time, reproductions of his very well done contemporaneous sketches and paintings, as well as interesting photographs. Could well be of interest to the general reader.

2. As I wind up the 7th edition of **Anzio**, I read everything available on the Italian campaign. One was "**Ghost Bombers—Luftwaffe Night Attack Operations From Anzio To the Alps**," by Nick Beale, published at \$36.95; I paid \$11.95. The pinprick efforts of a severely over-matched Luftwaffe. Well done but *only* if you are really interested in the topic.

3. "**Dirty Little Secrets Of WW II**" by Jim Dunnigan and Al Nofi, published at \$15.99; I paid \$4.95. For the person who must read everything about WW II.

4. "**The Siegfried Line— The German defense of the West Wall September-December 1944**." Published at \$18.95, I paid \$5.95. A very interesting book although miss-titled. It does describe the building of the West Wall, but there is almost nothing about fighting along it, just what led up to it. Lots of interesting data including detailed casualty lists of officers. Emphasis on the supply problems of the Allies. Patton's 3rd army as it headed for Germany needed 400,000 gallons of fuel daily, got 32,000 most days. On August 31, 1944, 17 of his tanks set out to capture a then-undefended Meuse River bridge; 14 ran out of gas before getting there. Also mentioned is that from the time Antwerp was captured, it took 85 days before it was usable for supply, due to German mines and defense of the channel leading to the sea.

5. "**Armies Of the Balkan Wars 1912-1913**," published at \$17.95; I paid \$11.95. In 1911 the once vast Ottoman Empire had shrunk to the point where its European territory was a narrow sliver from Adrianople to the Ionian Sea, bordered on the south by Greece, and on the north by Montenegro, Serbia, and Bulgaria, all 4 of which coveted their slice of the Turkish lands which divided them. Detailed OOBs. This would make a fascinating game, with those 4 armies elbowing each other as they advanced against the Turks, with volunteers from Italy and a then-independent Crete. For instance, the Greeks got to Salonika one day ahead of the Bulgarians who thought they should get it. They got it but later lost coastline on the Aegean Sea, plus Adrianople and nearly all of what is now European Turkey. The Turks recovered some of that in the second go-round because Rumania came in, advanced on Sofia, and took a slice of Dobrudja. Think there is no game on this. Wish there were!

6. "**Albert Kesselring**" —a very well done biography of the key commander in Italy. Published at \$18.95. I paid \$12.95. A must for students of the campaign and should also be of interest to anyone with a general interest in the ETO. A surprise for me was that many of the photos were from the collection of some-

body we knew very well while living in Rome nearly 30 years ago. The best maps of any book of its sort I have ever seen. Lots of information geared to captions. From reading so many histories of the Italian campaign I have noticed that no two agree 100%. This book refers several times to the 14th Panzer Division's role in Italy. There was such a division, but in all the other histories I have, including detailed Wehrmacht OOBs, this division always is elsewhere. By now nothing should come as a surprise to me about this campaign, but I had not heard of the Allied commando raid code-named Operation Ginny.

An unrelated comment: *The Wall St. Journal* 5/18/13 mentioned that many Italian art treasures were saved by SS General Wolff, who secretly contacted the Allies in Switzerland, Alan Dulles of the OSS.

7. "**The Chaco War 1932-35**"—so many wars, so little time. Raw material for a game here. Well done on an obscure chapter of history. \$12.95

8. For the "Anzio" Researcher: "**Italian Army Elite Units & Special Forces 1940-43**" and "**Italian Battleships of WW II**." Definitely only for those with a special interest.

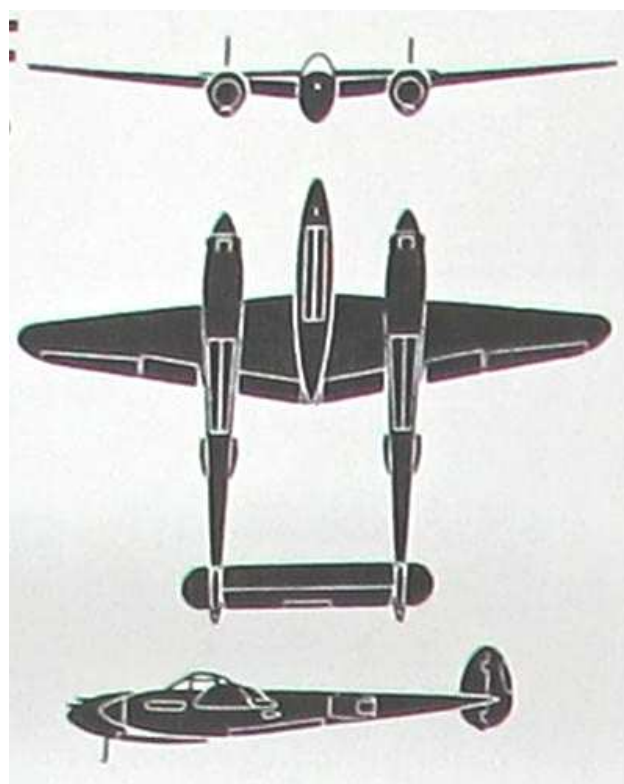


### Identify That Plane!

In this issue there are four WWII airplanes to be identified. The answers are on page 20.

The plane below is

#1



## Better Game Play by George Phillies

The following is taken from George Phillies' book "Stalingrad for Beginners." It is available at <http://www.amazon.com/Stalingrad-Beginners-Studies-Design-ebook/dp/B00B3BTWKY> (or see "George Phillies in Books" on Amazon)

### Playing Better Stalingrad

Basic Stalingrad strategy is about four resources: military strength, position, time, and player morale. Each player must balance his or her potential losses in military strength against opportunities for positional gain or loss.

Military strength includes: which units each player has on the board, where those units are located, how many accumulated replacement factors each player has, and the current and future replacement rates.

Position describes the territory that each player controls, some locations being more valuable than others. It might be supposed that Leningrad, Moscow, and Stalingrad are the most valuable locations, but in mid-game a sound case can be made that the most valuable single location is the city of Kursk.

Time is the march of months across the time record chart. Cautious German play reduces German casualties but slows the German advance. Plodding German play gives the Russian extra delaying positions and more units than she might otherwise have had. Clever Russian play reduces Russian casualties or leaves the German with fewer turns to reach his objectives. Weak Russian play advances the German ahead of his timeline or forfeits units unnecessarily.

Player morale reflects the subtle mental struggle between the players. A German player convinced that he is losing is more likely to try desperation strategies that will likely ensure his defeat. A Russian player convinced that she is losing, and that only careful defensive play can extract a victory, is less likely to search effectively for counterattacks that dislocate the German advance.

In his original rules to Tactics II, Charles Roberts differentiated between capability and intention. Capability describes what each side is able to do within the limits of the rules. Capability is subject to exact calculation, though it is hardly unknown for a player to overlook a possible move that he or his opponent could make. Intention describes what each player is likely to plan to do, within the limits posed by available forces and rules. Intention is much more difficult to determine, though you will note my remarks where player behavior is consistent from turn to turn. For example in the demonstration game in Parts II and IV, the German player regularly declines to occupy a square for an attack if he would need to make an extra soak-off. In the author's experience, it is actually difficult to determine what the other player is thinking in a useful manner.

To some extent, one resource can be exchanged for another. To hold or advance their front line, players must attack, create sound defensive positions, offer up delaying units, and take advantage of terrain. In each case, players exchange units and territory, and impact morale, all targeted at satisfying the game's victory conditions. A bad exchange of units and territory is shown by the mass 1-2 strategy, as treated in Chapter 24. A good exchange is shown by the basic delaying positions between the Nemunas and Bug rivers, described in Chapter 25.

Above all, Russian play must be precise. Unforced Russian errors cost the Russian player units, terrain, or both. Every unit lost unnecessarily is a unit not available to bolster defenses or stage counterattacks on future turns. Every position lost unnecessarily advances the German ahead of his timeline, giving him more time to reach his objectives. The Russian Army is fragile, has very limited counterattack capacity, and for much or all of the game is weaker than its German counterpart. Only by careful use of every resource will a Russian player win.

Above all, German play must be sharp. The German player struggles to capture terrain and reduce Russian strength before his own casualties and Russian replacements render his victory unattainable. In sharp German play, the German exploits every Russian mistake, maximizes Russian losses without taking unnecessary losses of his own, and optimizes his own positions to complicate matters for the Russians.

How can you improve your moves? These are questions you should ask before committing to your move. They are not the only questions you should ask, but they are questions that you should be asking. What you get out of your questions will change as you become a better player.

#1) Are there any holes in the Russian line? Holes in the German line are sometimes less serious.

#2) Are there Russian units that can be attacked while they are not doubled? Are there German units against which counterattacks are necessary? Identify all your options first. Then choose among them.

#3) Are there doubled Russian units that are vulnerable to 3-1 attacks? Or have the doubled positions as much as possible been rendered 3-1 proof? For the Russian, this is "are my defenses well-arranged?" For the German, this is "Are there points where my well-aimed chisel will smash apart a Russian defense?"

#4) Are there any other anomalous features of the position? Are there advances or retreats after combat that prove especially valuable? The position now and after combat may be different.

#5) What are the attack priorities? The German army does not have unlimited numbers of combat factors. Where will it choose to attack? The German and Russian players should ask the same questions, though for different reasons.

#6) What will the enemy do on his turn? Study the board from the enemy's position, and you will see strengths and weaknesses in your position that you had previously missed.

#7) What is inside the opponent's head?

The question without a number: Where do I find opponents who are better than I am? They are the people who will teach me how to become a better player by beating me.



### Attending BPA?

I am thinking that having an AHKS team at BPA would be a nice thing. Not only fun, but it would get the club's name out there. We need only 4 of us to make up a team, and it doesn't cost anything extra.

