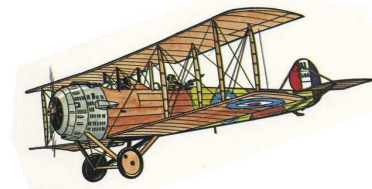


# The Kommandeur



Volume 49 Number 2

A Publication of AHIKS

April 2014

## From the President Kenneth Oates

Just before the last *K* went out, I received two dispatches from the MMP folks. One was just the usual annual ASL WO pack, whose proceeds go to support the World War II Foundation, and which I try to support every year. The other was ...special! Not only was it heavier, it had some extra "goodies" included.

But, being special carries a set of its own peculiar challenges, and I am now left with a quandary. Does the "collector (hoarder)" keep the box in its shrink wrap and on the shelf? Or does the "gamer" strip open the shrink wrap covering the box, inhale the (probably not good for you) smell of a new game, look at the contents, and prep them for play?

Here is the rest of the story. As all of us know, the 150th anniversary of the Battle of Gettysburg was last summer. Multi Man Publishing (MMP) held a celebration of that event by announcing the prepub **Last Chance for Victory** ordering during the exact anniversary, allowing the gamer to select the event he wanted to commemorate by ordering at the exact time his chosen event occurred (as best as can be approximated, to be sure). A really nice touch! A surprise was to be included. My selection was the action at Little Round Top, as no less than four of my ancestors were involved in the actual event.

It is not as if I do not have games on Gettysburg; I now have 12(!). They range in scope, focus, scale, complexity, etc. They span our hobby from its early beginnings to the latest in state of the art game design and publishing. Some (if not most) game designers take a crack at Gettysburg at some point in their career. Some more than once.

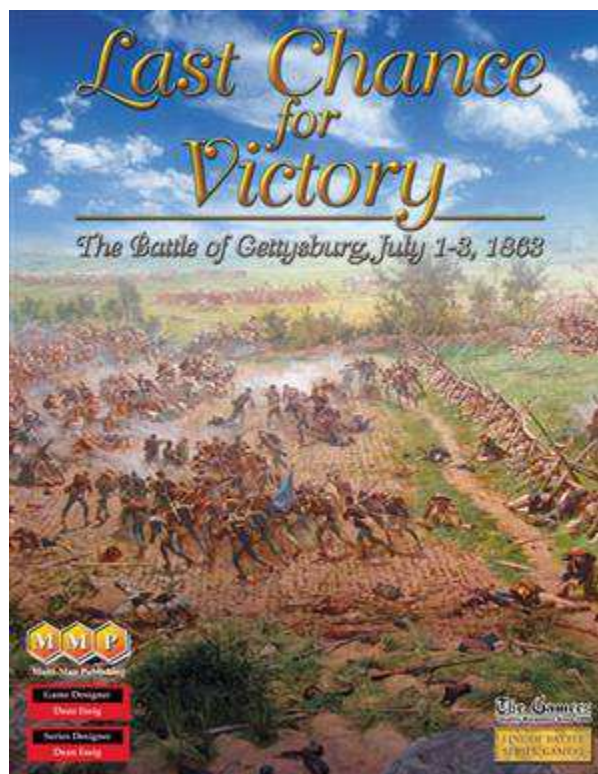
The crux of the problem, open it or not? It is like one of my other major interests, classic cars. In my opinion, they are meant to be driven, not just be trailer queens, rebuilt and repainted to greater precision than they were originally, but never taken out to the street, heaven forbid. This is similar. I have options, but one is cost prohibitive. Another may entail the box being opened, but the contents not prepped for play. I am told that **This Hallowed Ground** can be updated, a real possibility (my copy also is not prepped for play at this point). And finally, there is the (careful) punching and sorting and organizing it for play. Which is best? I have not decided, even two months after I received it. One day I will for sure really want to put it out on the table, though.

Oh, and the surprise? A certificate indicating the game was ordered by me at a specific point during the 150th anniversary! Signed by the principle at MMP and the designer, Dean Essig.

Over the past couple of weeks, there has been a lot of discussion surrounding the upcoming major milestone in AHIKS history—we turn 50! Next year we will celebrate this momentous occasion (we have been in existence longer than the game companies whose games we play), and a steering committee has been put together that has the charge to bring all these ideas together. As the commercial says, "You're gonna like it!" More details will be emerging. Watch for them.

In the meantime, roll those dice like you mean it!

*Kenneth*



## Secretary's Notes Bob Best



### 50 years of *The K*

Today is Thursday, January 27, 2014. I am writing the Secretary's Column for this second issue of *The K* in our 49<sup>th</sup> year of continuous operation here at AHIKS. Next year will be our Golden Anniversary year! When you consider it, that is really a feat to be proud of and to be celebrated. There are very few, if any wargaming publications that can boast they have been around for 50 years. Our Golden Anniversary year of publication of *The K* will begin next February with Volume 50, Issue 1. In honor of this event, the Executive Committee is discussing ways we can celebrate our 50<sup>th</sup> Anniversary year of *The K*.

A three-member committee has been set up and has been tasked with planning of AHIKS' 50<sup>th</sup> Anniversary Year events. This event committee consists of me, along with our editor, Omar DeWitt, and our Treasurer, Brian Stretcher. We are discussing a number of event possibilities including contests for our members with prizes given out in each issue of *The K*, nostalgia articles on AHIKS history being published in *The K* and games played on our forum with prizes awarded. These are just some of the ideas we've discussed so far.

The committee is interested in *your ideas!* As members of the Event Committee, we want to hear from *you* about what you might like to see happen during our yearlong celebration of AHIKS. If you would like to help or if you have an idea for the celebration please contact one of the event committee members or any member of the Executive Committee to discuss it. As we are all volunteers here and everyone's free time is precious, you should be prepared to help implement your idea if it is approved. Our email and snail mail addresses are posted on page 12 should you want to contribute.

There are just four issue of *The K* left until the celebration begins! We will be publishing updates and contest information in these up coming issues as well as on our website forum and on the AHIKS facebook page. Be sure to check out the happenings!

### On the Gaming Front

There are no active games being played on the forum as I write this. Anyone interested in playing a game can do so by going to the forum, logging in, and starting a game thread in the on-line games topic of the main menu. I'm sure we would all like to see some new games being played. Step up and give it a try. You might enjoy it!

My personal gaming continues with Steve Dixon's **Picket Duty** campaign game that puts the player in command of a U.S. Navy destroyer manning one of the radar picket stations around Okinawa during the 1945 invasion of the island. My destroyer, the USS Dunlap was seriously damaged by Kamikaze attacks during the last turn and has put into the fleet anchorage for repairs. The next day of the campaign game is about to begin and should be posted by April 4. Anyone interested in viewing the game or playing in the campaign can find it at <http://www.skdgaming.com/picketcamp.htm>.

I am also playing Victory Point Games' **Hell's Gate** with our esteemed editor, Omar DeWitt. This is a most interesting game and I really enjoy playing it. There is a review of the game, along with photos of the board and components elsewhere in this issue. Briefly, **Hell's Gate** is about the Soviet attempt to surround the Korsun Pocket during their 1944 offensive. The game plays well and is a lot of fun to play. It is also

remarkably free of "glitches." The game uses a combat first then movement turn sequence that really forces you to think ahead. Omar, playing the Germans, was able to extract most all of his troops from the pocket before the Soviets could surround them. Omar won on points for the Germans in the first game. We played that game in about 5 weeks by email and now we are starting on the second game. In our current game Omar closed the supply lines to Korsun on the Soviet turn 1 movement phase. During the German turn 2 movement phase I was able to force the gap open again. A major battle appears to be shaping up around Olshana in hex C4. The next few turns might be crucial for the Germans. **Hell's Gate** is a great game that is fun to play and easy to learn. I heartily recommend it.

I am just starting a snail mail game of SPI's Blue and Gray quadgame **Antietam** with Bill Klitzke. Bill and I have been playing games together since the late 80s. I have always enjoyed the SPI quadgames, and **Antietam** should prove to be another fun gaming experience. I do enjoy playing with Bill and I am looking forward to his expert play on yet another game. Bill won both games in our last match of SPI's Blue and Gray quadgame **Chickamauga**. Way to go, Bill!

I have also recently finished up a two-game set of The Gamers SCS series game **Bastogne** with Shane Woyak. Shane and I were using Vassal to play scenario 5.1 The Battle of Noville. I enjoyed the series and hope to play with Shane again when he has more gaming time available.

I also finished a two-game set of SPI's Blue and Gray quadgame **Cemetery Hill** with Joe Harkins. Joe and I are also long time game opponents. Joe and I split the set, with each of us winning with the Union forces.

So that is what I have been playing.

### Meet the Member

No Meet-the-Member profiles were contributed for this issue of *The K*. If you would like to introduce yourself to the membership, you can send me your member's profile at my email address listed on page 12. I would encourage anyone who has not sent in a profile to please do so. Step up and introduce yourself to the membership. We would all like to get to know you.

### New AHIKS Members

We have three new members since last issue. I would like to welcome them to AHIKS.

Roy Matheson # 1765 Strasburg, CO  
John Forde # 1766 Toronto, Ontario  
Mark Maynard # 1767 East Palastine, OH

Gentleman, *welcome* to AHIKS!

### Change of Address

And lastly, if you have a change of address or get a new email address please contact me at the address listed on page 12 so that we can update the membership roster. As the Secretary, I 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.

Until next time, Happy Gaming to you all!

# The Centennial of World War I

by Mark Fassio

I would probably be on firm ground if I were to say that AHIKS members are a pretty history-interested bunch. The nature of our gaming and the epochs in which we “battle” are indicative of our interest in past events. So with that being said, let me throw out the obvious reminder that this is the 100<sup>th</sup> anniversary of the start of the First World War. Many people dismiss WWI as irrelevant or overshadowed by follow-on conflicts (especially WWII), but we know better. Everything that affects us now is an offshoot of WWI’s aftermaths: dynastic overthrows led to nationalism and new states, often economically or politically fragile, which in turn led to strongmen and totalitarian regimes in many of them. The fall of the Romanovs gave us Communism, which forced us to expend trillions of dollars in a Cold War and proxy conflicts which, in retrospect, now seem useless. And, of course, the Germans’ perceived slights from the Versailles Treaty gave rise to a certain Austrian demagogue who plunged Europe into an even greater conflict to avenge the loss in the first war. World War I was, indeed, a game-changer.

To that end, I recommend digging deep into WWI history during this centennial year. There are some classic studies of the War – which of course was *not* all “trenches and stalemate” on all fronts. There is also a plethora of songs and poetry about the conflict, most of it from tremendous English poets, quite a few of whom served and died in the war. Here are some theme-related items dealing with the Great War that I’d recommend.

**Books:** For land combat, the old classic by Captain Basil H.L. Hart, “The Real War, 1914-1918,” is still a good, concise reference work for an overview of the conflict. For naval matters dealing with the naval race between England and Germany, I’d recommend Robert K. Massie’s “Castles of Steel.” As for poetry, check out “Minds at War: The Poetry and Experience of the First World War,” edited by David Roberts. There are some tremendous, moving poems in the book, which covers poetry on every topic – war fever, enthusiasm, disillusionment, trench fighting, romance, etc. For anyone who commanded troops, it is hard to read E.A. Mackintosh’s poem “In Memoriam” without misting up.

**Games.** Delve into a WWI-themed game that’s out there – the hobby is replete with them. For me personally, I just bought Victory Point Games’ **Trenches of Valor**, a low-complexity game involving trench raiding. (I will let you know how it “plays,” but with only four pages of rules, we’re not talking

rocket science here.) I also bought **Loos**, from Decision Games, but I probably need some PhD work to crack the rules (or so I’m guessing).

Victory Point Games also just published a game called **Hapsburg Eclipse**, a companion piece to the previously-published **Ottoman Sunset**. Both games are unit-and-card-driven but make for interesting play, as you try to stave off the game (the Allies) as Austria-Hungary or Turkey. You can peruse the rules, see a video of the game, or read about them at <https://victorypointgames.com/details.php?prodId=260>

**Music.** While there are some peppy patriotic tunes out there, most post-war songs or tributes are, logically, pretty gloomy or realistic. If you have the time, take a listen to some of these:

*And the Band Played Waltzing Matilda*, sung by John McDermott. This is a retrospective of a wounded Aussie who served at Gallipoli. Haunting. It’s on YouTube at <http://www.youtube.com/watch?v=VktJNNK3B0>.