If you are planning on attending this year and have any interest, please drop me a note at [Blachorn@comcast.net](mailto:Blachorn@comcast.net).  
Regards, Jeff Miller

# THE QUEST TO FIND THE FIRST AMERICAN WARGAME

Part 3 by Joseph Angiolillo Jr. Copyright © 2013

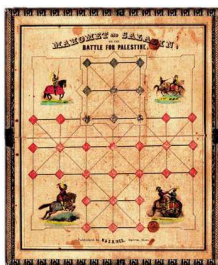
## Prologue

In the first part of this article, we defined a wargame as a dynamically balanced game where players replay an historical battle; a grand tactical event, such as the German invasion of Russia in 1941; or even an entire war, such as World War II. The two words that are most important are, first, dynamic rather than static balance; and second, balanced, or giving an equal chance to win between two players of equal skill.

In the second part of this article, we searched for and found the **FIRST AMERICAN WARGAME**.

We started by looking at the first American board game, **The Traveler's Tour Through The United States**, published in 1822 by F. & R. Lockwood in New-York (actual name of New York City in 1822, ed.).

W. & S.B. Ives of Salem, Massachusetts, published our first possible wargame in the 1840s. That game is the defense of Palestine by the Arabs, probably referring to King Richard against the Arab army commanded by Saladin during one of the last crusades. It is called **Mohomet And Saladin** or **Siege of the Battle For Palestine**.



**Mohomet And Saladin** was disqualified because each side could move only one piece each turn.

**Mohomet And Saladin**  
From the collection of  
Joseph Angiolillo

Charles Magnus of New York City published the next contender in the 1850s. It was called **Running The Blockade**.



**Running The Blockade**

As you can see from the photo of the game board, each player took a position in front of a maze. Once the game started, the first player to successfully trace a path through his maze to the end position won.

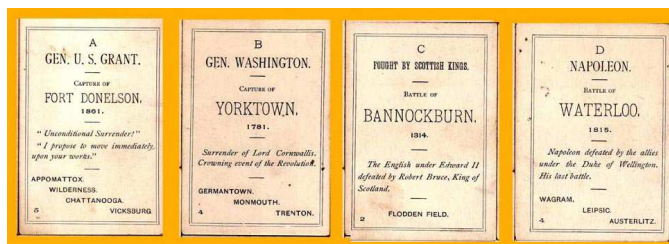
Looking at the game, it is only a challenge for children. Once a player knows the solution of a particular maze, playing that same maze is no longer a challenge so the player choosing the same maze again will most surely win.

McLoughlin Brothers of New York City published a third contender in the 1870s. It is called **Naval Engagement** and is really a board game containing a work of art.



**Naval Engagement**

Then, in the 1880s George S. Parker published **Great Battlefields**.



**Great Battlefields cards**

**Great Battlefields** is disqualified because it is a card game that can be used by a teacher to help students memorize great battlefields in history and the commanders involved in the battles.

In the same year, 1895, the first wargame was published by Parker Brothers (**Waterloo**), they also published **Napoleon**.

**Napoleon** is one of many path games using a spinner to determine the number of spaces a player can move his implement (1800s word for marker or piece, ed.). The first player to land on the end space by exact spin wins.



**Great Battlefields box**

Although we did not proceed further than 1895, the Spanish American War spawned almost one hundred titles. In 1899 McLoughlin Brothers published **Up The Heights of San Juan**.

**Up The Heights of San Juan** is not a wargame. It is a jigsaw puzzle.



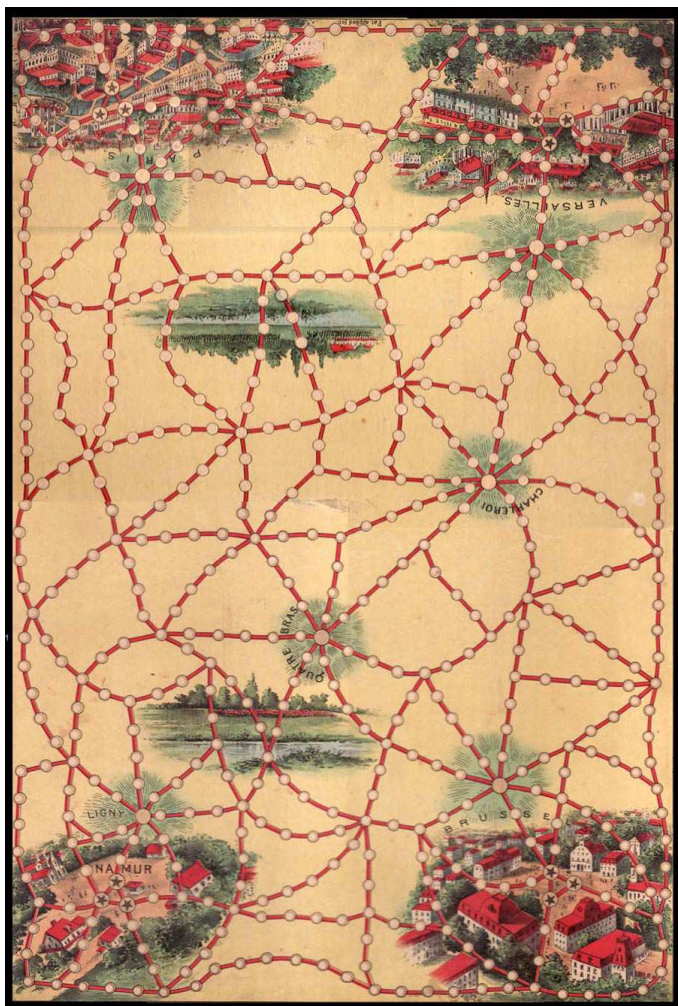
**Up The Heights of San Juan box**

SECTION I: COMPONENTS IN PARKER BROTHERS 1895 GAME, **WATERLOO**, THE FIRST AMERICAN WARGAME

Before we look at the rules to find out how to play **Waterloo**, it is important to review the game board, implements, and method of movement.

In Section I below, we will examine the components, leaving Section II to list the rules with important comments by the author.

The first component is the game board. It measures 14 inches by 21 inches and depicts a point-to-point combat game.

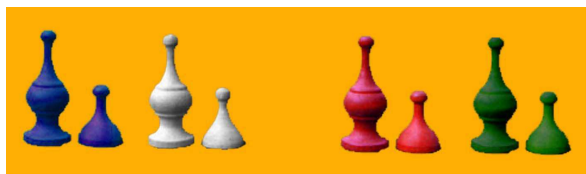


Waterloo game board

Four files will be available at the AHIKS web site (only). They will make up the above game board. Members will be able to download them and print their own maps.

The second component is the implements. The ones provided with the actual game were individually lathed wood. The implement was colored with ink.

There are four colors of implements, blue for Napoleon's French army, white for Ney's French army; red for Wellington's Anglo-Allied army; green for Blucher's Prussian army.



Waterloo implements

You can use any common item for implements, but I prefer using 1/72 plastic Napoleonic figures spray-painted. For the cavalry, a set of horse and rider figures with the horse up on its back hoofs is available in the Mamalukes set.

The last components are three six-sided dice. In the original game they were hand carved ivory dice with no attempt to make them balanced for use in a Casino. The game comes with two dice cups but you can use a dice tower or any other method to roll the dice.

## SECTION II: GAME RULES PRINTED ON THE INSIDE COVER WITH ITALICIZED COMMENTS ON THEIR ORIGIN

*Rules presented here are exactly the same as written on the inside of the box top.*

"Waterloo" can be played by two, three, or four players.

The field of "Waterloo" is invested with a peculiar fascination, as here the greatest conqueror, since Caesar, met with overwhelming defeat at the hands of the Allied Armies, under the English Duke of Wellington and the Prussian General Blucher. In the brief campaign of "Waterloo," the localities of Ligny, Quatra Bras and Charleroi were prominent. Their names are given to certain hills upon the board. The little village of Waterloo which gave its name to the famous battle was located quite a distance from the actual battlefield.

Unlike the battle the game may turn out favorably for the French side. In other words the "Waterloo campaign" is simply fought over again.

While Versailles and Paris played no immediate part in the field of "Waterloo," they are selected in representing the residence of Napoleon and the Capital of France.

### RULES FOR TWO PLAYERS.

Each player takes Ten pieces of *the same color* The EIGHT SMALL PIECES are INFANTRY and the TWO LARGE PIECES are CAVALRY.

One player, representing NAPOLEON, places his ten pieces near PARIS, while his opponent representing WELLINGTON, places his ten pieces near BRUSSELS. Each piece is supposed to represent a Brigade of the army.

The THREE GOLD SPOTS, marked with STARS in the center of each city, represent that city's stronghold.

Each player may post his pieces, at the beginning of the game, upon any of the spots around the city, provided a player does not place any of his pieces more than *ten spots* away from his STANDARD STRONGHOLD. No two pieces are allowed to be placed on immediate adjacent spots, although they may be afterwards brought together, if the throws of the dice allow it.

It is the object of Napoleon to get ANY TWO OF HIS PIECES upon any two of the THREE STARRED SPACES in BRUSSELS, and it is the object of Wellington to capture Paris, by getting any two of his pieces upon any two of the three starred spaces in the city.

The player first succeeding in CAPTURING HIS OPPONENT CITY, WINS THE GAME.

The player representing Napoleon at Paris, plays first, after which players play in turn.

A player *throws three dice at one time and moves three of his pieces, one for each die.*

That is, if a player throws 1, 3 and 6, he may move any piece (CAVALRY or INFANTRY), one spot, another piece three spots and the third piece six spots.

A player cannot move an INFANTRY piece the SUM of two or three of the dice, but can move a *Cavalry piece* as many spaces as are shown on one die or the sum of TWO OF THE DICE or the sum of ALL THREE DICE. If a Cavalry piece is moved the sum of two of the dice, the remaining die is applied in moving some other piece.

Wherever the word "*piece*" is used in these rules it applies equally well to either Cavalry or Infantry.

Pieces can move in any direction, backward, forward or sidewise over any "road," providing they do not retrace in one move; that is, if a piece is to be moved five spots it could not move three spots in one direction and then move two spaces over the road already passed. In case of a Cavalry piece, however, a player having a doublet, say three, could move the piece out three and then come back again to the original spot. This move is especially valuable in making a sudden raid in order

capture an opponent's unprotected piece and get back to a protected space.

A piece, SMALL OR LARGE, captures an opposing piece, small or large, when the throw of the dice allows it to land on the same space. Captured pieces are at once taken from the board.

*In the 1800s almost all games required exact spin to win the game. Apparently, that is why an exact spin is needed to capture an opponent's piece.*

No piece can be PASSED BY ON THE SAME TRACK by another piece, whether friend or foe, and only one piece can occupy one spot AT A TIME.

A piece upon a HILL, as represented at LIGNY, CHARLE-ROI, QUATRA BRAS and in front of the FOUR CITIES, CAN- NOT BE CAPTURED, and as no piece can pass it, it effectually blocks the way.

*Any "grognard rules lawyer" can argue which spots are in or out of a city, so this rule needs clarification before the game starts.*

Any two pieces ARE SAFE FROM CAPTURE when they are TOGETHER, that is upon immediately adjacent spots. One piece "supports" the other and neither can be captured. EX-CEPTIONS, - Any piece on one of the STARRED SPACES in its OWN CITY, whether supported or not can be captured by an invading opponent's piece. This rule is of course to prevent blocking. In every other instance, however, two friendly pieces together are absolutely secure from capture.

*I am not including the diagram as it only shows an example of the rules. But I will include the text (written in red) to give readers complete set of the rules.*

**In the DIAGRAM ABOVE, Black infantry piece occupies the hill, and therefore is safe from capture. Black can capture white Cavalry piece if he throws a two, but Black cannot capture the white infantry because they are "supported," i.e., together. An opponent's piece if unsupported can be captured even after it is in your CAPITAL.**

When two persons are playing, Namur and Versailles are not used for strongholds, but simply as any other part of the field.

Two players, however, can play the four-handed game, if each desire to control two armies.

When a player throws DUBLETS or TRIPLETS, he has another turn, that is he throws again and moves. If he again throws doublets or triplets he has still another throw, and so on as he continues to throw doublets. A doublet is a throw is a throw of two dice of the same denomination at the same time.

*Like exact spin, in 1800s games, doubles often give a player some form of an advantage.*

Doublets are advantageous in moving "supported" pieces as it advances them at the same time and at the same time leaves them supported. For convenience CALL OUT YOUR THROW as you make it naming the small numbers first. Thus 2, 3, 6.

When the game begins, a player should advance his pieces in such a manner as he thinks will most quickly capture his opponent's city and yet defend his own city from invasion.

It may be seen that Cavalry are useful in making rapid raids but each army is only provided with two brigades of Cavalry.

A player is obligated to play, if possible, but if he should have only two pieces left on the board (both Infantry) he loses the play of one of the dice. If he should have a piece on the gold starred squares in his opponent's city, and cannot play any other piece, he must move out of the stronghold.

The player first getting *two pieces* (either Cavalry or Infantry or one piece of each) on two of the spots in the enemy's capital WINS THE GAME.

## RULES FOR FOUR PLAYERS.

(Read Rules for Two Players first.)

When four players take part in the game, it is extremely interesting and exciting.

Two players sitting at the same end of the board should be PARTNERS.

He, whose ten pieces are arranged around PARIS represents NAPOLEON, the player occupying VERSAILLES, Marshall Ney, the player whose pieces surrounds BRUSSELS represents WELLINGTON and the one at NAMUR, the Prussian General BLUCHER.

The arrangement of the pieces is the same as those in the game for two players.

The OBJECT of *Wellington and Blucher*, as represented by the game, is to succeed in getting any ANY THREE OF THEIR PIECES upon the *three golden starred spots* in either PARIS or VERSAILLES, or, they will win the game if they get TWO of their pieces at VERSAILLES and TWO at PARIS.

The *three pieces* used in capturing a city may be those of *either* or the *combined forces* of *Both Players*. That is, the combined forces are regarded exactly if they belonged to one player, with the exception that no player may move another player's piece.

On the other hand, NAPOLEON and Ney use every endeavor to get *three of their pieces* in NAMUR or BRUSSELS, or *two pieces* into each of those cities.

The player throwing the highest number on the first throw plays first, after which plays are in turn.

*This is another "grognard rules lawyer" example and needs clarification. In my opinion it means that the sequence of play is the player who first throws the highest number moves first, then one of the opposing players moves second, next the first player's partner moves, and finally his other opposing player moves, completing the turn. The sequence would continue this way for the rest of the game.*

A partner's piece furnishes "Support" just as well as a piece of the same color.

Partners are allowed to converse with each other, if they wish, or consult concerning certain plays.

The same rules governing the two players game are used in the one for four players, with the exceptions above noted.

## RULES FOR THREE PLAYERS

When three players take part, two should represent respectively Wellington and Blucher, and the other, representing Napoleon, should play for both the forces which surround Versailles and those at Paris.

In other words, play as in the four player game, except that one man throws the dice and moves for two armies.

*This rule also needs clarification, but I think it means the pieces Napoleon controls move using three dice, and later in the turn Ney's forces move, again throwing three dice.*

## SECTION III: SUMMARY

Now you can make and play the first wargame published in America.

If you want this article to continue with three Appendices: How Charles Swann Roberts may have developed Waterloo 1895 into one of his 1960s games, how SPI could have developed Waterloo 1895 into one of their simulations, and how I would modify Waterloo 1895 to make it a simple simulation with dynamic balance, let Omar know.

★★



## UCP News

from Brian Laskey

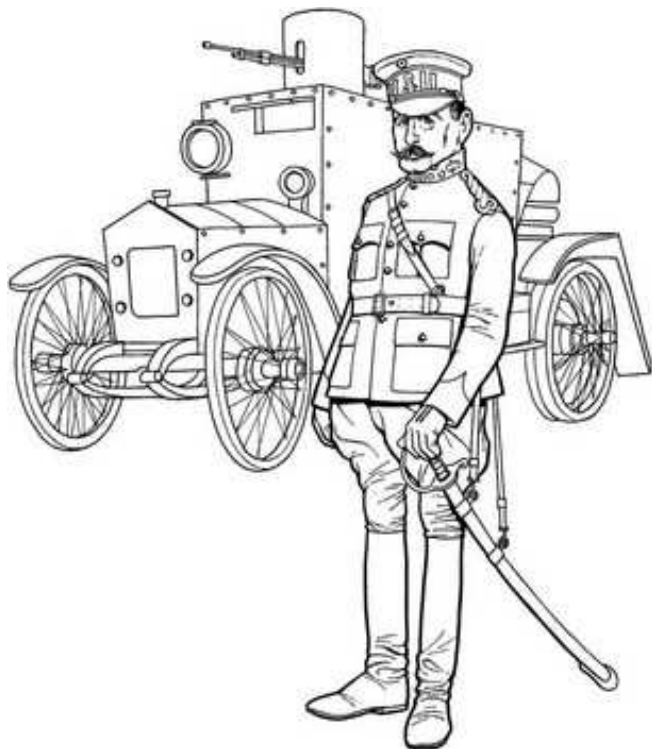
This article was on-hand when the last issue of *The Kommandeur* was published. I simply forgot to include it. My apologies. OD

Well, it looks like spring has finally arrived, and I for one am more than ready for it. Not that I look forward to everything that the warmer weather brings, such as lawn work and those outdoor projects that looked so far away six months ago, but after this winter here in CT, I'll take it. Of course, it's also time for me to lament on all those indoor projects, such as organizing the game room, just for starters, that somehow didn't get done during the winter months. But, when I think ahead to some quiet fishing or a nice summer eve relaxing on the deck to a brew and reading the latest *K*, I quickly remind myself of that October saying of my fellow Minnesota Vikings fans— there's always next year!

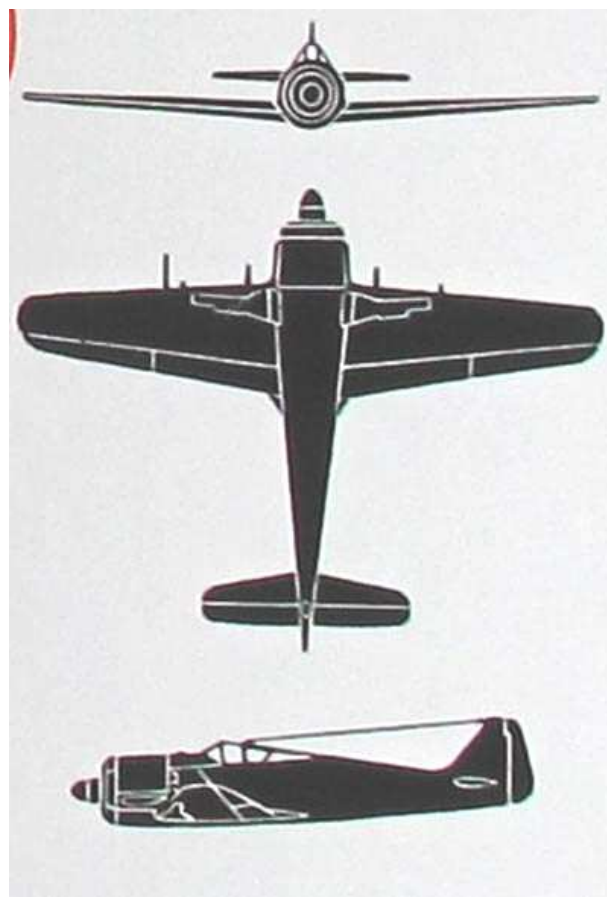
Personal gibberish aside, I would like to Thank Ralph Ferrari, Charles Marshall, Michael Parchen, and Tom Thorsen for their donations to the UCP. I very much appreciate their time and expense to send the items along. There is also an outstanding request from Bob Best for three counters for SPI's **Saipan** game. These counters are: 3/6 and 3/25 Marines and the 1/106 Army Battalion. If anyone can be of help on these, please let Bob or me know.