*Christmas 1914*, by Mike Harding. One of a slew of good songs commemorating the famous Christmas truce on part of the Western Front in 1914. [http://www.youtube.com/watch?v=LRaLGq3F2\\_4](http://www.youtube.com/watch?v=LRaLGq3F2_4)

*Christmas in the Trenches*, by John McDermott. Another tribute to the truce that night. One version is at <http://www.youtube.com/watch?v=-gx2cAUo7i4>

(While I’m on the “historical music” theme, let me deviate to World War II and strongly recommend the Al Stewart song, *Roads to Moscow*. Al Stewart sang many history-themed tunes in the 70s and 80s, and this song gives you the sad tale of a Russian who survives the war, only to be sent away by Stalin for perceived “contamination” as a temporary POW.)

[http://www.youtube.com/watch?v=N\\_ZG6tRGMk](http://www.youtube.com/watch?v=N_ZG6tRGMk)

History is indeed repeating itself. Hitler’s demand to “bring home the Sudeten Germans to the Reich” dismembered Czechoslovakia—a creation of post-war treaties. And now Russia is using the Crimean “spontaneous” cries to “return to the Motherland” as a power-ploy and a wedge to weaken the Ukraine.

World War I’s aftermath retains a very long reach, and I think we should try and study it—and, of course, game it and read about it—especially during these upcoming centennial years from 2014-2018.

★★



## Book Review

### The Ariadne Objective,

The Underground War to Rescue Crete from the Nazis

by Wes Davis

© 2013 Crown Publishers

Maps, photos, 329 pages, \$26

Reviewed by Omar DeWitt

After Crete was captured by the Germans in 1941, there was guerrilla warfare and much British involvement on the island. The German normal response to *andarte* (guerilla) attacks was to take a group of townspeople out and shoot them, so the Cretans had to be careful.

There isn't a great deal of action in this book, but it is well written. There are long biographies, some of which are quite interesting. One of the main "characters" in the book is Patrick Leigh Fermor, who, after the war, became a well-known travel author.

There were usually half a dozen British officers on Crete and a fairly large number of *andarte* bands. The British communicated with Cairo by radio. Sometimes British parachuted onto Crete; transportation onto and off Crete was also done by boats traveling from Egypt.

Crete has four provinces. The Italians occupied the eastern-most province of Lasithi, the Germans the other three. When the Allies invaded Italy and Italy surrendered, a problem was created on Crete. There was a lot of back and forth talk between the generals on both sides. Some Italians were pro-Allied and wanted to give arms to the *andartes* and destroy the guns too large to move. To some extent they were successful.

The British on Crete got in contact with the Italians and eventually the Italian general, Angelo Carta, put himself in British hands. They got him down to the southern coast and onto a boat to Egypt.

The main occurrence in the book, and the main reason for publishing it, was the capture of a German general. The first target was Friedrich-Wilhelm Müller who was responsible for some violent "reciprocities." However, he left and was replaced by Heinrich Kreipe. The abduction required much planning. Finally, one evening as Kreipe's car was transferring him from work to "home," it was stopped at a sharp corner by two British officers in German uniforms. The driver was overpowered and injured and later killed by *andartes* because he was unable to keep up with them.

The general was put on the floor of the back seat and kept quiet while the car was driven through Heraklion and further west along the coast road. They went through almost 20 check-points. The car was abandoned where the Germans could conclude that the passengers were picked up by submarine. The travel to the south coast was not easy. Aside from the mountainous terrain, there were many Germans around looking for the general. Eventually, they did meet the boat and moved the general to Cairo.

The book is well written and can be enjoyed as a book of biographies as well as a war book.



## Book Review from Tom Oleson

I first went to Italy in 1952, later lived there many years. It was a culture shock to move from Rome to Stockholm as there is more great art and architecture (and good food!) in any one Italian village than in all Scandinavia. "**The Venus Fixers**" by Ilaria Dagnini Brey discusses the special Allied units tasked with sparing as much of those treasures as they could from the war. Some of the characters in the book are also in the current George Clooney film *The Monuments Men*.

General Harold Alexander, Allied commander in Italy, summed up the war there this way (quoted from the book):

"The Italian campaign more than any other abounds with drama and romance. The background as it unfolded evoked continual memories of Italy's great past; in the foreground in sharp strident contrast there was the momentous advances of modern armies. The scene called to mind Italian masters of every age and school. The ruins of Cassino resembled the cold desolation of Dante's Nine Circles of Hell, the countryside very often recalled the canvases of Bellini."

But sympathy for cultural treasures was not just on the Allied side. One of the many pictures in the book shows "German sappers planting mines beneath the paving stones of the Ponte Vecchio in Florence in preparation for its demolition. By order of General Kesselring the mines were removed August 1, 1944." It brings to mind the question of Hitler to his commander there: "Is Paris burning?" The answer was no.

I try to buy and read every book on the Italian campaign but no doubt have missed a few. Most specialize on some distinct aspect, such as Sicily, Salerno, Anzio, etc. Probably the best single short history of the entire campaign is from the Stackpole Military History Series: "Backwater War," by Edwin Hoyt, 234 pages including OOBs. This book is unique among the many military history books I have read: no maps! I read it with the Anzio maps close at hand, due to the continued references to places. An annoying omission. This series has many books on the most arcane aspects of WWII, just one example is a detailed analysis of the German Luftwaffe response to the "Husky" invasion of Sicily.



## Anzio<sup>7</sup> Concluded from Tom Oleson

The major factors influencing the Italian campaign were the ability of the Germans to use the mountain barriers to first construct the Gustav Line south of Rome and later the Gothic Line south of the Po Valley. These were necessary to overcome Allied dominance of the sea and air. In our game, I as the German player through a combination of being too aggressive, bad luck, and skillful play by my opponent, failed to construct the Gustav Line, so the handwriting was on the wall for me.

## Book Review

### Custer

by Larry McMurtry  
Simon and Schuster  
© 2012  
Photographs 178 pages  
Reviewed by Omar DeWitt

This is a rather strange book. It is large, 8½ by 11 inches, has lots and lots of illustrations, and a little bit of writing.

The writing covers Custer's life from the Civil War. There isn't a lot he has to say about the Battle of the Little Big Horn and nothing good about Custer in that battle. He does come to Reno's defense when Reno stopped his charge into the Indians and then retreated to a hill across the river. I have read other accounts that Reno could have had success by continuing his charge and that Reno acted as if he were drunk.

McMurtry does say that the Indians knew even then that, although they had won the battle, they certainly had lost the war.

A much better book on the battle is Nathaniel Philbrick's "The Last Stand" published by Viking ©2010.

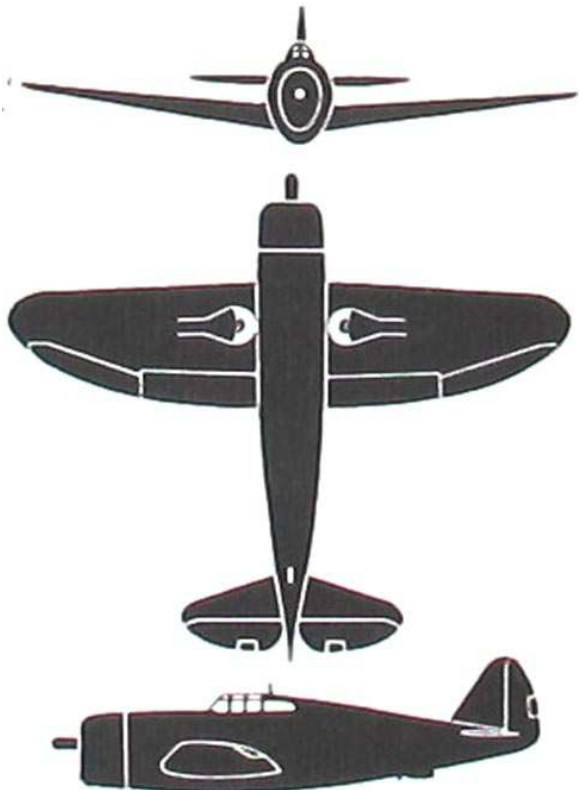


## Identify That Plane!

In this issue there are five WWII airplanes to be identified. The answers are on page 23.

The plane below is

**#1**



## Game Review

### Target: Leningrad,

The Attack of Army Group North, June to August 1941  
Designed by Frank Chadwick  
Victory Point Games  
Reviewed by Omar DeWitt

In the last issue I explained how Mark Fassio had cleared up my misconceptions on the game **Battle for Moscow**. We both enjoyed the game, so Mark suggested we try another of Frank Chadwick's games.

This game is much more complex, with 6 pages of rules rather than 4. That means, of course, **50% more**. Well, I thought I could handle it.

The map is small, the hexes big, and the counters large, just like **Battle for Moscow**. The Germans have two panzer counters and the Russian four armor counters; the strength of the Russian units is not known until first combat. The Germans have one (and later two) air counters which shift the combat right on the CRT. The Russians have a Baltic fleet counter that aids the Russians in the same hex in combat and negates any retreat obligations.

The rest of the units are infantry. Two units (except two Russian armies) may be in a hex, but only one can attack through a given hex side. Each side has a movement phase and a special movement phase. In the latter, all armored units can move; infantry not in an enemy ZOC can move, but only half of their movement allowance. A counter may leave a ZOC but must stop on entering one.

I was advised to take the Russian side with its four counters, and Mark was the Germans with their 20-odd units. At least those were the numbers it seemed like after the first German attack. Mark erupted through my initial defensive line with his armor almost to Riga. I panicked, moving units around at random, but managed to get a unit and the Baltic fleet into Riga. Those units held out for a couple of turns while the German panzers roamed on towards Leningrad, chopping up my confused units. One of the units in Riga was amazed to find it had broken out after the fleet moved to Leningrad; it actually survived the game, but did nothing but harass two German units.

The Germans kept eliminating my units and moving to the east edge to block my reinforcements. By turn 7, I had only two hexes available for reinforcements, but they were very far from Leningrad. The Russians ended up holding Leningrad while the Germans held the other 13 cities; that meant a draw. The Russians need two cities to score a win.

I found taking the Russian side very harrowing. The Russian has a small number of units (and they keep getting eliminated) to try and stop a large number of German units. However, a good game.

A nice thing about these games of Frank Chadwick is that they are quick but take some thought.



# Get A Grip On Graphics: How To Talk In Pictures

by Pete Menconi

When you play graphic-based games, part of the conversation can be based on diagrams, and the diagrams are really handy if you can embed them in an email. Depending on your computer, the capture of the image will differ but most seem to be able to use the “print screen” function (press Ctrl + Print Screen at the same time). This capture method works in most environments: anything that displays on the screen seems amenable to capture (except, curiously, the cursor icon). (I’ve found one more exception for me: videos playing on full screen exit to small image as soon as you press Ctrl; you can still capture the smaller image.) Remember, too, that you can change the magnification of images on your screen; in many cases this does not increase the pixels (the smallest piece of an image), so the resolution of the image may not improve.

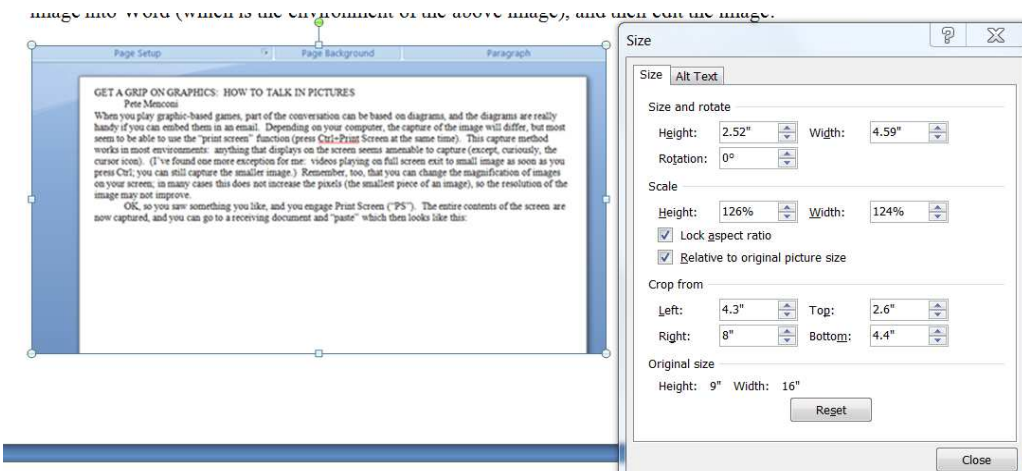
OK, so you saw something you like, and you engage Print Screen. The entire contents of the screen are now captured, and you can go to a receiving document and “paste” which then looks like this:

Pretty neat, but not necessarily useful because you include a lot of areas that have no informational content applicable to the conversation. Like all the blue stuff. How to extract the info you need? The easy way for me is to paste the image into Word (which is the environment of the above image), and then edit the image using the “Size” tool (right click for the menu):

By adjusting the “Crop from” values on the 4 margins of the image (Left, Top, Right, Bottom), you discard the portions you don’t need. Now, the process can be reversed (simply re-invoke “size” and change the crop values), but the neat trick is that if you highlight and copy the edited image, you only copy the edited image, not the original. So, you edit the image to what you want to use,

copy it, paste it into the receiving document, such as an email. Or an article for *The K*. No special talent or software needed, just a little patience.


(Shift topic emphasis warning!) I do woodworking (with more enthusiasm than skill), and I find lots of good ideas from many sources, including videos. I like to organize the ideas in formats that I can find later. My vehi-



cle of choice is Excel because it has drawing tools (and grids) that allow sketches and diagrams. I can also do PrintScreen and paste the image on a worksheet identified by a tab, then edit the image with the same “Size” tool as Word. For project instructions, jigs, sketches, etc., it’s a great method, but its utility begins with the graphic properties outlined above. Hopefully you too can find some uses for this.



# Upcoming Events



**Apr. 4-6, San Antonio, TX**  
CHIMAERA CON 2014  
<http://www.chimaeracon.com/>

**April 4-6, Vancouver, BC Canada**  
TRUMPETER SALUTE  
<http://www.trumpetersalute.com/>

**Apr. 4-6, Honolulu, HI**  
KAWAII KON  
<http://www.kawaiikon.com/>

**Apr. 4-6, Omaha, NE**  
PRETZCON  
<http://www.pretzcon.org/>

**Apr. 11-13, Boston, MA**  
PAX EAST  
<http://east.paxsite.com/>

**Apr. 11-13, Buffalo, NY**  
UBCON XXV  
<http://ubcon.org/>

**Apr. 12-13, New Caney, TX**  
MAG CON 6  
<http://www.magcon.org/>

**Apr. 12-13, Brookfield, WI**  
MIDWEST GAMING CLASSIC  
<http://www.midwestgamingclassic.com/>

**Apr. 18-20, Blackpool, Lancashire, UK**  
ESOTERIC ON  
<http://www.esotericon.co.uk/>

**Apr. 18-20, Washington, DC**  
AWESOME CON  
<http://awesomecondc.com/>

**Apr. 19, South Bend, IN**  
RIVER-CON  
<https://www.facebook.com/SBRiverCon>

**Apr. 25-27, Winchester, VA**  
1D4CON 2014  
<http://1d4con.com/>

**Apr. 25-27, Detroit, MI**  
MIDWEST MEDIA EXPO  
<http://www.midwestmediaexpo.com/>

**Apr. 25-27, Green Bay, WI**  
CHAOTICON  
<http://chaoticon.net/>

**April 25-27, St. Charles, IL**  
LITTLE WARS  
<http://www.hmgsmidwest.com/>

**May 2-4, Lexington, KY**  
LEXICON  
<http://lexicongaming.com/w/>

**May 23-25, Mobile, AL**  
MOBICON  
<http://www.mobicon.org/>

**May 23-26, Los Angeles, CA**  
STRATEGICON: GAMEX  
<http://www.strategicon.net/>

**May 25-31, Tempe, AZ**  
CONSIMWORLD EXPO  
<http://expo.consimworld.com/>

**May 27-29, Fort Worth, TX**  
TEXICON  
<http://www.texicon.net/>

**May 30-June 1, Birmingham, UK**  
UK GAMES EXPO  
<http://www.ukgamesexpo.co.uk/>

**May 31-June 1, Vancouver, BC**  
TERMINAL CITY TABLETOP CONVENTION  
<http://www.terminalcitytabletop.com/>

**June 11-15, Columbus, OH**  
ORIGINS GAME FAIR  
<http://originsgamefair.com/>  
<http://www.originsgames.com/>

**June 13-15, Atlanta, GA**  
ANDOCON  
<http://www.andocon.org/>

**June 19-22, Milwaukee, WI**  
NEXUS GAME FAIR  
[http://www.nexusgamefair.com/#!/page\\_home](http://www.nexusgamefair.com/#!/page_home)

**June 27-29, Reno, NV**  
RAGECON  
<http://rage-con.com/>

**June 27-29, Grapevine, TX**  
TEXICON  
<http://texicon.net/>

**June 28, Toronto, Ontario**  
STAGE SELECT GAMING EXPO  
<http://stageselect.ca/>

Good sources for information on all kinds of conventions are the Steve Jackson game site: <http://sjgames.com/con> and the Columbia Game site: <http://columbiagames.com/convention/conventions.shtml>



## Treasury Notes

Brian Stretcher



### Captain, are you looking for a ship to command?

Having recently finished not one, but two Jack Aubrey/Stephen Maturin novels back-to-back, I am offering another **Wooden Ships and Iron Men** game on the AHKS forum. The scenario has not yet been decided, and may be dependent on the number of players. Nor will the scenario be as elaborate as *El Diablo Rojo*. But, I am considering the possible interception of a French squadron by a blockading British force, as the French try to escape blockade in foul weather, some commerce raiding of a British convoy by American heavy frigates, or a hunt for a behemoth Spanish first-rater. I have learned a bit more about communication between larger numbers of ships during the age of sail since the last game, and so I am going to loosen up the communication restrictions somewhat for this game (flags per se will not be necessary). Ships on the same side will not have potentially conflicting interests (except what the players may create themselves during play), and there will unlikely be any third party force or characters involved, although there may need to be some GM controlled ships, depending on the scenario type. Players will still not exactly know their own crew quality, the exact number or crew quality of the ships on the other side, or the exact damage they inflict on enemy ships during combat. No guarantee that you will get a ship-of-the-line if you sign up, either. Most advanced game and optional rules will be in play. I will also likely limit the duration of the game to some 20 turns or so. Orders for different phases would typically be due some 7-10 days apart, as that is the speed that seems to work best for me and the players.

If you are interested in playing, send me an email at doctor-law@juno.com.

### Midnight in the Garden of Good and Evil

Living in the mountains of North Carolina has given my wife and me a new driving radius for vacation travel. Given that my daughter lives three hours away in Columbia, South Carolina, we decided to take her to Savannah, Georgia, over her Spring Break this year. For those of you who may not know, Savannah was the first city in Georgia, founded by General James Oglethorpe in the early 1700s. It was America's first planned city, laid out in a rectangular grid, with ample and regularly spaced green squares. These are parks now, but were places for militia to gather in the early days. Georgia was founded to serve as a buffer between the British colonies to the north (the Carolinas), and the Spanish colony in Florida. Oglethorpe excluded a few things from his colony, including slavery, Catholics, spirits (the alcoholic kind), and lawyers. Georgia did ultimately allow slavery for economic reasons, finally came to allow Catholics once the Spanish were no longer a threat, and of course it is simply impossible to keep out us lawyers for very long! And as for spirits, read on...

Savannah is a city steeped in American history, and that includes a good deal of military history as well. The Siege of Savannah was fought there in October, 1779, as American and French forces tried to wrest control of Savannah from the British, but suffered 800 casualties and defeat in the attempt. Battlefield Park is an open green area that still has part of one of the British redoubts, and a life-size model redoubt is also on

display that you can walk into and get an idea of what it would be like defending or attacking one of those things. The park is surrounded by a railroad museum and the Savannah History Museum and Visitors' Center, and a host of companies that offer historical tours.

Historical tour options abound, from 90-minute trolley tours with all day on-and-off access, horse carriage rides, and 15-person pedal-powered vehicle tours. We allegedly took a historical tour on one of those pedal vehicles, because it sounded fun, but a 10-person group essentially took it over and it turned into a pub crawl instead. Who were we to argue when someone else is buying drinks? I did sit close enough to the driver to get some history, as well as from some of the other riders who were not too intoxicated to speak intelligently. It was a lot of fun, just not what we actually expected. A word of warning or encouragement, depending on your point of view: Savannah allows open containers throughout the city, so long as they aren't made of glass. You can pop in to any bar and get drinks to go. Makes for a very happy population, especially at or near St. Patrick's Day, as the city hosts the second largest St. Patrick's Day party in the U.S. We fortunately left the city the weekend before the deluge of people, but the city was gearing up, and we did see plenty of men dressed in green dresses the week before!

Throughout the city, historical markers abound. Of course, Savannah was the place where Sherman's March to the Sea ended, and so you can see Sherman's headquarters. Savannah's leaders met Sherman upon his approach and surrendered the city, so as to avoid the same fate as Atlanta. Sherman presented Savannah, its guns and cotton to President Lincoln as a Christmas present in 1864. There are a couple of Civil War forts near the city, including Old Fort Jackson and Fort Pulaski. We were going to take a hike to Fort Pulaski on the last full day we were there, as you can park and walk a 3-mile trail along the Savannah River to get there, but it got cool and windy that day so we went to Battlefield Park instead. And Lulu's Chocolate Bar for some creme brulee and a cocktail.

Fort Pulaski is very near Tybee Island, which has a very nice beach on the Atlantic. It was about 75 degrees on the Tuesday we were there, and so we had a nice hike on the beach and watched a couple of very large container ships come in to the Savannah River. Tybee Island also allows open containers. The island itself is rather touristy, as you might expect for a beach town, but it does have an historical lighthouse run by the National Park Service. You can tour the lighthouse and climb its 178 steps, and go to the lighthouse museum located in what used to be a Spanish-American War battery guarding the entrance to the river. Except Tuesdays, which is when we were there. Just like when we went to tour the USS Constitution in Boston on a Monday. Go figure.

Savannah is home to several historical inns and B&Bs, many of which do not allow guests under 21, so there is ample quality lodging, along with ample quality food. Less quality down on River Street, the big tourist area on the river, but not bad, and it is the location of the historical port and cotton market, and therefore worth seeing. We had a decent dinner and enjoyed the entertainment at Kevin Barry's Irish Pub on the river the night we got there. You can get along with or without dinner reservations, depending on where you want to go. There are plenty of fancy places, but plenty of reasonably-priced places that don't require reservations as well. There are a few



very nice rooftop bars in the city, too, where you can also get food pretty late.

History also comes in the form of walking tours of the city. We opted for what is called "The Zombie Tour," which is a bit of a misnomer, because the zombies referred to are of the voodoo variety, not modern walking dead variety, and even then they were not discussed much per se. But this tour started at 10:00 on Wednesday night as a cold front started to move in, and it was creepily enhanced by the wind. All we needed were some distant rumbles of thunder, but it wasn't that kind of cold front. It was two hours in duration; we hit the Colonial Park Cemetery to start and walked around to several other allegedly haunted locations. Our guide told some very creepy stories, although I am an extreme skeptic and cannot be convinced by photos that supposedly show faces in windows or videos that show strange phenomenon, as it is vastly more probable that such evidence are photographic artifacts at best, fakes at worst. But they are fun, and there is a lot of history tied into the ghost stories as well: the Union Cavalry's desecration of Colonial Park Cemetery, years of yellow fever, organized crime, unmarked graves throughout the city, and so forth. Imagination can get the best of you, or you can enjoy the history that goes along with the tales. That includes the tale associated with what is known in Savannah as "The Book," the aforementioned **Midnight in the Garden of Good and Evil**, also made into a movie with Kevin Spacey and John Cusack. The house featured in the book was part of the Zombie Tour, since there was a murder there and subsequent alleged hauntings. I saw nothing there, or the nearby Demon House, even though I lingered behind a bit to look. The Demon House is built over unmarked graves of slaves. That part I believe. But supposedly no one since the original owner, a very unpleasant man who lived there for three years in the late 1800s, has been able to stay in the house more than 18 weeks because of strange phenomena, allegedly because of the desecration of the graves. OK. And yet the house next door (i.e. within a few feet) is fine...?

We departed after a six-day stay, just before the drunken St. Paddy's crowds arrived. Just outside the city we passed the Mighty Eighth Air Force Museum, which apparently is a big complex with whole aircraft and displays that you can walk

through, man a waist gun on a simulated B-17 flight and other such fun, but unlike Omar's wife, who must be a paragon of patience, my family usually groans at even the suggestion that we stop at such a place. So, I didn't go. Maybe next time.

I don't know of any wargames that feature the Siege of Savannah. Savannah is featured as one of the victory cities in **1776**, I know, as it is a key to holding the Deep South, but unless there is a game buried somewhere in a set of Revolutionary War battles (I have a set of such by Decision Games called **Rebels and Redcoats**, I think, but it is still buried in a box in the basement, and I have been unable to find it without rummaging through everything), I know of no such title. A pity, as my understanding is that the battle was a near-run thing. Not too many games that I know of with French fighting alongside Americans.