And last but not least, I will be going to San Diego on a family vacation the week of August 19-23, so if there are any AHKS members out there that want to try and meet for a brew or cup of Joe drop me a line. That's all for now.

Be of Good Cheer!



#2



## Judge Rulings

from Lee Massey

Greetings from the Judge's bench! Since the last *K*, I have made one ruling in the **Fortress America** game. Jim Sanders and Jeff Miller had a question about placing partisans in cities. I want to thank them for the opportunity to help them in their game. If you have questions that you can't seem to answer, don't hesitate to ask me. That's what the Judge is for! I hope everyone is enjoying all their games! Well that's all the news from the bench! Happy gaming!



From a WBC publication:

**AVALON HILL REUNION:** For many of us, the “hobby” began with the products of one company. This year, WBC occurs during the 15th anniversary of the sale of The Avalon Hill Game Company to Hasbro which ended the Avaloncon era—and gave birth to WBC. The passing of two of their colleagues in the past year has brought many of those employees back together again in 2013 to relive the old days one more time. Join us in Hopewell on Friday afternoon as the largest gathering of AH designers ever assembled retell old tales.

# Upcoming Events

**June 8-9**, Tampa, FL  
SALTY BAY CON 2013  
<http://saltybaycon.com/>

**June 12-16**, Columbus, OH  
ORIGINS  
<http://www.originsgames.com/>

**June 14-16**, Jacksonville, FL  
RAPIER 2013  
<http://www.rapiercon.com/>

**June 29-30**, Liverpool, UK  
CARDBOARD WARRIORS. UK BOARD WARGAME CON  
<http://www.scytheandteacup.co.uk/>

**July 3-7**, Morristown, NJ  
DEXCON 16  
<http://www.dexposure.com/dexcon16.html>

**July 5-7**, Vancouver, Canada  
HARNCON  
<http://www.lythia.com/forum/viewtopic.php?f=48&t=13803>

**July 12-14**, Houston, TX  
DELTA H CON  
<http://www.deltahcon.com/>

**July 12-14**, Hartford, CT  
CONNECTICON  
<http://connecticon.org/>

**July 18-21**, Lancaster, PA  
HISTORICON  
<http://www.historicon.org/>

**July 19-21**, Quincy, IL  
QUINCON 28  
<http://grgg.org/>

**July 19-21**, Louisville, KY  
NATIONAL BLOCK PARTY  
<http://www.ohiovalleygamers.org/nationalblockparty.html>

**July 26-28**, Louisville, KY  
FANDOMFEST  
<http://fandomfest.com/en/>

**July 29-August 4**, Lancaster, PA  
WORLD BOARDGAME CHAMPIONSHIPS  
<http://www.boardgamers.org/>

**August 2-4**, Austin, TX  
BOARD GAME BASH  
<http://boardgamebash.com/>

**August 3-4**, Mesa, AZ  
MARICOPACON 2013  
<http://www.maricopacon.com/>

**August 15-18**, Indianapolis, IN  
GENCON INDY 2013  
<http://www.gencon.com/>

**August 30-Sept. 1**, Buffalo, NY  
QUEEN CITY CONQUEST 2013  
<http://queencityconquest.com/>

**August 30-Sept. 2**, Los Angeles, CA  
STRATEGICON: GATEWAY  
<http://www.strategicon.net/>

**August 30-Sept. 2**, Sterling, VA  
TCEP 20: THE MOST INTERESTING CON IN THE WORLD  
<http://barkingmad.org/>

**September 9-13**, Columbus, OH  
BUCKEYE GAME FEST  
<http://www.buckeyeboardgamers.org/buckeyegamefest.htm>

**September 27-29**, Savannah, GA  
SAVANNAH SKIRMISH 2013  
<http://social.consimworld.com/events/savannah-skirmish-2013>

**September 28-29**, Waco, TX  
WACON  
<http://www.wacogamecon.com/>

**October 12-13**, Rockville, MD  
CONGRESS OF GAMERS  
<http://www.congressofgamers.org/>

**October 18-20**, Charleston, WV  
CHARCON  
<http://www.charcon.org/>

**November 8-10**, Killington, VT  
CARNAGE ON THE MOUNTAIN  
<http://www.carnagecon.com/>

**November 15-17**, Lancaster, PA  
FALL IN!  
<http://www.fall-in.org/>

A good source for information on all kinds of conventions is the Steve Jackson game site: <http://sjgames.com/con>



## Open Match Requests from Duncan Rice

1914 AH	Mike Kettman (1067)	The Russian Campaign AH	Greg Dilbeck (1363) P
Adv Squad Leader MMP	Dennis Sheppard (804)	The Russian Campaign L2	Harold Mcpherson (1000) EP
Adv Third Reich AH	Damon Norko (1736)	Russian Front AH	Melvin Yarwood (36) P
Afrika Korps AH	Brian Britton (1603) ZV	Russian Front AH	Mike Kettman (1607)
Afrika Korps AH	Mike Kettman (1067)	Second Fleet	Thomas Ten Eyck (0826) EP
Afrika Korps AH	Paul Martin (1085) P	Shiloh DG	Mike Kettman (1067) EP
Afrika Korps AH	Anders Hench (1724) C	Squad Leader AH	Melvin Yarwood (36) P
Anzio AH	Melvin Yarwood (36) P	Stalingrad AH	Joseph Angiolillo (412) EV
Anzio AH	Greg Dilbeck (1363) P	Stones River Decision Games	Mel Yarwood (36) P
Anzio AH	Ken Rukowski (1398)	Stonewall's Last Battle AH	Paul Warnick (1430) VE
Arnhem SPI	Thomas Ten Eyck (826) EP	Tamburlaine The Great SPI	Albert Bowie (299)
The Arab-Israeli Wars AH	Dennis Sheppard (804) E	Tet Offensive GDW	Martin Svensson (1466) V
Battles for the Ardennes SPI	Thomas Ten Eyck (0826) EP	Turning Point Stalingrad AH	J.L. Robert EP (1728)
Bitter Woods AH	Melvin Yarwood (36) P	Twilight Struggle GMT	Ron Gregory (1366) E
Blue and Grey I, II	Melvin Yarwood (36) P	Victoria Cross II Worthington Games	Justo Perez (1656)
Borodino SPI	Melvin Yarwood (36) P	Victory in the Pacific AH	Lee Blake Massey (1382) EV
Bulge '65 AH	Michael Paul (1578) P	War Between the States DG	Harold McPherson EP
Bull Run AH	Grailing Jones (1732) EV	War in the Ice SPI	Grailing Jones (1732) E
Chalons DG	Albert Bowie (299)	Warriors of God MMP	Jeff Miller (1303)
Central America VG	Dan Carey (1716) VE	Waterloo AH	Joe Angiolillo (412)
Chickamauga WEG	Joseph Angiolillo (412) E	Waterloo AH	Brian Britton (1603) ZV
The Civil War VG	Shannon McNamara (1639)	Waterloo AH	Anders Hench (1724)
Combat Commander GMT	Justo Perez (1656)		
D-Day 61, 65, or 77 AH	Brian Britton (1603) ZLV		
D-Day 65 AH	Anders Hench (1724) C		
D-Day 77 AH	Tom Walsh (1427) P		
Decision in the Pacific 1942	GDW Melvin Yarwood (36) P		
Eurofront 2 Columbia	Pete Menconi (146) V		
Eurofront Columbia	Tom Oleson (111) FtF (WA.)		
Fading Glory GMT	Mike Kettman (1067) EP		
Fighting Formations GMT	Justo Perez (1656)		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Flight Leader AH	Pat Williams (1669) EV		
Fortress Stalingrad S&T	Chris Harding (1591) E		
Frayser's Farm Decision Games	Mel Yarwood (36) P		
Freedom in the Galaxy SPI	Jeff Miller (1303)		
Gettysburg '77 AH	Damon Norko (1736)		
Gettysburg '88 AH	J.L. Robert (1728) EP		
Golden Horde: Kulikovo	ATO Albert Bowie (299) E		
Hammer of the Scots Columbia	Jeff Miller (1303)		
Hell's Highway Thomas	Ten Eyck (0826) EP		
A House Divided GDW	J.L. Robert (1728) EP		
Kingdom of Heaven MMP	Jeff Miller (1303)		
Korean War VG	Thomas Thorsen (0470) EV		
Leipzig Decision Games	Mel Yarwood (36) P		
Luftwaffe AH	Steve Kozlovski (1712) E		
Ici c'est la France Legion War	Games Martin Svensson (1466) Z		
Midway AH	Steve Kozlovski (1712) E		
Napoleon at War SPI	Melvin Yarwood (36) P		
Napoleon's Triumph Simmons Games	Justo Perez (1656)		
No Peace Without Spain CG	Garry Barr (1700) V		
No Retreat GMT	Thomas Thorsen (0470) EV		
Panzer GMT	Martin Hogan (1704) V		
Panzer Blitz AH	Steve Kozlovski (1712) E		
Panzer Leader AH	Dennis Sheppard (804) E		
Red Storm Over Reich CG	Lawrence Hung (1679) FLV		
Richtofen's War '72 AH	Richard Saunders (1664) EF		
Russia Besieged L2	Michael Paul (1578) P		
Russia Besieged L2	Victory Huguet (1707) C		

### Match Codes

A: ADC2	P: Postal Mail
C: Cyberboard	S: Slow Play
E: Email	T: A.C.T.S..
F: Fast Play	V: V.A.S.S.A.L.
G: Will Gamemaster	X: Non-rated Game
L: Learning Game	Z: Zuntzu

### Match Coordinator

To accept one of the listed matches or have a new match listed, email to: [MC@AHIKS.COM](mailto:MC@AHIKS.COM)

## 12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1731 Robert G. Taylor	Eaton Rapids, MI
1732 Grailing Jones	Los Angeles, CA
1733 Daniel E. Leader	East Falmouth, MA
1734 Andrew C. Nick	Langley, Canada
1735 Craig Thompson	Yellowstone National Park, WY
1736 Damon G. Norko	New Market, MD
1737 John Hren	Neenah, WI
1738 Richard J. McKenzie	Vista, CA
1739 Gregory L. Wong	San Jose, CA

## From the Match Coordinator

Duncan Rice

April was quite a busy month in the match coordinator's office. Twelve matches were made. May is back to a little quieter than normal with five matches created. If you are interested in seeing what games are going on, you can see them listed in the match coordinator's section of the AHIKS forums. There are quite a variety of games being played. Old Avalon Hill titles are still very popular. Most new match requests are announced in the opponent's wanted section of the forum and the Facebook group.