Anyway, if you are considering a vacation that won't bore your loved ones to death while you slip in a little military and other history, Savannah is a good choice, just like Charleston. You could even hit both in the same trip, as they are just a couple hours away from each other by car.

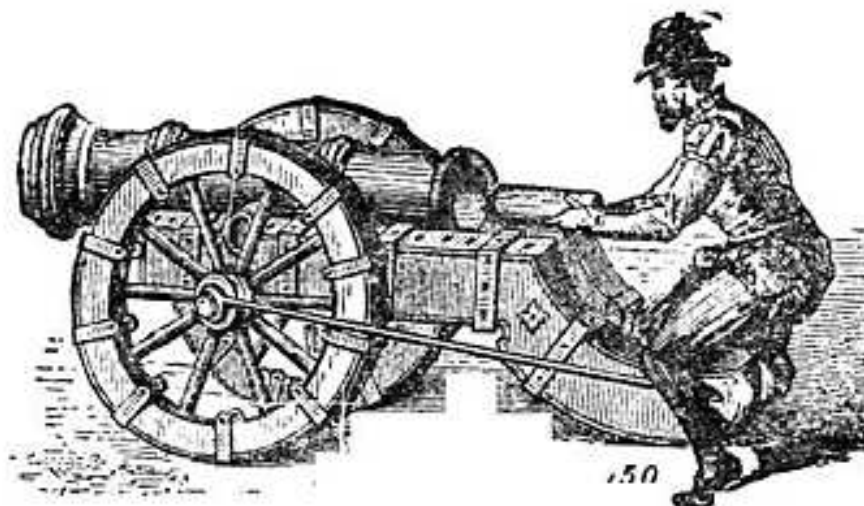
### Treasurer's Report

Here are the numbers since last time:

<b>Total balance, 1-30-14:</b>	<b>\$ 9,669.85 (corrected)</b>
<b>Interest, 1-31-14, 2-28-14</b>	<b>5.47</b>
<b>Paper K dues 2014:</b>	<b>15.00</b>
<b>Total balance 1-30-14:</b>	<b>\$ 9,690.32</b>

The opening balance is corrected as I was off by -40 cents last issue, probably due to a typo or a math error. That's what happens when money floats around for awhile and statements take a while to catch up. At this point, the above tallies perfectly with my personal records and our bank statements.

Until next time!



## Book Review

### Panzers in Winter, Hitler's Army and the Battle of the Bulge

by Samuel W. Mitcham, Jr.

Stackpole Books, © 2006

211 pages, photographs

Reviewed by Bob Best

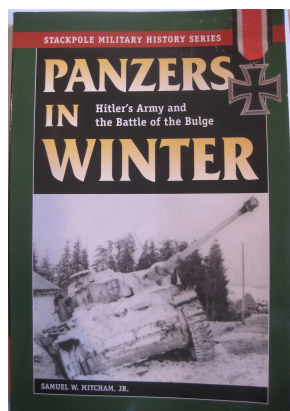
After playing several games of The Gamers Standard Combat Series game **Bastogne, Screaming Eagles Under Siege** with both Duncan Rice and Shane Woyak, I decided I needed to learn more about the history of the Ardennes Campaign. Mr. Mitcham's book seemed to be a good choice to get a perspective of the German side of the battle. I have read a few other accounts of the campaign that were written from the Allied perspective but that was many years ago and the details of the battle were a bit hazy for me.

Mr. Mitcham's account is well written and gives a good overall view of the German side of the battle. He gives insight into the thinking of the German High Command and the problems encountered during the planning stages including Hitler's unrealistic directives and orders. The author gives a very good narrative of the campaign's actions, breaking the campaign down into chapters covering Battles on the Northern Flank, The Destruction of KG Pieper, The Schnee Eifel, St. Vith, The Siege of Bastogne, The High Water Mark, and Clearing the Bulge.

One drawback that I did find with the book was that few maps of described actions were included, and the maps that Mr. Mitcham did include did not list some of the locations described in the text. The included maps were line drawings with a few landmarks and reminded me of a military overlay that one might use with a topographic map. As I was unfamiliar with the terrain and smaller towns, I had to use a second source to maps to follow the action to the detail level I like to have.

A strong point of the book was that Mr. Mitcham did include a biography of many of the commanders involved in the battle, and the entire book was well footnoted with extensive details on minor commanders and actions described in the book. As I enjoy the research side of things in my wargaming hobby, I found this to be a very interesting book.

From a gaming perspective, "Panzers In Winter" gives interesting background material for the numerous Ardennes games available for the wargamer. Knowing what the Germans planned and actually were able to accomplish would be helpful for anyone playing these games as either the German or Allied commander. I would recommend it both as a good historical source and a good read. Only One Thumb Up though because of the poor maps! ☺



## From the Match Coordinator

Duncan Rice

It looks like the volume of match requests is back to normal now. I have a few things in my box to look at. Please bear with my delays. On the match request list you will notice some listings with an asterisk next to them. These are requests older than six months. These folks should contact me and let me know if there are any changes to be made and if they are still available for the games listed.

There are two suggestions for multi-player games right now. First, we have six players for an email game of **Diplomacy**. These are Duncan R., Pete M., Mike K., John H., Barry R., and Robert G. Bob has volunteered to moderate the game. If we can get two more people that will make a full roster. If not we'll go with what we have. Email MC@ahiks.com if you are interested in throwing your hat in the ring.

The second suggestion is a tonnage tournament for a new solitaire game by Consim Press, **The Hunters**. I'm not exactly sure how this would work, but it would rely heavily on our own honesty. Let me know if there is interest.

I'll close off with a picture of **Air War C21**. You can get the lite version of this game for free, but you will have to find and/or build your own miniatures and create your own scenarios. The data sheets in this photo are also DIY by Martin Hogan. **Air War C21** is a very simple game with much of the simulation aspect vaguely modeled. It's still a lot of fun and can get very tense. You can combine hobbies, or habits, of model building, gaming, and historical research. This is a big bonus for me. I've played this one Cuban Missile crisis scenario and have another planned in April. I'm pretty sure that Bob Best would like to see a game of this happen on the forums.

★★



## Open Match Requests from Duncan Rice

1776 AH	Bill Scanlan (0275) EV	Russian Front AH	Melvin Yarwood (36) P *
Adv. Third Reich AH	Nacho Fernandez (1745) EVS	Russian Front	
Afrika Korps AH	Anders Hench (1724) C *	(Map Extension) AH	John Forde (1766) FV
Afrika Korps AH	Kevin Keatts (1750) EV	Squad Leader AH	Melvin Yarwood (36) P *
Amateurs to Arms CoAG	Rod Coffey (1493) *	Stalin's War GMT	Mark Sturdivant (1747)
Anzio AH	Melvin Yarwood (36) P *	Stalingrad AH	Kevin Keatts (1750) EFV
Anzio AH	Greg Dilbeck (1363) EP *	Stones River Decision Games	Mel Yarwood (36) P *
Anzio 4ed	William Marcy (1761) VEX	Tamburlaine Great SPI	Albert Bowie (299) *
Barbarossa to Berlin GMT	Mark Sturdivant (1747)	Titan AH	William Marcy (1761) PEV
Barbarossa: Crimea GMT	Mark Sturdivant (1747)	To Green Fields Beyond SPI	John Trosky (1554) CEV
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	Twilight Struggle GMT	Mark Sturdivant (1747)
Battle for Midway:		Twilight Struggle GMT	Chris Hancock (565)
Decision in Pacific GDW	Bill Scanlan (0275) GEFS	U.S.N. SPI	Bill Scanlan (0275) EFS
Battle for Midway:		Victory in Pacific AH	Lee Blake Massey (1382) EV *
Decision in Pacific GDW	Melvin Yarwood (36) P	War Between States DG	Harold McPherson EP *
Battle Fleet Mars SPI	Tony Arena 1652 C	War in the Ice SPI	Grailing Jones (1732) E *
Bitter Woods AH	Melvin Yarwood (36) P *	War at Sea AH	Tom Walsh (1427) P
Blitzkrieg '65 AH	William Dahle (1749) E	Washington's War GMT	Shannon McNamara (1639) V *
Blitzkrieg AH	William Marcy (1761) VEX	Waterloo AH	Anders Hench (1724) C *
Blue and Grey I, II	Melvin Yarwood (36) P *	Waterloo AH	Pete Martin (0243)
Borodino SPI	Melvin Yarwood (36) P *	Wellington GMT	Mark Sturdivant (1747)
Borodino AH	Kevin Keatts (1750) EVSL	Winter War SPI	Kevin Keatts (1750) E
Breakout Normandy AH	Chris Hancock (565) EV *		
Bulge '81 AH	William Marcy 1761 VEX		
Chalons DG	Albert Bowie (299) *		
Chancellorsville '74 AH	Charles Marshal (1573) E		
Central America VG	Dan Carey (1716) VE *		
The Civil War VG	Shannon McNamara (1639) *		
The Civil War AH	Larry Levandowski (1754) VZ		
Combat Commander:			
Pacific GMT	Lee Massey (1382) VE		
Crimean War SPI	John Trosky (1554) CEV		
DDay AH	Kevin Keatts (1750) EV		
DDay 65 AH	Anders Hench (1724) C		
DDay 77 AH	Tom Walsh (1427) P		
Eurofront 2 Columbia	Pete Menconi (146) V *		
Eurofront Columbia	Tom Oleson (111) FtF (WA.) *		
Flight Leader '86 AH	Paul Pearson (1638) EPV *		
Fortress Europa AH	John Trosky (1554) CEV		
Fortress Stalingrad S&T	Chris Harding (1591) E *		
Frayser's Farm Decision Games	Mel Yarwood (36) P *		
Frederick the Great AH	Martin Svensson (1466) V		
Golden Horde: Kulikovo ATO	Albert Bowie (299) E *		
Hell's Highway VG	Thomas Ten Eyck (0826) EP		
A House Divided GDW	Joel Ramsey (1762) EP		
Korean War VG	Thomas Thorsen (0470) EV *		
Leipzig Decision Games	Mel Yarwood (36) P *		
Little Round Top AH	John Trosky (1554) CEV		
Midway AH	William Marcy (1761) PEV		
Napoleon at War SPI	Melvin Yarwood (36) P *		
Panzer GMT	Martin Hogan (1704) V *		
Panzer Blitz AH	Mark Maynard (1767) ELX		
Richthofen's War AH	Scott Saunders (1664)		
Russia Besieged L2	Michael Paul (1578) P		
Russia Besieged L2	Victory Huguet (1707) C *		
Russian Campaign AH	Greg Dilbeck (1363) EP *		
Russian Campaign L2	Harold Mcpherson (1000) EP *		
Roads to Leningrad GMT	Mark Sturdivant (1747)		
Roads to Moscow GMT	Mark Sturdivant (1747)		

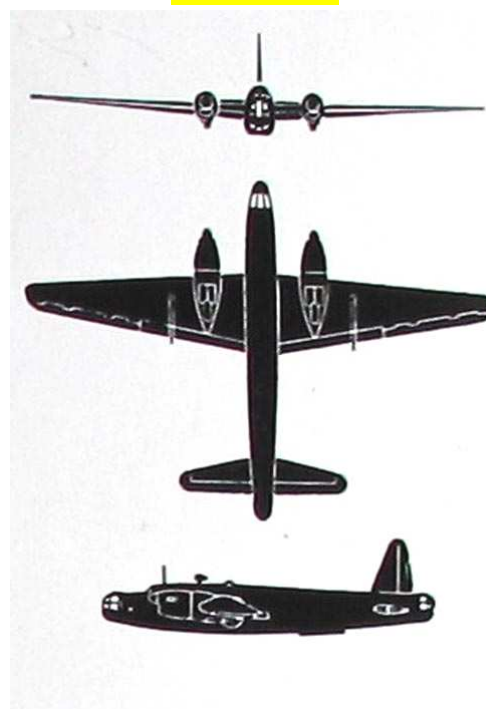
### Match Codes

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)

#2





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. Especially since there are no dues this year.

Brian Stretcher 73 Kalvi Court, Brevard, NC 28712

## CENTRAL OFFICES

### PRESIDENT

Kenneth Oates  
316 Hidden Valley Drive #27  
Weslaco, TX 78596-7720  
(956) 968-7984  
koates@rgv.rr.com

### VICE PRESIDENT

Charles Marshall  
wm@ahiks.com

### TREASURER

Brian Stretcher  
73 Kalvi Court  
Brevard, NC 28712  
(513) 576-6466  
Doctorlaw@juno.com

### MATCH COORDINATOR

MSO-RATINGS  
Duncan Rice  
408 - 1148 Heffley Cres  
Coquitlam, BC V3B 8A6  
Canada  
604-468-0082  
duncanr@telus.net

### EDITOR/PUBLISHER

Omar DeWitt  
1580 Bridger Road NE  
Rio Rancho, NM 87144-1579  
(505) 891-8846  
AHIKSomar@cableone.net

### SECRETARY

Bob Best  
PO Box 5174  
Concord, CA 94524  
b52bob@prodigy.net

### JUDGE

Lee Massey  
120 Kyle Herring Dr  
Teachey, NC 28464  
leemassey58@gmail.com

### RATING OFFICER

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

WEB SITE ADDRESS  
[www.AHIKS.com](http://www.AHIKS.com)

## SUPPORT SERVICE OFFICERS

### ARCHIVIST

William A. Perry  
21 Fitzgerald Lane  
Columbus, NJ, 08022  
(609) 298-9823  
bpilot8@comcast.net

### WEB SITE MANAGER

Charles Marshall  
wm@ahiks.com

### MULTIPLAYER COORDINATOR

Mike Kettman  
mokbuck@hotmail.com

### UNIT COUNTER POOL

Brian Laskey  
162 Hull Street  
Ansonia, CT 06401  
(203) 732-1009  
ahiks-ucp@comcast.net

### 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: May 31, 2014.**

### GENERAL INFORMATION

*The Kommandeur (K)* is the official newsletter of AHKS, an international society of mature adults who play historical simulation games by email and mail. AHKS 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.

# HELL'S GATE

Bob (Russian) vs. Omar (German)

Started 2/7/14 – Ended 3/14/14

## Initial Commentary

Well, I must say that I found **Hell's Gate** to be a most interesting game! Philip Sabin, Professor of Strategic Studies, Department of War Studies at King's College London, uses the game in his military studies classes to help his students understand encirclement operations. **Hell's Gate** simulates the battle for the Korsun Pocket in Russia in 1944.

I knew absolutely nothing about that battle and very little about eastern front battles in general, so I had to put in some research time. After doing my research I found that the Russian Korsun-Shevchenovsky Offensive led to the Battle of the Korsun Pocket, which took place from 24 January to 16 February 1944. The offensive was part of the Russian Dnieper-Carpathian Offensive, where the Russian 1<sup>st</sup> and 2<sup>nd</sup> Ukrainian Fronts trapped German forces of Army Group South in a pocket near the Dnieper River. During weeks of fighting, the two Red Army Fronts tried to eradicate the pocket. A relief force, German III Panzer Corps thrust northward toward the Korsun pocket. This relief force was halted short of the planned link up by the Red Army's 5th Guards Tank Army. After several failed attempts by German armored formations to reach Shanderovka (Hex D3 on the game map), the German units in the Korsun Pocket commanded by General Stemmermann were told to attempt to break out toward III Panzer Corps. At the time of the breakout attempt, the pocket was a mere 5 kilometers in diameter. Once seen as a gateway to freedom, the town of Shanderovka now became known as "Hell's Gate." The Red Army poured intense artillery and rocket fire on the area around the encircled troops while the Red Air Force bombed and strafed. Various German unit diaries described Shanderovka as a scene of gloom, with fires burning, hence the reference to Hell in the name of the game. The Soviet victory at Korsun created a large gap in the German defensive lines in Ukraine, and created conditions for the Red Army to attack in multiple directions and cut the German Army Group South in half, forcing the German army to retreat from Ukraine three months later.

The game seems to be remarkably free of "glitches" as would be expected since it has been extensively playtested by Professor Sabin's students. The printed rules as marketed by Victory Point Games did contain one error that Omar and I found near the end of the game. I contacted VPG with our question and they were very helpful. They did not know the answer so they referred the question to Professor Sabin, who contacted me by email the next day with the answer, so there was no delay in our game.

The only errata for the game so far seems to be the question we posed about scoring "Breakouts." The word "**not**" was left out of the second sentence under Procedure in Rule 11. That sentence should read, "...If the modified roll is **5 or more**, that unit 'breaks out,' the unit is **not** placed in the destroyed box..."

The game map is printed on an 11x17 inch piece of heavy card stock (the boxed edition map is mounted and connects in a jigsaw fashion). The terrain-effects chart, along with the reinforcement schedule and turn record track are all contained on the mapboard. The Sequence of Play, along with the Combat

Sequence and Combat Results Table are all printed on the back page of the rules booklet. There are nine pages of actual rules plus an extended play example and Designer's Notes section written by Professor Sabin in the rules booklet.

The counter sheet is extra heavy cardboard making the laser-cut unit counters almost "wood-like." They are very sturdy and easily removed from the counter sheet. Many of the counters are back-printed to allow for step reductions. There are 24 Soviet units and 27 German units running from Brigade to Corps level. There are 11 out-of-supply markers, 6 retreat "arrows," one marker used on Game turn 2, and the Mud/Snow turn track marker.

The game has a unique play sequence. Combat comes first and then movement. Combat is voluntary. Zones of control block retreats and tracing of supply lines, otherwise you can move in and out of them at will. This took me some getting used to as it allows the defender to refuse or accept combat as he sees fit. The defender can reinforce a hex if he wishes during his movement phase, which reduces the combat odds if it is attacked.

Stacking is unlimited in any given hex, but only two units in the stack can attack across any given hexside. Other units in the same stack can attack across a different hexside. While multiple units in any given hex can attack other hexes, only two units for the Soviets and three units for the Germans can defend in a given hex. The other units are excess. Units stacked in excess of five in any given hex take extra hits if the hex is successfully attacked due to concentration of units.

The Combat Results Table is divided into several odds columns. Each odds-column entry is cross-referenced to a d6 die roll. There are two results shown in the CRT for each entry based upon the attacking players choice of "normal attack" or "all-out" attack. An all-out attack requires the attacker to take a step loss against one of his two-step units participating in the attack with losses coming from armored units first. There is a corresponding increase in losses against the defender that comes with all-out attacks also. Combat results with multiple step losses can convert the last step loss to a retreat if the defender wants. Retreated units cannot move or attack in the next turn. There is no penalty if the defender absorbs the final step loss. Terrain and supply status cause column shifts on the CRT.

Tank and Panzer units have their attack factors doubled or tripled depending on the terrain they attack into. Tank and Cavalry units can move two hexes depending on terrain and whether there is snow or mud for the turn. Mud reduces movement to one hex and shifts attacks one column left. The game starts out with snow, and a d6 roll is made each turn starting with the second game turn to see if it changes to mud.

Units have to trace a supply line at the beginning of each turn. EZOCs block the supply line unless occupied by a friendly unit otherwise zones of control are passive.

There are special rules for several game turns that must be complied with also. These range from only allowing certain units to move to receiving reinforcements for step reduced Tank units. The special rules add to the game and make each turn unique.

Victory is measured by the accumulation of Victory Points. Points are gathered for enemy step losses and enemy supply sources occupied. The German player starts with 10 VPs.

Here is my commentary playing the Soviet side for the first two turns of our first game so that the reader can see examples of how the special rules and combat sequences work.

### Game Turn 1 Commentary

I haven't a clue as to what I should be trying to do here. Since combat is first before movement, I am pretty much locked into attacking from the setup position. There is an example of combat for the Russians for Turn 1 in the rules. I pretty much followed it but did not conduct any all-out attacks. Unfortunately I did not get good dice rolls. I only managed to eliminate one step from the German 389<sup>th</sup> Infantry. Game Turn 1 special rules require that I move only my 3 Tank units and that none of the Tank units were stacked together at the end of my movement phase.



MAP AT THE END OF RUSSIAN MOVEMENT ON GAME TURN 1

[Omar's comment: I am not familiar with the battle of Korsun pocket either, but since its name includes "pocket," I assume the Russians tried to isolate the Germans. With that in mind, I kept the line in the south. The poor Russian dice rolling was a great help.]

### On Game Turn 2

The Soviet commentary continues. Special Rules for Game Turn 2: It seems there are some Russian units hanging out in Hex B3 (Tichonovka) not represented by any unit counters. (This is where that round unit marker mentioned above is used.) These Russians are stopping the Germans from retreating or moving into hex B3. My supply lines can only be traced for three hexes this turn, and both sides only suffer a maximum of one column shift for being unsupplied whether attacking or defending. German units around Korsun cannot move. Also the German player begins rolling to see if the weather changes to mud.

All Russian units are in supply. 18 Tank Corps and 49 Infantry arrive in hex C7. 5 Guards Cavalry arrive in hex D7. Weather is Snow.

The Soviets decide to make an all-out attack into hexes C6 and D6 with the thought of trying to push back the Germans to start the encirclement of Korsun from the south.

The attack into hex C6 is made by 75<sup>th</sup> and 48<sup>th</sup> Infantry from hex C7, while 29 Tank Corps and 21 Guards Infantry attack from hex D7. Notice that 29 Tank Corps' two attack factors are tripled while attacking since hex C6 is clear terrain. This gives me a total of 16 attack factors. Omar defends C7 with 389<sup>th</sup> Infantry, which is reduced to its one-step side, and 11 Panzer, which defends with its 3 factors, giving a total of 4 defense factors. There are no other column shifts so the odds are 16:4 or 4:1. I use the result to the right of the "/" on the CRT for all-out attack, and a die roll of 2 results in a one-step loss for the Germans. Omar could retreat both units and take no step loss if he wishes, but he decides to stand fast and absorb the 1 hit. The 11<sup>th</sup> Panzer unit counter is flipped to its "one-step" side as armor has to absorb losses first. I lose a step from 75<sup>th</sup> Infantry for the all-out attack, and it is flipped to its one-step side also.

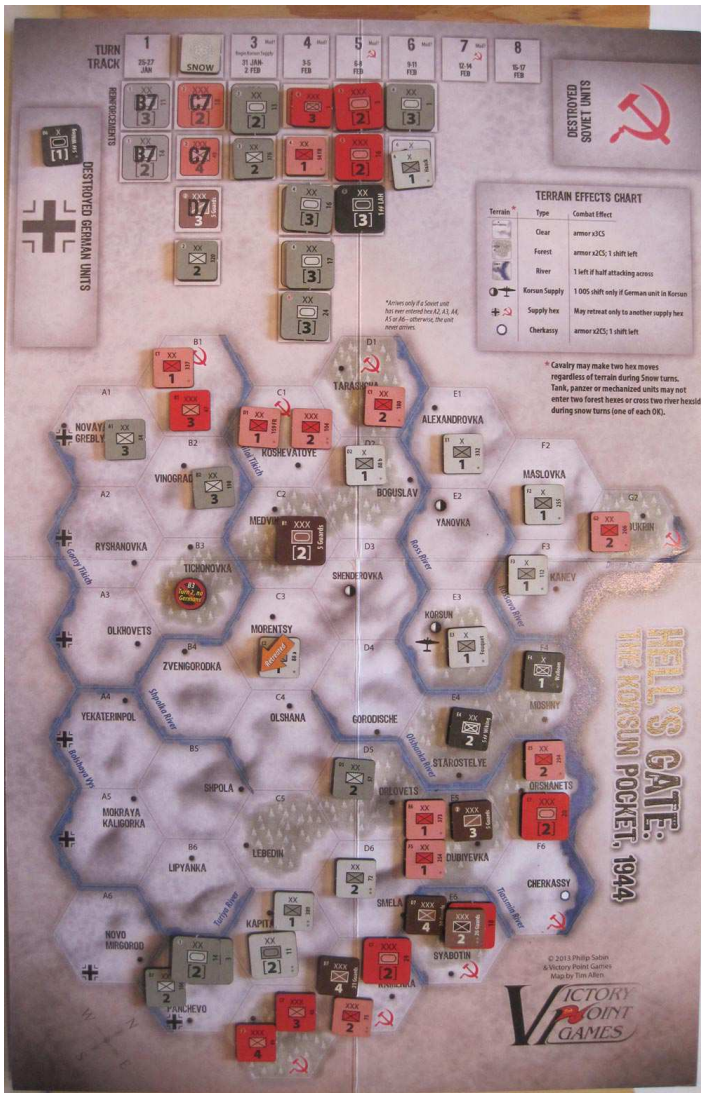
The other combats are conducted in a similar fashion for the turn.

In hex D6, 26 Guards Infantry is reduced for the all-out attack and nets 2 hits which eliminates 5 SS Infantry as it's a one-step unit and 72 Infantry is flipped, but they continue to hold D6.