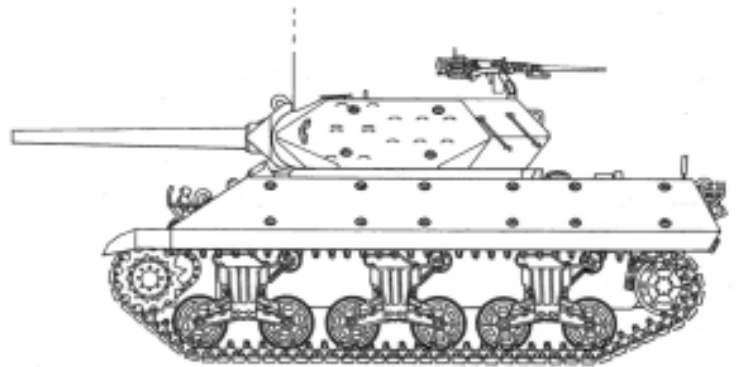
The **PanzerBlitz** tournament should be rolling into its fourth round, of five, soon. We still have six participants with myself as a standby. The players should contact me ASAP with the results of round three. The deadline was June 1st and as of May 31st I have received no results. If you haven't finished your games yet, come to an agreement with your opponent on a victor and tell me.

In the next week or two I will be starting a **Diplomacy** game on the *Armchair General* forums. All that is required to play is ownership of the game and membership on the *Armchair General* forums. If you are interested, look for the discussion in the Boardgame section there. This won't be an officially sanctioned AHIKS tournament, as the **PanzerBlitz** tournament is, but it would be nice to see some AHIKS representation in it.

One more event to keep an eye out for some months in the future is a **Bastogne: Screaming Eagles Under Siege** tournament. This has only been mentioned in passing between Bob Best and me. If you are interested in this, tuck it away in your mind and keep an eye out.

AHIKS recently made a \$25 donation to Operation Husky. This is an initiative to honour and remember Canadian soldiers who fought and died during the Sicilian Campaign in July and August of 1943. In exchange for our donation an Operation Husky t-shirt has been raffled off to AHIKS members who have participated in any game registered with AHIKS through the match coordinator in the last year. The winner is Ken Rutkowski. Wear it with pride, Ken.

And with that I'll leave you folks with another picture on the next page of the grand old game **Tac Air**. My mechanized infantry is bravely trying to work around the flank of Martin Hogan's armour.



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#### **PUBLICATION DEADLINES**

Articles will be accepted at any time though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.

**Deadline for next issue: August 11, 2013.**

#### **GENERAL INFORMATION**

*The Kommandeur (K)* is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

## Book Review

### The Battle of Glorieta, Union Victory in the West

by Dan E. Alberts

(c) 1998

Texas A&M University Press

226 pages, maps, photographs

Reviewed by Omar DeWitt

During the American Civil War, Brigadier General Henry Sibley invaded New Mexico in the fall of 1861 with about 2,000 Texans. His goal was to march up the Rio Grande and eventually capture Fort Union, which is (was) close to the same latitude as Santa Fe but on the other side of the Pecos Mountains. After Fort Union, Colorado would fall to him and he would move west to California.

Three battles were fought in New Mexico. The first was at Valverde, about half the distance from El Paso, where the Texans entered New Mexico, to Albuquerque. The Union troops were regulars from nearby Fort Craig and New Mexican volunteers. It is considered a Confederate victory, although the Union retired in good order and with few casualties to Fort Craig. Sibley decided to bypass the fort, which was very strong, and continue up to Albuquerque. He was now dependent on getting supplies in New Mexico.

The main battle, at Glorieta, was fought between the Confederates and regular Union and Colorado volunteers; few New Mexicans were involved. Each side had essentially the same number of men, about a thousand. Most of the fighting took place in the Galisteo Creek bed, which varied in width from

about 250 yards to much smaller. It was possible to leave the creek bed and move above the creek.

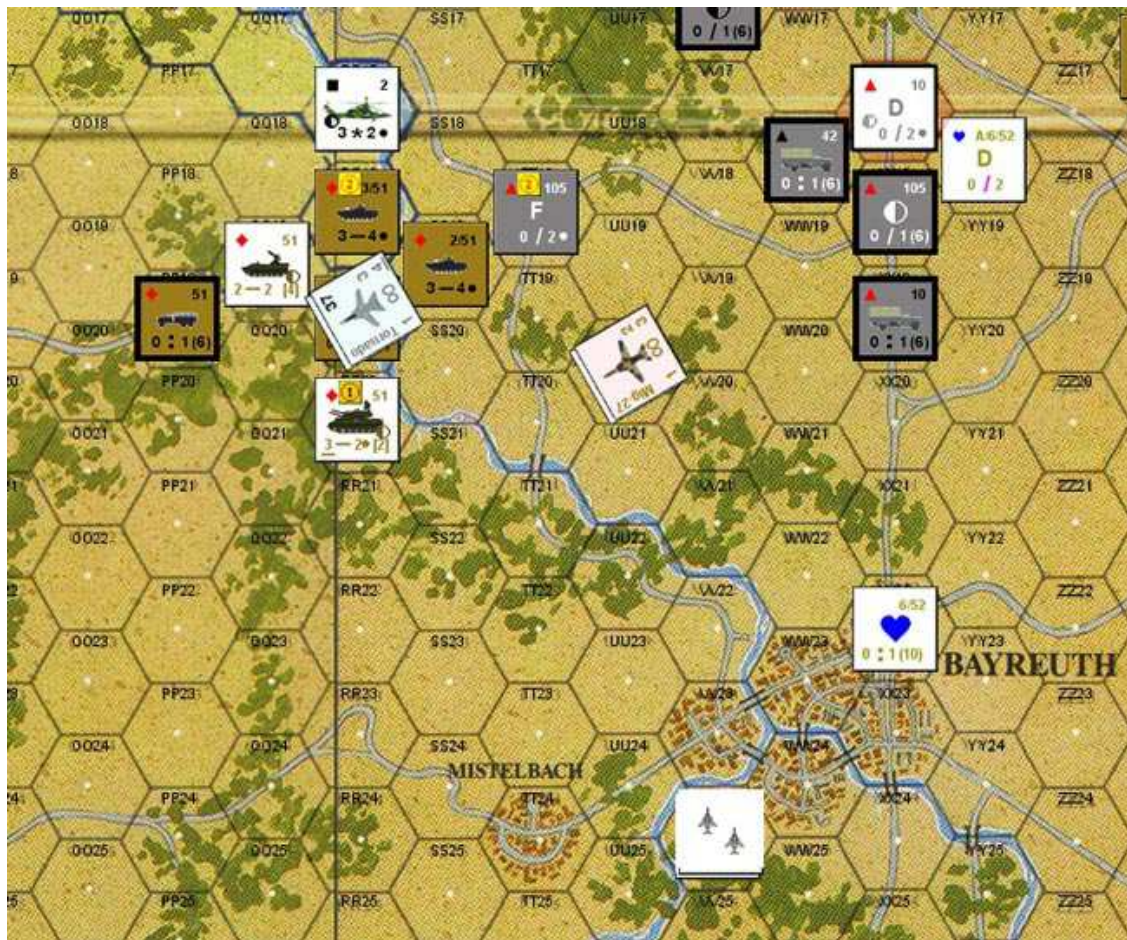
The battle took place over two days in late March 1862. On the first day the Union troops drove back the Confederates. When darkness arrived, the Confederates moved back to Johnson's ranch, and the Union back to Pigeon's ranch.

Slough, the Union commander, decided to divide his forces the next day and send one third under Chivington across country to Johnson's ranch while he took the rest up the Galisteo Creek bed. The Confederates under Scurry (Sibley did not participate in any actual fighting), although they had an excellent defensive position at Johnson's ranch, decided to move east along the Galisteo Creek bed. Scurry met Slough and the fight lasted all day, with the Confederates continually driving the Union back.

Chivington never did rejoin Slough to help with the fighting. But he won the battle for the Union. When Chivington arrived at Johnson's ranch, he found a few Confederates, who quickly ran away, and the entire wagon train of the Confederates. The wagon train was destroyed. Food, ammunition, clothing, blankets—everything—was destroyed.

That ended the fighting. The Confederates moved back to Santa Fe, down the Rio Grande, and back to Texas. There was one more skirmish, but the Union leader did not want to have to feed Texan prisoners of war and was happy when they were gone.

Alberts, the author, writes well and has a lot of information about the battle. The drawings of the fighting are well done. I enjoyed the book.