The Soviets also attack hex C2—180<sup>th</sup> Infantry (a 2-factor unit) and 5 Guards Tank Corp (a 2-factor unit) attack from hex C1. Notice that hex C2 is woods so 5<sup>th</sup> Guards Tank Corps is only doubled giving me a total of 6 attack factors. Omar defends with 88a Infantry, (1 defense factor). The initial odds are 6:1 but there is a 1 column shift to the left for attacking into the woods so the final odds are 5:1. This is a regular attack so we are using the result to the left of the "/" in the CRT results. The die roll is 6, which gives 1 hit against 88a. Since 88a Infantry is a one-step unit, Omar decides to retreat the unit rather than have it eliminated. 88a Infantry is retreated to hex C3 where a "Retreated" arrow is placed on it. 88a Infantry cannot move or attack next turn.

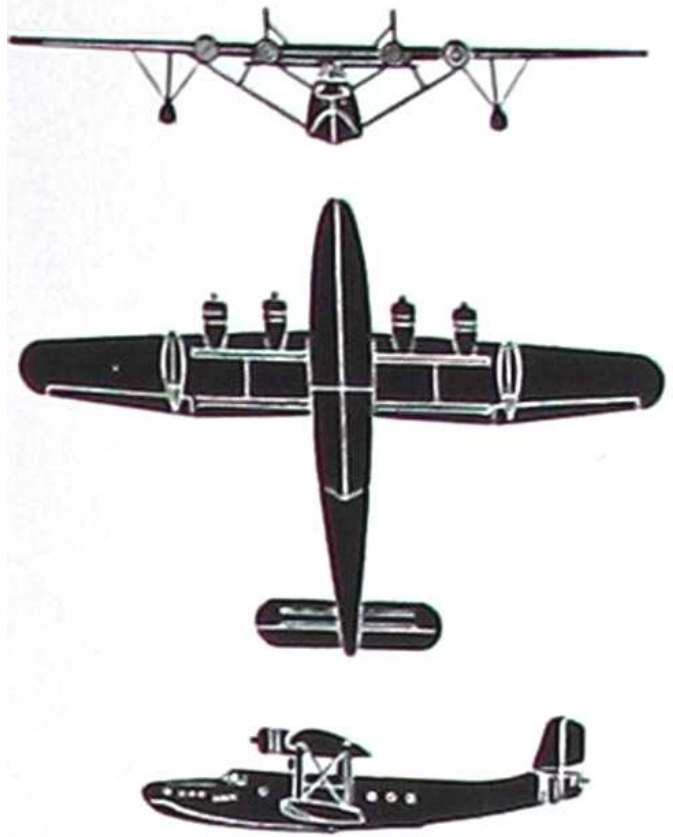
Combat phase ends.

Here is the map after the Russian Turn 2 Combat and Movement phases.



MAP AT THE END OF RUSSIAN TURN 2 MOVEMENT

#4



[Omar's comment: The weather stayed snow all through the game. That helps the attacker, since there is a column shift left on the CRT during Mud turns and armor units move only one hex. The all-out attack makes the attacker automatically lose a point, but it is very hard to do much damage to the opponent otherwise.]

Omar and I played out this game. I, as the Soviet Player was never able to completely cut the German supply lines to Korsun, but I did eliminate several of the German units in the rear guard. After tallying the Victory Points, Omar won the first game by 4 VPs. We have started the second game after changing sides, and I am now trying to keep the supply lines open to Korsun.

**Hell's Gate** is a Great Game in my opinion. It is fun to play, easy to learn but difficult to master, and it makes you really think about the consequences of your moves since combat comes first in the next game turn. The game is easy to setup and can be quite portable. Omar and I played out the eight game moves in about 5 weeks. I would certainly recommend this game to anyone who likes a fast, easy to learn and play game.



## Game News

### GAMES

#### Academy Games

**Freedom—The Underground Railroad** is a cooperative game about a pivotal time in American history. Players assume the roles of important historical Abolitionist characters pitted against the slave economy from the early 1800s through the Civil War.

Players succeed together by balancing their actions between raising funds for the Abolitionist cause and helping slaves as they move from the Southern states to freedom in Canada. But every move risks alerting the slave catchers, who roam the board trying to return the runaway slaves back to the plantations. <http://academygames.com/games/freedom-series/freedom-the-underground-railroad> Game Design: Brian Mayer \$70

**Storms of Steel!—Computer Version** is based on the award winning "Historical Game of the Year" board game. **Conflict of Heroes: Storms of Steel!** makes you a witness to the greatest tank battle in history. After their stinging defeat at Stalingrad, the Germans mass their best forces for an all-out attack against the growing Soviet bulge at Kursk. **Storms of Steel** introduces Stuka dive bombers, Shtrumoviks, veteran units, Tiger tanks, special weapons and more. \$50 <http://academygames.com/shop/buy-from-academy-games#1775>

**1812—The Invasion of Canada** Game Design: Beau Beckett and Jeph Stahl \$70

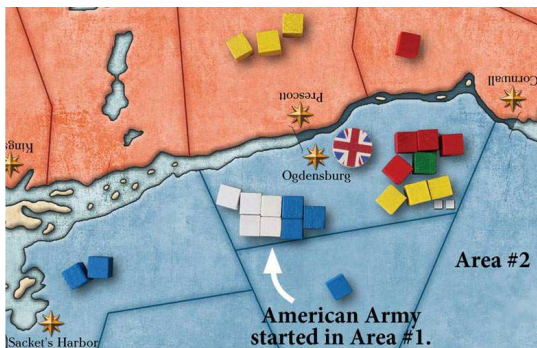
The year is 1812. Great Britain and her allies are battling Napoleon for control of Europe. In response to British seizure of American ships and goods, the young United States declares war on Britain and invades Canada. You and up to 4 other players take command of the armies of the British Redcoats, Canadian Militia, and Native Americans or of the American Regulars and American Militia to decide the fate of the Americas. The action takes place on a huge historically accurate map that spans the United States and Canada from Detroit to Montreal. Players from each faction cooperate to gain control of key towns and forts.

**1812** features fast gameplay that involves teamwork and strategic planning in a historic and educational setting. In **1812—The Invasion of Canada**, players take on one of the roles of the major factions that took part in the War of 1812. On the British side these are represented by the British Regulars (Redcoats), Canadian Militia and Native Americans; and the American Regular Army and American Militia comprise the

American players. Players for each side will cooperate with each other in order to plan and conduct their campaigns. Each side will attempt to capture Objective Areas on the map. When a truce is called,

the side that controls the most enemy Objective Areas wins.

<http://academygames.com/games/birth-of-america/1812-the-invasion-of-canada#sthash.ScVC5msS.dpuf>



**1775 Rebellion** Game Design: Beau Beckett and Jeph Stahl \$70. The year is 1775. The American colonies are outraged over new taxes imposed upon them by Great Britain. They begin to stockpile arms and organize militia. On April 18, militia members ambush a column of 700 British Redcoats ordered to seize stockpiled arms. 273 British soldiers are killed or wounded before they reach safety in Boston.

Now you command the armies of the British Redcoats, English Loyalist, German Hessians, American Regulars, Patriots, French Regulars, or Native Americans to decide the fate of the Americas. Players from each faction cooperate to gain control of key towns and forts. <http://academygames.com/games/birth-of-america/1775-rebellion#sthash.dLUOTVTK.dpuf>



#### Acies Games

**Walcheren 1809** is designed by Enrico Acerbi. The history of the British expedition to Walcheren (Holland) in 1809 records an awesome disaster. The game represents the environment, logistical nightmares, and other difficulties that the English command met. 10€ <http://www.aciesedizioni.it/walcheren-eng.htm>





### Avalanche Press

**Fortress Malta** is an extension of **Island of Death**, a game based on German and Italian plans to capture the strategic island, a battle that never actually took place. Now **Fortress Malta** extends the game to look at other alternative plans and defenses. It is not playable by itself; **Island of Death** is required to play the scenarios presented in **Fortress Malta**. \$40

One of the new variations is the 1940 Italian plan to invade Malta. With a single division and a handful of Libyan paratroopers, Air Marshal Italo Balbo proposed a radical strike at the outbreak of war. While the invading force was slender, so was the defense.



### Chris Harding Simulations

**Salamanca: Marmont vs. Wellington** published in 2010 is not a new game, but one that reminds me of the game AHIKS Europe put out many years ago. **Salamanca: Marmont vs. Wellington** covers the turning point of the 1812 campaign on the Spanish Peninsula, where Wellington showed he was not just a skilled defender but could also deliver a decisive attack. It uses the **Napoleon's Later Campaigns** system, for a fast, low to moderate complexity, brigade-level game of Napoleonic battles. Interactive sequence of play, orders, and a modern, fire-based combat system (no odds optimizing!). To win, you have to use your army like a Napoleonic commander. Maintaining morale is the key. Running away will inspire defeatism in your troops just as heavy losses, but no side will emerge unscratched when encountering the enemy. Among all this you have to contend with multiple subordinates on a battlefield where no information can be sent faster than a rider can go. How you are able to orchestrate your leaders to enable effective concentration of force will decide the battle.

The system combines a grand tactical perspective (battle strategy, not micromanagement) with a focus on a historically sound use of your units. Four pages of basic rules aim at an easy entry into the world of Napoleonic command and combined arms with four types of orders and assault combat, cavalry charges, and artillery bombardment. Nine pages of full rules add concepts such as additional order types, written orders (although markers are provided for those who do not wish to write), reaction charges, and enfilading fire. Finally, two pages of Advanced and Optional rules add hidden movement, division level doctrine, and others.

The **Salamanca** special rules deal with particular units of the campaign (such as the British Light Division), reverse slope defense (used by the French in this battle!), and supply. Scenarios cover the historical battle (playing time 2-3 hours between experienced players) and the full day (3-4 hours), enabling both sides to set the strategy for the battle as they choose.

Scale:

500m per hex

1 hour per turn

Brigade level units

Individual army and division commanders

A professionally produced version of the game is planned for the future through Clash of Arms Games.

<http://boardgamegeek.com/boardgame/73606/salamanca-marmont-vs-wellington>

### Columbia Games

**Bobby Lee** New 3rd Edition available. \$75

**Bobby Lee** brings to life the most dramatic military event in American history, the Civil War. The wargame covers the war in the east, focusing on the one hundred miles between the two rival capitals of Richmond and Washington.

For four years, the Confederate Army of Northern Virginia, commanded by the incomparable Robert E. Lee, defended these few bloody miles against overwhelming Union strength in men and material. This was the scene of most major battles of the war, including First and Second Bull Run, Antietam, Fredericksburg, Chancellorsville, and Gettysburg plus the Valley, Peninsula, and Wilderness campaigns. You can restage all these campaigns or experiment with your own war-winning strategies.

Each year of the war can be played separately or they can be linked together for longer games.

<http://www.columbiagames.com/index.html>

### GMT Games

**Blood & Roses** focuses on the battles of the Wars of the Roses in England, between 1455 and 1487. This was warfare in which most men were truly "of iron," heavily and totally armored to such a point that their mobility was suspect. It was also the introduction of gunpowder – mostly field artillery – in noticeable numbers. And while many English men-at-arms were mounted, they did so almost entirely for transport. Most fighting was on foot, and it was quite vicious.

**Historical Note:** *The game's title refers to the heavy casualty rates and the names given to many of the fields after the battles: Bloody Meadow, Bloody Field, et al.*

**Blood & Roses** is designed for quick learning and easy play. Game rules are short, there are no "turns;" play is continual, with ample opportunities to steal play from your opponent. Combat resolution is a single die roll. Playing time is about 1-2 hours, per battle.

**Blood & Roses** is also GMT's gift to the gamer who enjoys playing solitaire. The system can easily be played solo or face-to-face.

<http://www.gmtgames.com/p-425-blood-roses.aspx>



### High Flying Dice Games

**What Went Wrong**, The Battle of Ap Bac, a two-player game, simulates the first large-scale fight waged between the Army of the Republic of Vietnam (ARVN) and the National Liberation Front (NLF). On January 2, 1963, the 7th ARVN infantry division dispatched elements of its 11th Regiment to support two Civil Guard battalions to take out a radio transmitter the NLF were operating in the hamlet of Ap Bac. This time, however, the Viet Cong chose to stand and fight. As the day wore on and the fighting escalated the ARVN were compelled to send in armor and airborne forces, as well as committing air support in a fight that decidedly went against them. It was the first stand-up fight for both sides' forces.

This game was chosen as a print 'n' play release for Gold Level Donors to the 2014 Consimworld Donation Drive and is now available for purchase. The game offers a short duration of play, a small table "footprint," and low counter density but is filled with action and decisions for both players. Price: \$12 (mounted counters \$5 extra).

<http://www.hfdgames.com/apbac.html>

**Breakout From the Crimea**, Wrangel's Offensive May-June, 1920, is designed by Perry Moore.

The game covers General Wrangel's Russian White Army offensive from their trapped environs of the Crimea. The game shows the technological impact of modern tanks and aircraft in warfare at the time.

Wrangel's forces were not numerically as strong as the 13th Army, but their morale as well as skillful use of tanks and aircraft returned the balance of power to their favor. By May 1920, Wrangel had up to 20 operational tanks and an equal number of DH9A bombers. Their tankers and pilots were trained and learned well the lessons taught by their British advisors in combined-arms tactics. During the battle, both sides fought tenaciously, but it was the use of tanks and aircraft that tipped the scales. \$21

<http://www.hfdgames.com/breakout.html>

Four, 11" x 17" maps

280 single-sided small unit counters

One player aid card One 12-page rule book

### Brave And Noble Fights,

The Battle of the Yalu: September 17, 1894

The Battle of Wei Hai Wei: January-February, 1895

**Brave and Noble Fights** is a dualpak game which has the introductory level games of the Battle of the Yalu and the Battle of Wei Hai Wei. Game design is by Paul Rohrbaugh.

**Battle of the Yalu:** The Japanese invaded Korea, seeking to make the nation a protectorate. Imperial China had an army in Pyongyang and resisted the Japanese, but, after a sharp and violent battle, the Chinese General ordered a retreat over the Yalu River and out of Korea. The Chinese quickly dispatched reinforcements via a convoy of troop ships escorted by the very powerful Peiyang Fleet, led by Admiral Ting Ju Chang. The bulk of the Japanese fleet, under the leadership of Admiral Ito Sukeyuki, intercepted the Chinese fleet on its return to Port Arthur, and the largest battle at sea up to that time between steam powered steel warships ensued.

### Battle of Wei Hai Wei:

The battle was the final large-scale fight waged in the Sino-Japanese War of 1894-95. The surviving ships of the Chinese Peiyang Fleet, following their defeat at the Battle of the Yalu, sought shelter in the heavily fortified port of Wei Hai Wei. The Japanese fleet quickly blockaded the port and in January 1895, the Japanese 2nd and most of the 6th Infantry Divisions were landed to assault the Chinese positions. \$15

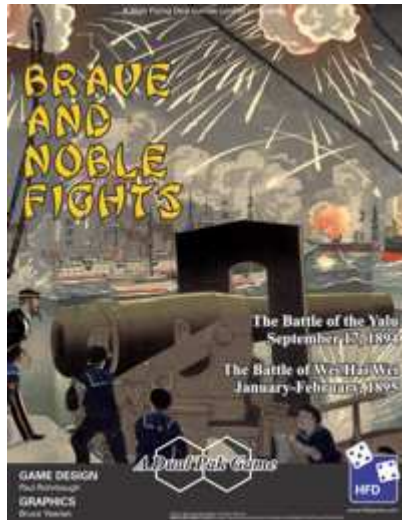
Three, 11" x 17" maps

94, 1/2" single-sided unit counters

30, 3/4" single sided unit counters

One 12-page rule book

<http://www.hfdgames.com/noble.html>



### Matrix Games

**Piercing Fortress Europa** is a PC game \$40 or \$50. **Piercing Fortress Europa** is a new game from veteran game designer Frank Hunter, which covers the campaigns of the Western Allies from July 1943 through the end of April 1945 in Sicily and Italy. Each area has its own map and time scale to best represent the campaigns for Sicily and Italy, and the player is offered complete freedom, limited only by a historical order of battle and logistics model, to plan his operations and explore all of the many "what ifs" that the Italian theater has to offer.

The units of both sides are fully modeled, including armored, infantry, airborne, commando, and garrison units rated for size, quality, strength, and disruption. Although strength and disruption are important, the focus of the game is on supply and fuel. As the commander you need to plan ahead in this "WEGO" system, allocating your limited combat supply to your units in advance of combat operations and making sure your supply lines do not stretch too far.

<http://www.matrixgames.com/products/467/details/>

Piercing.Fortress.Europa

Another PC game, **Qvadriga**, is a tactical game of chariot racing in ancient Roman circuses, where you take control of a four-horse chariot team. Choose your preferred upgrade combinations and prove your skills at the arena. Select the most cunning actions which your team could perform against the best drivers of the old world: shake reins, whip horses, choose lanes, hold tight while negotiating curves, avoid incoming attacks, block enemies path, lacerate and whip them until achieving victory. Start an epic campaign from the most modest tracks of the empire and try to reach the Circus Maximus.

<http://www.matrixgames.com/products/514/details/Qvadriga>

### Mayfair Games

**Clash of Wills™ - Shiloh 1862™** It is near dawn on April 6th, 1862. The first major clash of arms in the western theater of the American Civil War is about to commence. As the Confederate player, you open the battle with a devastating surprise attack on the Union camps around Shiloh church. If you can rout the disorganized blue coats and take Pittsburg Landing before reinforcements arrives, you can deal a potentially fatal blow to the invading Yankees. As the Union player you must survive the initial onslaught and hold back the advancing rebels on the first day of battle. Then, the next day, you can deploy your full forces to crush this latest threat to the survival of the United States. \$30 Designers: S. Coleman Charlton and Martin Wallace.

<http://mayfairgames.com/game.php?id=392&stock=MFG4862&name=Clash+of+Wills%99+-+Shiloh+1862>

**Test of Fire - First Bull Run 1861™** July 21, 1861, the raw untried armies of North and South meet for the first battle of the American Civil War. Simple game mechanics center on a system where command opportunities are determined by dice and action cards; the frustrations of command are eloquently portrayed.

The Union Army of Northeastern Virginia must seize Manassas Junction or rout the Southern Army to achieve victory. The Confederate Army of the Potomac & Confederate Army of the Shenandoah win by routing the Union army, avoiding rout, by seizing the Northern town of Centreville, or simply denying the Union victory. \$30 Designed by Martin Wallace.

<http://mayfairgames.com/game.php?id=365&stock=MFG4861&name=Test+of+Fire+-+First+Bull+Run+1861>

## MCS Group

**BCT Command Kandahar** is an operational level wargame of operations in Afghanistan during the Bush and Obama Administrations. One player takes the role of a Coalition Force commander; the other the role of an Insurgent Force commander. Each player must accomplish objectives within a particular region, using a range of regular and irregular forces. \$70.

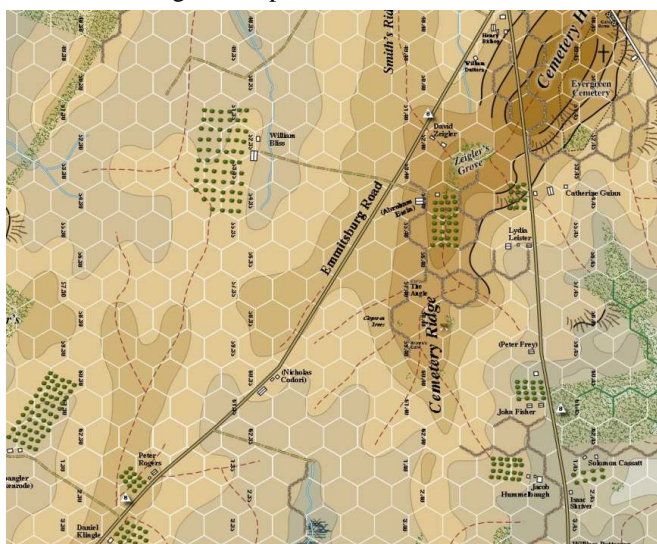
[http://www.mcsgroup.org/joomla/index.php?option=com\\_content&view=article&id=58&Itemid=55](http://www.mcsgroup.org/joomla/index.php?option=com_content&view=article&id=58&Itemid=55)

## Multi-man Publishers

**Last Chance for Victory**, The Battle of Gettysburg, July 1-3, 1863. **Last Chance for Victory** is the next entry in The Gamers' **Line of Battle** series (LoB) which simulates the Battle of Gettysburg. It is the second game in the series, following **None but Heroes** about the Battle of Antietam.

Scenarios abound of various sizes. The campaign uses a 4-map 'box' layout, but the game comes with two additional maps, one covering just the 1st day's fighting and the other the 2nd and 3rd days. The big game scenarios can be played on one or both of those maps plus, with those two linked together, it is possible to play the entire battle on two maps.

Six full color game maps, 2,240 counters, 22 scenarios. \$180



<http://www.multimanpublishing.com/Products/tabid/58/ProductID/239/Default.aspx>

**Winter Offensive Bonus Pack #5** (2014) You get a new map and three more ASL scenarios. On schedule to be released at Winter Offensive 2014. It will include board 67 and three Pete Shelling scenario designs. \$12

**WO12 Heart of Wilderness:** Russian attack vs Germans, August 1942.

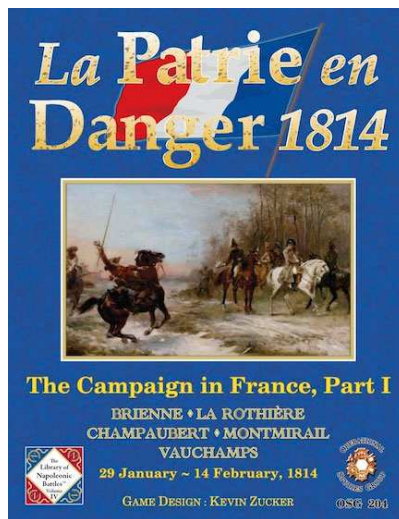
**WO13 All The Stops:** Another Russian attack vs Germans, this time in Poland in 1944.

**WO14 For Pride's Sake:** Japanese Night attack vs Americans on Luzon in 1945.

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/273/Default.aspx>

## Operational Studies Group

**La Patrie En Danger** Campaign in France, Part I 29 January - 14 February, 1814



**La Patrie en Danger** contains five battles from the opening phase of the Campaign in France. Napoleon has just arrived at the front. At their first encounter the French surprised Blücher's Prussians and Russians during a snow-storm. The Battle of Brienne was a short-lived success, however, for just two days later the Prussians triumphed at La Rothière and wrote-off the enemy as a spent force, advancing hell-for-

leather across the Marne and onto the highway to Paris. Ten days later Napoleon seized his opportunity when Marshal Vörwarts allowed his advancing columns to get dispersed and defeated in detail, in rapid succession in three short sharp combats. \$71 Designed by Kevin Zucker.

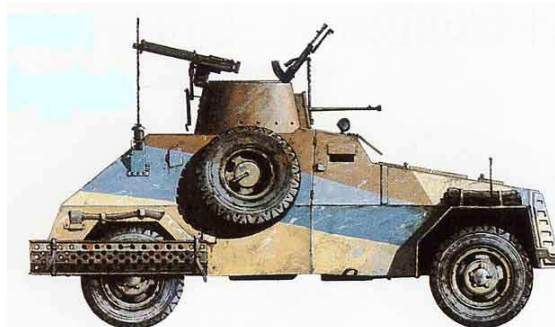
<http://napoleongames.com/drupal2/>

## Perry Moore Games

**Slim River**, Armor Breakthrough in Malaysia, Jan. 7, 1942.

On January 7, the British 12th Brigade, which had been hammered back for weeks, now faced a new bold foe: Japanese tanks (type 95 and 97) composing two companies supported by the 42nd Regiment. With only a few antitank weapons, the British defenders were hard pressed when the Japanese bold use of armor in the jungles began at 0330. What followed was simply a mini-blitzkrieg as the Japanese tanks found numerous previously undiscovered roads through which to bypass British defenses. The British really did not know what hit them and by 0830, the Japanese had secured the Slim River bridge, and the road to Singapore was open. In the game, chance cards create the uncertainty of battle from the sudden approach of Japanese aircraft, discovering a bypass road, stumbling onto a minefield, or the sudden activation of British units. Formation cards determine which formations activate and in which order, depending on how the player plays them. This will vary with every game turn. All this creates a totally unpredictable game.