## Game News

As the handful of members who read this section know, I've been wondering if I should continue this article. I fell off my chair when I received an email from a member saying he enjoyed the article. Note that that is *one* email, but I've been in AHKS long enough to know that he speaks for, maybe, ten members who meant to write but kept forgetting to. Anyway, I was energized enough to spend more time on the article this time. It is longer and contains some photographs. All of it is copied wholesale from the net. Who knows how long my enthusiasm will last? If you have any pro or con views, let me know. OD

### News

#### Decision Games

Decision Games is celebrating 25 years in business, and in honor of this milestone Doc Cummins has put together a retrospective of DG's 25 years in the gaming industry. Read "Part One - The Pre-History of Decision Games" now and watch for the continuing story. Decision Games is also holding a 25th Anniversary Sale. <http://decisiongames.com/wpsite/>

#### Avalanche Press

Avalanche Press is offering no less than 83 games and supplements at 30% off at their web store, as long as you order at least \$100 worth of their games and supplements. Use the coupon code GINA to get your savings. On the Shopping Cart screen, you'll see a small window on the left-hand side that reads "Coupon code (optional)." Type in GINA and click "Apply." <http://www.avalanchepress.com/>

### New Games

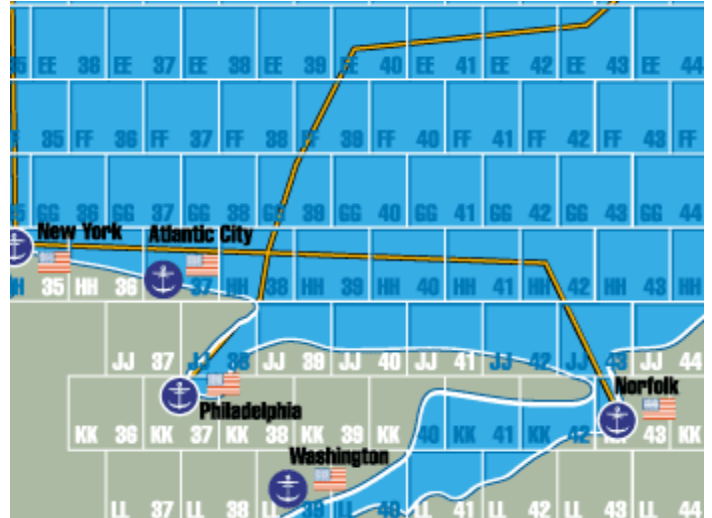
#### Avalanche Press

America fights Britain in a war that never happened. **Great War at Sea: U.S. Navy Plan Red** sports 34 scenarios plus a map of the Eastern Seaboard.

Rivalry between the U.S. and Great Britain didn't end with the War of 1812. Some naval officers from each country saw the other as a potential future threat, while others dreamed of close alliance between the English-speaking powers.



When the United States formalized its war plans in the early 20th Century, potential foes were coded by color. Japan became Orange, Germany was Black, and Britain was noted as Red. British dominions also drew shades of Red: Canada was Crimson, New Zealand was Garnet, India was Ruby, and Australia was Scarlet.



In September 1940, Italian divisions rolled over the border between their colony of Libya and British-dominated Egypt. After advancing several dozen miles they stopped to secure their supply lines, only to meet a devastating British counter-attack that soon had them reeling back halfway across Libya. For the next two and a half years, Axis and Allied armies surged back and forth across the North African desert until finally Gen. Bernard Law Montgomery's British Eighth Army wrecked Erwin Rommel's vaunted Panzer Army Africa.

**Western Desert Force** is a quick-playing game from William Sariego, the same designer as our **Defiant Russia**, following the same philosophy: a game that can be played in just an hour or two.



The map portrays the North Africa from El Agheila to Alexandria. It's divided into hexagons, at a scale of 15 miles across each. Players control the actual units that fought in this campaign. Units are divisions, brigades and regiments with some battalions. The objectives for each side are simple: kick the enemy out of North Africa. The strategy is not so easy: the Allies must protect the Suez Canal; the Axis must choke off this vital waterway. Neither can afford to be ejected from the otherwise worthless desert.

**Iron Curtain: Hammer & Sickle** explores the use of huge tanks and other weapons prepared for this war that never happened. Besides the twenty scenarios, players can take the role of the 11th Tank Corps, 8th Guards Army, as it fights a hypothetical campaign to seize the American airfields at Rhein Main.

Unlike most other Panzer Grenadier titles, **Hammer and Sickle** covers battles that never happened. You've been given one plausible scenario background leading to war, that provides the setting and troops for the scenarios and campaign included.

**Hammer and Sickle** includes 77 mounted and die-cut Soviet playing pieces. Playing all of the scenarios and the campaign in this supplement requires the use of the included pieces plus boards and pieces from **Road to Berlin** and **Elsenborn Ridge** games.

**Great War at Sea: U.S. Navy Plan Crimson** is designed by Milan Becvar. In the 1920s, United States military planners hatched a scheme for the invasion of Canada called War Plan Crimson. A war with Great Britain and the British Commonwealth would be a world-wide conflict, easily making the term "Second World War" appropriate.

Experience had taught the British the advantage of naval control, and geography provided an inland ocean. The Great Lakes would be a shield of the Canadian Dominion and another sword to cut and bleed the United States of America. A long period of tension during which both sides made military preparations would include building naval forces for the Great Lakes.



**Great War at Sea: U.S. Navy Plan Crimson** is the most unusual game ever published in our popular naval series. While we've created games based on wars that never happened, fought with ships that were never built, in each case military planners thought about these battles and the ships at least reached the planning stage.

In this case, designer Milan Becvar has created a game in which neither the ships nor the plans have a "real world" analogue. That allows for a wide-open strategic situation, in which friendly and enemy bases are so close together that fleets cannot hope to elude one another.



There are 50 "long" ship pieces and 180 square pieces, all of them laser-cut. The American and Canadian fleets are built around "lake battleships," similar to the coast defense vessels of other navies, with shallow draft and anywhere from four to seven big guns. There are also a handful of cruisers and a large number of destroyers, torpedo boats, and mine craft.

The map, by Guy Riessen, covers the Great Lakes basin at the usual 32 miles per "sea" zone. All of the lakes are covered, linked by canals, both those that existed and those that could have been built. Both sides of the lakes are dotted with ports, with the American side hosting many vulnerable industrial centers and the Canadian shores within easy reach of the Dominion's vulnerable east-west lines of communication.



There are 30 scenarios, or separate game situations, included. The game uses the regular **Great War at Sea** rules, with some special rules to address this unusual situation. <http://www.avalancheppress.com/>

### Compass Games

Battleground, North Africa, 26 May 1941. **Operation Skorpion**, designed by Randy Heller, a member of AHIKS, is a relatively short, fast-moving game that introduces a new fog of

war game system. Opposing strength is unknown until units enter combat. Once revealed, those combat values can continue to fluctuate during the course of the game based on judicious use of mobile supply units, which can distribute and absorb Allocation Points. Although fighting a defensive battle, the British Player is not without counterattack capability. He will find his artillery arm, both direct and indirect fire, to be a potent force. Game rules such as: Combined Arms, HQ Coordinated Combat, Road Overrun, Engineers, and Reconnaissance Probe, all contribute to an appropriate sense of realism.

In **Crusade and Revolution: The Spanish Civil War, 1936-1939**, designed by David Gómez Relloso, each player has his own deck of strategic cards, which are the heart of the game, and must make difficult choices on their use throughout the game. Each card has four possible uses, but only one of them can be chosen each time the card is played. The possibilities are: Recreate a Historical Event, Conduct Operations, Strategic Redeployment (SR) of Troops, and Replacement Points for Reforming Your Army.

A complete **C&R** game is divided into three phases, which illustrate the evolution of the Spanish Civil War and introduce new strategic cards:

The **War of Columns** phase begins with the outbreak of war and finishes in February, 1937. During this phase only "small units" are used.

The **Large Units** phase lasts from March 1937 to February 1938. During this period the two sides realized that the war would not be over quickly, and began to mobilize their human and material resources to form regular armies.

The **Decisive Phase** begins in March 1938 and lasts until the end of the war, in April 1939. During this time, the Nationalists tried to force the enemy's unconditional surrender, while the Republic fought desperately to resist and prolong the Spanish Civil War so that it might merge with the threatening Second World War, which could be seen looming in the horizon.

**Steel Wolves Expansion Game 1: German Fleet Boats**, designed by Brien Miller & Stephen Jackson, assumes significant changes to the historic design strategy: instead of focusing on medium Type VII boats, the Germans turn to the larger U-cruiser with which they experimented with in World War I. **German Fleet Boats** assumes that early Type I, II, and VII submarines are built as historically occurred, but prior to starting a more extensive building program, OKM makes the decision to build cruiser/fleet type submarines starting with more Type Is and four of the even larger (projected) Type III.

**German Fleet Boats** alters the opening of the campaign, allowing players to play through to the end of the England Imperiled scenario, which ends at the start of Operation Barbarossa. Modifications include changes to allied task forces and the availability of additional allied units.

<http://compassgames.com/>

### Schutze Games

**Struggle for New France** is an introductory level point-to-point movement wargame covering the Seven Years War (1754-1762), focusing on events occurring in North America as a grand campaign game. Players take on the role of either the governor of New France or the British American colonies as they struggle to conduct a war with the limited resources available and unpredictable support both locally and from home as determined by their separate decks of 31 event cards.

**First Strike '62** is Bruce Costello's new design using the **First Strike** system, covering the Cuban Missile Crisis when both sides relied on heavy bomber forces. Using historically accurate strategic (i.e. nuclear) force structures, the players will be responsible for fighting the war on a global scale when the diplomats fail.



<https://sites.google.com/site/schutzegames/>

**Dan Verssen Games**

**Lightning: War on Terror** is the third game in the Lightning series. Fight the war on terror with America's cutting edge weapon systems. The player has been given command of the latest weapons and best personnel America has to offer.

**War on Terror** is an ultra-low complexity card game for all ages. The focus is on fast card play, strategy, and fun. It is an interactive game play for 2-4 players. Includes 110 full color playing cards and one sheet of rules.

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1506>

Now on Kickstarter from Dan Verssen Games

**Battle for Stalingrad** is a card based wargame focusing on one of the most brutal periods of the Second World War. There are plans for some interesting stretch goals including a whole new deck that will add even more options to the game. <http://www.dvg.com/> <http://www.kickstarter.com/projects/Kickinit/games/battle-for-stalingrad-intuitive-card-based-wargame>

**Decision Games**

**Nine Navies War** begins at the start of 1915, after a victorious Germany has overrun France the year before. Italy, seeing the German victory train leaving the station, joins the Central Powers, as do Spain and Greece. All of which makes for a dreadnought showdown in the Mediterranean, Atlantic Ocean, and North Seas, as Kaiser Wilhelm seeks to finally defeat the Royal Navy and thus make Germany into a true global power.

The game uses a derivation of the classic Avalon Hill **War at Sea**. 9NW is a simple two-player game with a short three-turn "1915" scenario, which can easily be finished in one sitting, as well as a 12-turn "campaign game" that will require about eight hours to play.



<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1014>

**Axis Empires: Totaler Krieg!** stretches from the fjords of Narvik to the sands of El Alamein, from the gates of Moscow to the beaches of Normandy, from the Spanish Civil War to the last days in Berlin and everything in between. No game tells the story of World War II in Europe like **Totaler Krieg!**

What's new is a design and graphic update and expansion to give you more options – especially if you want to explore the critical pre-war period from 1937 to 1939. What if the Republi-

cans had won the Spanish Civil War? What if Germany and Russia hadn't signed their Non-Aggression Pact? What if France had modernized its army instead of building the Maginot Line? All of these options are literally in the cards that form the strategy for the major powers.

Best of all, **Totaler Krieg!** can be linked with its new Pacific War companion game, **Dai Senso!**, to play the joint **Axis Empires** scenario, a global eye opening look at all of World War II.



<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1022>

**D-Day at Omaha Beach** (reprint) recreates America's most bloody and heroic day of World War II. In this solitaire game from the designer of the solo classics **RAF** and **Ambush**, you control the forces of the U.S. 1st and 29th Divisions landing under fire on the Normandy shore, and struggling desperately to establish a viable beachhead. The game is also great for two players playing cooperatively, each controlling one U.S. division.

An innovative diceless combat system highlights unknown enemy deployments and the importance of utilizing the right weapons and tactics. Event cards keep the action flowing and the rules simple, while controlling German strategy and introducing extensive historical detail.

Your editor has pledged to buy a copy.

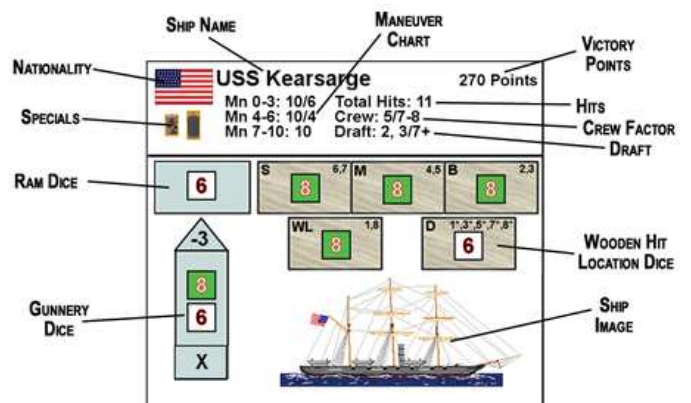
<https://shop.decisiongames.com/>

**GMT**

**Iron and Oak**, designed by James Day, is a game of ship-to-ship combat set during the American Civil War. As a tactical representation of naval warfare, each of the ships is accurately modeled for offensive capability including gunnery, ramming, and spar torpedoes; for defensive capability including damage and five distinct armored or wooden hit locations; and for maneuverability, crew size and draft.

Many of the 14 scenarios, in this easy-to-learn game, are playable in an hour or less. Included are 13 historical and 1 hypothetical engagements.

As play progresses, the players do not know the exact length of the campaign or the specific mix of the battles. Players must not only manage the unfolding battles, but must also strategi-

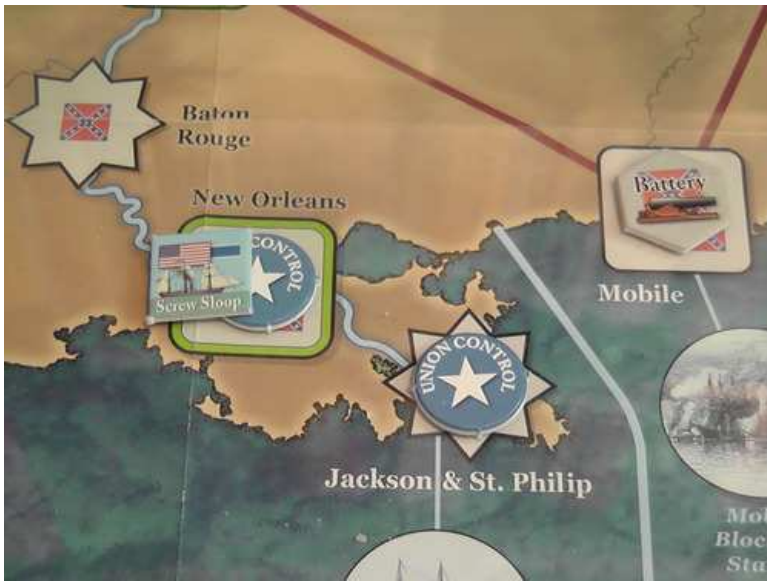




cally allocate resources and repair and refits their ships. Two or more players battle it out on an 22" x 34" map that features an area movement grid. The 50 Action Cards are used to assist and enhance play, not drive it. Each time you battle it out, whether in a scenario or campaign game, the action unfolds in a very different manner.

At its core **Iron and Oak** is a naval simulation. It accurately models the close-range slugging matches typical of the period.

**Rebel Raiders on the High Seas** is a comparatively short and simple game of the naval conflict at sea and on the great rivers in the American Civil War. It is more of a representation than a detailed simulation of that conflict.



Although **Rebel Raiders on the High Seas** is not a card-driven game, the cards ensure that each game is very different, and that a strategy which worked in one game may not prove as efficacious in the next. The game is also customizable with a menu of elective rules to provide each side with a variety of “what if” options to further vary play.

### High Flying Dice Games

**A Reign of Missiles: The Gaza Missile Crisis** is a solitaire play game on the November, 2012, war fought between Israel and Hamas-controlled Gaza. The active player takes on the role of the Israeli military’s high command as they fend off the Hamas missiles and attempt to take out their launchers. You have a preponderance of military force, but it will take skill and luck to keep the crisis from escalating into a larger conflict that could engulf the entire region. Game design is by Paul Rohrbach. The game’s components include one 11 by 17 inch map, 140 double-sided, un-mounted counters and 8 pages of rules.

**Crossfire Hurricane: The Battle of Long Tan** covers the August 18, 1966, fight between the Australians and Viet Cong at the Long Tan rubber plantation. This was the largest engagement fought by the Aussies in South Vietnam, and one in which they prevailed against numbers almost 6 times their own—and in the midst of monsoon like weather. This revised edition features new Line of Sight rules, a much revised two section map, and entirely new graphics by Bruce Yearian. The game uses a very interactive chit-pull design that emphasizes unit cohesion, leadership, and two differing types of combat

(fire and assault). Game includes two 11 by 17 inch hex maps, 280 double sided, un-mounted counters, and 9 pages of rules/charts. <http://www.hfdgames.com/>

### Legion Wargames

**The Battle of Adobe Walls**, designed by Michael Taylor, covers one of the largest battles between U.S. and Great Plains Indians. Kit Carson was given command of the U.S. forces, and his mission was to find the Comanche and Kiowa winter camps and eliminate this threat to the settlers that were moving into and through this area of the Texas panhandle.

Also known as the First Battle of Adobe Walls (November 25, 1864), it shares many similarities with Little Bighorn. The battle features a famous U.S. leader in Kit Carson, attacking a large Indian camp along a river with a much smaller U.S. force. He is also temporarily separated from the pack train, and the size of the Indian force was greatly underestimated. **Adobe Walls** adds a new weapon to the series, the Mountain Howitzer. Although short in range it was a very powerful weapon and it had a huge psychological impact on the Indian warriors who faced it.

Your editor purchased a copy of the game. I was interested in how the designer would handle the fact that the Indians were reluctant to fight the Army in open warfare. I still don't know since this battle was one of the exceptions, as are the other two battles (coming) in this series. Large bodies of Indians were happy to engage in battle.

The game is attractive. The counters are 5/8 of an inch on a side and break apart beautifully. The map is 32 by 18 inches. The rules run 26 pages. If things go as planned, there will be more on the game in a later issue.

[http://www.legionwargames.com/legion\\_AW.html](http://www.legionwargames.com/legion_AW.html)

### Operational Studies Group

Operational Studies Group is moving their offices to Paris. In celebration of the big move, they are holding a Moving Sale with everything 50% off for a limited time.

**Napoleon at Leipzig** is a comprehensive game with a proven track record of excellent re-playability, among the most popular Napoleonic wargames of all time with 20,000 copies in print across the first four editions. Now it has a bigger playing area and more manpower for both sides, all working within a smooth and efficient engine of 19th-century warfare.

Some of the surprises in this edition:

Eleven additional hexrows of terrain—added to the top of the north and bottom of the south maps—provides 25% additional maneuver room for the armies.

The reason Napoleon didn't build additional bridges for his army to escape—his pontoon train was blocked from reaching Leipzig (this is covered by a card).

Battles simulated:

Liebertwolkwitz, Epic Cavalry Battle, 14 Oct.

Wachau-Möckern, Fire on Two Fronts, 16 Oct.

Leipzig, Triple Envelopment, 17-18 Oct.

*New:* Hanau, Grande Armée in Retreat, 29-30 Oct. During the retreat after Leipzig one Bavarian and one Austrian corps were sent to block Napoleon's escape.

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

### Revolution Games

**The Road to Cheren** covers the Eritrea campaign in East Africa in 1941. The campaign featured British and French forces versus the Italians in a wild and mountainous country.

Cheren is a game where the movement of each piece is critical. There is also a chit pull system to give both sides some special abilities and keep the enemy guessing as to what comes next. Finally some Italian native units may decide to join the Allies, or they may stay loyal, which creates extra tension in the game. <http://www.revolutiongames.us/>

### The Road to Cheren

1941 East African campaign



#### Turning Point Simulations

Your editor has subscribed to the Decisive Battles series of games. The second four will very soon be available. They are:

**The Battle of Midway** designed by Paul Rohrbaugh

**The Siege of Syracuse** [Athens vs. Syracuse] designed by Paul Rohrbaugh

**The Battle of the Metaurus** [Hannibal's brother attempts to join him in Italy] designed by Richard Berg

**The Battle of Saratoga** designed by Rob Markham

<https://turningpointsims.readyhosting.com/>

#### The Wargamer

**Wargame: AirLand Battle** released. It is the stand-alone sequel to **Wargame: European Escalation**, a tactical real-time strategy game set during a Cold War that has become a real war. This sequel offers up more units, more battlefield space, and more features than its predecessor.

Players can expect to see more than 800 units represented on the battlefield, allowing for more unique and interesting combinations in the creation of armies. A new dynamic campaign has been installed, a first in the series, as well as a boosted multiplayer system that can support ten versus ten matches. This is a computer game.

**Distant Worlds: Shadows** released. It is the third expansion in the **Distant Worlds 4X** space strategy series. To buy the series, add **Distant Worlds** to your cart, and the bundle offer will show up. The base game itself is also offered at a discount.

This new expansion will also bring an updated and improved graphical engine, enhanced AI, and comprehensive difficulty settings for a tougher experience.

**Distant Worlds: Shadows** is an expansion, so you will need a copy of **Distant Worlds** and the first and second expansions **Return of the Shakturi** and **Legends**. This is a computer game. <http://www.wargamer.com/>

#### Worthington Games

**Hearts and Minds**, designed by John Poniske, quickly sold out when published in 2010, but you can pledge for the reprint now. This edition features a larger, mounted map and 2nd Edition rules. <http://www.kickstarter.com/projects/1227780190/hearts-and-minds-reprint>

**Guns of Galicia** uses the same core rules as **Guns of August** to simulate Corp-level fighting on the Eastern Front in WWI. Game mechanics compensate for players' 20/20 hindsight to encourage historically accurate play that makes "sense" in game terms while avoiding a "straight jacket" of special rules to enforce irrational play. Players maneuver corps and divisions through 9-mile wide hexagons in turns that span three days each. Chit pull activation along with modest movement point allowances generates a highly interactive game. Scenarios included are the 1914 Galicia campaign, 1915 Tarnow campaign, and 1916 Brusilov campaign.

**Gettysburg 150**, designed by Grant Wylie and Mike Wylie, has few units and a small map. Four scenarios include each of the three days and one for the Little Round Top fight. Each player receives a base number of Action Points, augmented by a die roll. Moving takes an Action Point, firing takes an Action Point, as does entering a melee. Some units move double their movement allowance. Each army can become demoralized. The rules run six pages.

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

#### White Dog Games

**Red Menace** is a solitaire wargame pitting the strategic nuclear and defensive forces of the United States, Canada, and the United Kingdom against those of the Soviet Union and its client state, Cuba, in 1959. The game focuses primarily on the role of strategic bombers, but other types of supporting aircraft such as Interceptors, Airborne Early Warning planes, and Aerial Refueling Tankers are also represented.

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

#### Books

##### Special Study Nr. 6: The War Against Austria, 1809

This volume is 124 pages and is physically similar to the first five studies published by OSG (8.5" x 11" full-color cover, perfect bound). It contains a day-by-day record of the campaign, supplemented with 17 maps and four appendices. The focus is on the Battles of Abensberg and Eckmühl. Each day is narrated, from April 10, the opening of the campaign, until May 13, the Fall of Vienna.

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

##### Panzer Grenadier: Edelweiss

German mountain troops fought on every front except North Africa, compiling an impressive war record (and a few war crimes as well). These elite "mountaineers of the plains" saw action in all sorts of terrain and in all weather.

*Edelweiss* is a 64-page book supplement for the *Panzer Grenadier* series, based on the battles fought by German regular army and Waffen SS mountain troops. It is not a complete game: playing pieces and maps are drawn from the following *Panzer Grenadier* games and supplements: *Road to Berlin*, *Battle of the Bulge*, *Sinister Forces*, *Eastern Front*, *Afrika Korps* and *Desert Rats*. There are 41 (forty-one!) scenarios, each based on an actual battle or situation, plus historical background on the German mountain divisions and their exploits..

*Edelweiss* includes 161 laser-cut and mounted playing pieces: 157 of them the standard 2/3-inch square pieces of the Panzer Grenadier series, and four of them double-sized monsters. Two are Soviet river monitors, and there are two versions of the giant motorized mortar "Karl."

**Magazines**

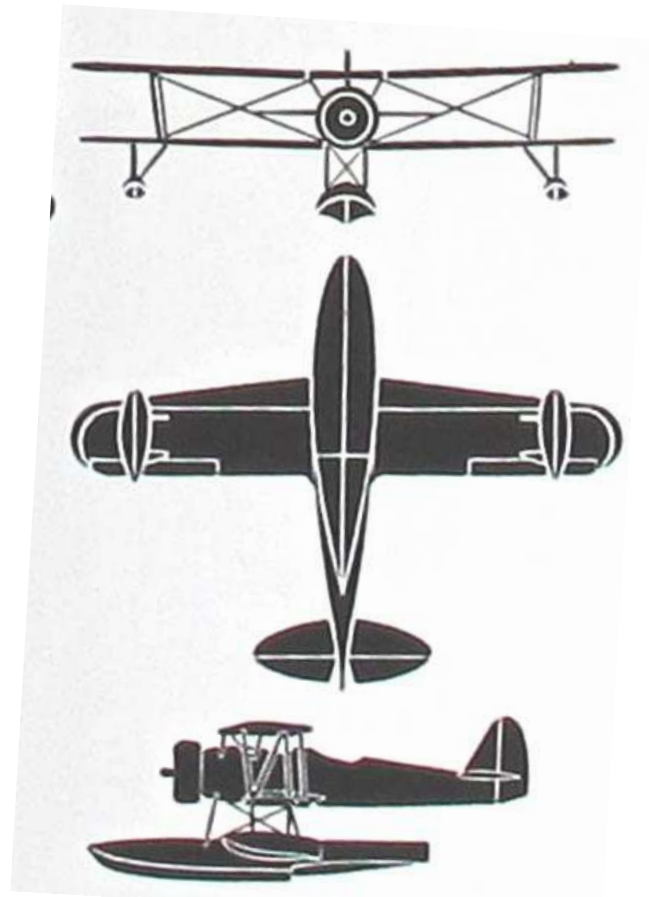
*Modern War #5* features the insert game **Drive on Pyongyang**. Designed by Ty Bomba, this an updated "what-if" simula-



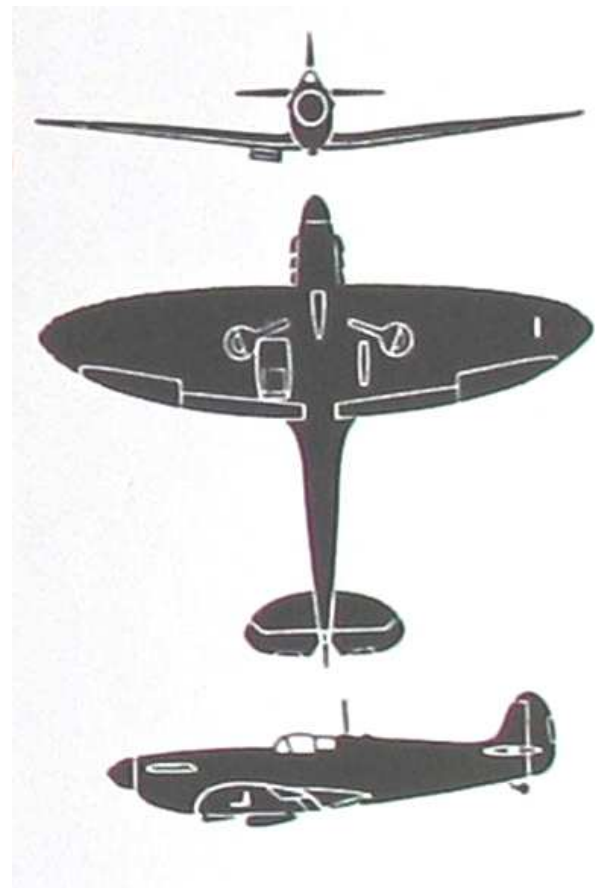
tion of the fighting that might occur on the Korean peninsula if the U.S.-led anti-terrorism Coalition launches a ground war to finally settle with the Pyongyang regime. The game is a two-player wargame of low-to-intermediate complexity that postulates this might-be war lasting about a month.



#3



#4



## From the Editor

I wish to apologize to Brian Laskey for forgetting to include his article in the last issue. You will find it on page 9.

You can breathe a sigh of relief. Sue and I received our visas to visit Russia this month. I hope to have photos of the Moscow military museum for the next issue.

The Game News article has been enlarged and changed. As mentioned, it happened because I received one (1) email. It is not certain if the article will proceed or decrease; it is still subject to being dropped. Who knows how I will feel about the article in a month.

Continuing the topic of feedback, it would be nice to receive some on Joe Angiolillo's article. He has done an excellent job on an interesting subject. I, personally, would like to read the articles he proposes writing; how about you?

I have just purchased Rick Atkinson's third volume of his Liberation Trilogy, "The Guns at Last Light." The first, "An Army at Dawn," was a great book. The second, "The Day of Battle," was a good book. I'm looking forward to reading the third.

The next deadline is August 11. Hopefully we will have some WBC news for you.

*As AHKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHKS become totally self sustaining. Give it some thought. Send Brian Stretcher a couple of dollars.*

Brian Stretcher  
5282 Deer Path,  
Milford, OH 45150-9418



- #1 U.S. Fighter P-38 Lightning
- #2 German Fighter Focke-Wulf FW 190
- #3 Japanese Float Plane Nakijima Type 95 "Dave"
- #4 British Fighter Spitfire