The game comes with a 11x17 in. map, 280 counters, formation and chance cards, which are used to activate the counters on the map, a rulebook. The scale is 350 yards a hex, 30 min. turns for a total of 11 turns. <http://pweb.jps.net/~perrya/NewFiles/slimrive.html>



**The Dvina River Offensive:** Final Blows in North Russia, August 1919. By August 1919, the British 45th and 46th Battalions, together with over seven river monitors and gunboats mounting up to 9" guns, and over 25 aircraft (mostly DH9A bombers) were in place for the final blow on the Red virus known as Bolshevism. By this time, the French and Americans had all left. It was now a British show and one that was destined to leave a bloody nose upon the Reds. At least that was the plan! The overconfident British had not factored in the effects of Mother Nature, which, as the battle wore on, smiled too often on the Red forces. The Dvina River Offensive had it all: dogfighting aircraft, ground combat, naval surface action, naval bombardment, bombing, machine guns, artillery, river monitors and gunboats, unpredictable river currents, water levels, sandbars, floating mines sent down by the Reds, foul weather, and balloons. The offensive lasted four days. One part went extraordinarily well; another part nosedived into hell. Both sides get to enjoy this game!

Game scale is 750 yds a hex, turns are 12 hrs, 10 in all. Ground units are platoons, artillery batteries, single aircraft include: Sopwith, Spad, Avro, DH9A, Re 8, Neuport, M20, and Short. River ships include: monitors, gunboats, each representing one ship. Ground units include Lewis guns, MG, Stokes mortars, leaders, infantry. There are two game maps, one covers the ground action and the other the air to air combat at a different scale (50 yd a hex). Aircraft are rated for speed, bombing, size, maneuver, altitude.

Thus, the game is really two games: an operational ground game, and a tactical naval and air to air combat game!

<http://pweb.jps.net/~perrya/NewFiles/dvina.html> \$23

**Operation Grozny: The SS Strikes, 1942** On Sept. 26, 1942, the last German effort north of the Terek River in the Caucasus began. This time it was the 5th SS Wiking conducting the attack through the narrow Altar valley near Malobek. The object was to reach Grozny and its oil or to move south to force the entrenched Russians to retreat. Facing the SS were a collection of Soviet forces well dug in and supplied with artillery on the 1000-2000 ft hills surrounding the valley. Their armor amounted to mostly British Valentine and American M3 tanks. The SS plan called for the infantry to clear the towering hills overlooking the valley while the 50 panzers and SPWs raced through the narrow valley packed with defensive positions and AT trenches. The SS commander, Steiner, had strong reservations about this attack and for good reason. The game comes with over 270 counters, rulebook, playing aid, one 11 x 17 map. \$13. Game scale is company/battalion, 800 yds a hex, daily turns. <http://pweb.jps.net/~perrya/NewFiles/wiking.html>

### Noble Knight Games

This store carries many out-of-print games and obscure magazines (such as *Six Angles*, a Japanese wargaming magazine). Worth a look.

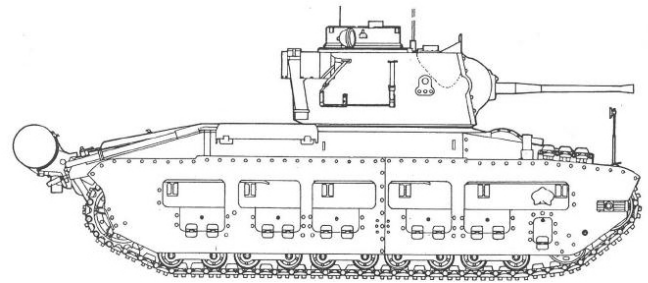
<http://www.nobleknight.com/>

### Revolution Games

**Operation Battleaxe: Wavell vs. Rommel, 1941** is a quick-playing depiction of the June 1941 Allied offensive in the North African desert. The Allies possess more tanks, including the "Queen of the Desert," the Matilda, and have mastery of the

air. Crossing the Egyptian border into Libya their mission is simple: destroy the Afrika Korps, and lift the siege of Tobruk! The Axis forces in the path of the Allied advance occupy well-prepared strongpoints, and lurking somewhere behind them are the German panzers – and Rommel, "The Desert Fox." The next three days of battle will decide the course of the war in the desert for months to come.

Utilizing a new and streamlined version of the "area-impulse" system players will experience the uncertainty of the desert battlefield. Each turn will contain a variable number of impulses, and both players will be challenged to determine whether it is better to attack first, or defend and then counter-attack. Having committed one's infantry and armor to battle, artillery support may or may not be available. To win, the Allied player must exploit his numerical edge in armor and artillery, plus airpower, to capture Axis positions and destroy German units. The Axis player must exploit his greater speed, operational flexibility and superior battlefield recovery, to recover lost ground and destroy Allied units. Designed by Mike Rinella. \$27 <http://www.revolutiongames.us/>



### Wargame Vault

**Warlord Games** If you are into miniatures, check out this site:

<http://us-store.warlordgames.com/collections/new-releases>

**Commit the Garde!—Leipzig** from GT Publishing Leipzig is the ultimate battle of the Napoleonic wars, the "Battle of Nations." This was the conclusive act of the 1813 Campaign in Prussia. This 4-day battle was the largest ever in Europe before World War I (101 years later!).

This scenario comprises 3 separate battlefields fought simultaneously, or the two main battlefields can be fought as stand-alone scenarios. \$8

<http://www.wargamevault.com/product/127107/Commit-the-Garde--Leipzig>

**Allenstein** from Irrational Number Line Games, LLC. This is a quick to play, high level set up for the Battle of Tannenberg (which happened closer to Allenstein), which happened at the outset of World War One.

This is not a *serious historical reconstruction* (not that there's anything wrong with that; it's just not what this is), but a simple scenario to explore the command and control advantage that contributed to a greatly outnumbered and outgunned German force in routing the Russians.

Rough OOB, QILS stats and a general map are provided. The set up is simple enough that you should be able to easily substitute troops from any other genre. **\$Free**

[http://www.wargamevault.com/product\\_info.php?](http://www.wargamevault.com/product_info.php?products_id=127125&it=1&SRC=newsletter_freebies)

[products\\_id=127125&it=1&SRC=newsletter\\_freebies](http://www.wargamevault.com/product_info.php?products_id=127125&it=1&SRC=newsletter_freebies)

## White Dog Games

**A Spoiled Victory** is a solitaire board game that simulates the evacuation of 300,000 Allied personnel from mainland Europe early in WW II. Game design is by Paul Fish and Hermann Luttmann. The player commands the Allied forces and attempts to delay the German advance during the massive and heroic evacuation at Dunkirk in May-June of 1940. The 17" x 11" game map and 36 Action Cards are by Tim Allen. There are 88 thick, double-sided, laser-cut counters and markers. A 16-page rulebook and three player reference sheets complete the game components. The game is available in boxed, folio (poly-bag), and downloaded PnP formats. Prices: PnP format is \$18, folio and boxed versions starts at \$29.

<http://www.whitedoggames.com/#!/dunkirk/c1qjs>



## Worthington Games

**Hearts and Minds**, 2nd Edition includes the larger, hard-mounted game board, updated rules, card, counter, and other components, and larger box.

**Hearts and Minds: The Vietnam War** is a card driven area movement game that allows players to recreate the Vietnam War between 1965-1975 in the full campaign game or yearly scenarios starting and ending in any year. Designed by John Poniske and developed by Stan Hilinski. The game is playable in 1 hour for the scenarios to 3-6 hours for the campaign game. Price: \$70 (includes free shipping).

<http://worthingtonpublishing.com/>

**Hold Fast Russia 1941-42** is our strategic World War II game on the Russian Campaign. It is the first of our Campaigns of World War II series. It uses wooden blocks for fog of war and hex movement. \$65

<http://worthingtonpublishing.com/?product=hold-fast>

**New York 1776** is our first volume of the American Revolution Campaigns series. It is strategic in scope with battles tactically carried out on a battle board. Wooden blocks are used for fog of war. This campaign involves point to point land and water zone movement. Group movement can only be done with commanders and some commanders move faster.

<http://worthingtonpublishing.com/>

**Scotland Rising** is to honor the 700th Year Anniversary of the battle of Bannockburn. This is a PT-90 game, our line of wargames that can be played in 90 minutes. **Scotland Rising** is a sharp fight that highlights the tactics of medieval battles on a crowded battlefield. Knights are powerful and hard to bring down. Pikemen are best in massed formation. Archers have ranged fire but must be protected. Ax men are vicious in a close fight.

<http://worthingtonpublishing.com/>

## Victory Point Games

**Mound Builders**, from **Wes Erni** and **Ben Madison**, is a solitaire States of Siege™ game where you represent the two largest pre-Columbian Indian “mound builder” cultures that dominated eastern North America from before the time of Christ until the coming of the European colonists in the 17th century. Your empire represents the earlier Hopewell culture and the later Mississippian culture that derived from it.

Until the arrival of the Spanish late in the game, you will expand your control across the map of North America, extending it over the various chiefdoms encountered and incorporating them into your economic and religious sphere (“empire”). Your domain will grow and shrink, but be aware that rather than a military advance and retreat, this process represents the rise and decline of culture, religious ideology, and an economic way of life, threatened from outside by competing ideologies and lifestyles as much as by hostile armies.

Your goal is to extend Mound Builder culture and amass as many chiefdoms as possible before rival native powers (and the smallpox-ridden Spanish!) rise up to drive you back to your Mississippi River heartland and extinguish your vast capital city at Cahokia, Illinois. \$19 or \$28

<http://victorypointgames.com/details.php?prodId=269>

In **Hapsburg Eclipse**, from designer **Darin A. Leviloff**, you control the leadership of the Austro-Hungarian Empire and, peripherally, the German Central Staff who assumes greater and greater control over their ally. The Austro-Hungarians have unique challenges as they try to survive the onslaught of the “Russian Steamroller” and try to conquer the Serbs in the South. The mission will be complicated by the perseverance of those enemies, the difficulties with new fronts in Romania, the Balkans, and the Italian border, and the difficulty of keeping the Empire’s restive nationalities from revolting against Hapsburg Rule.

In the end, the war was too much for the disparate nationalities of Austria-Hungary to take and when it became clear that the Central Powers could not win the war, the Austro-Hungarian Empire disintegrated.

**Note: Hapsburg Eclipse** has a sister game, **Ottoman Sunset**, depicting the struggle of their Central Powers ally, the Ottoman Empire. If in possession of both games, a Combined Game is playable, either as a two player co-op game or as a large two-front solitaire game. The rules for the Combined Game are included with **Hapsburg Eclipse** and modify the rules for each individual game. <http://victorypointgames.com/details.php?prodId=260> \$18 or \$26

In **Dawgs of War** from designer **Nathan Hansen**, you and up to seven additional friends take to the skies for aerial combat in the era of the Great Dog War. Each player takes on the role of a famous canine pilot as you battle both gravity and the other planes. All plays are made at the same time and you’ll be hard-pressed to see the moves coming, as danger can come from any of twelve possible directions. \$19 or \$22

<http://victorypointgames.com/details.php?prodId=267>

## MAGAZINES

*Against the Odds* Annual 2013. **Vauchamps** is one of those interesting battles mostly lost in the blur of “the 1814 Campaign,” where Napoleon kept giving bloody noses to the advancing allied armies but never quite had the strength for a decisive victory. Few Allied noses were as far out in front as that of Marshall Blücher. There, in a small chapter called the

“Six Days Campaign,” Napoleon dealt the “Army of Silesia” defeat after defeat. Reeling from this, Blücher tried to disengage from Napoleon’s personal attention and attack an isolated corps under Marmont, with a mostly infantry force that included the names Zeiten, Pirch, and Kleist that we would see in 1815.) \$50

<http://www.atomagazine.com/Details.cfm?ProdID=130>



*Line of Fire* #14 includes a *World at War* Expansion Module: **Baltic Fury**, an expansion for **Blood & Bridges**. If you have **Blood and Bridges** and *Line of Fire* #14 you are ready to play **Baltic Fury**. **Baltic Fury** comes with 11 scenarios and 140 new counters featuring forces from Denmark, Poland, and the Soviet Union, and showcases the Warsaw Pact’s push north to control the Baltic Sea lanes, with scenarios set on Jutland and the islands of Funen and Bornholm. Price: \$45. <http://www.lnpublishing.com/products/215-line-of-fire-issue-14>

*Modern War* #10 featuring the insert game, **Target: Iran**, is a solitaire simulation of a hypothetical US-Coalition-Israeli attack on Iran to destroy weapons of mass destruction (WMD) and other critical targets. The game begins with a “strategic” phase wherein the player conducts reconnaissance, cyberwar, and mobilization (the purchasing of assets) for the actual attack, and then an “operational” stage, which is when your attack is actually executed.

The game metric of determining victory or defeat is the price of oil. The player mobilizes Coalition forces by expending oil “points” which, in turn, will raise the price of oil. Various other game events will cause the price of oil to fluctuate. If the price of oil goes too high, the player has lost the game. Components: One 22” x 34” map and 228 counters. Price: \$30.

<http://shop.strategyandtacticspress.com/>

*Strategy & Tactics* #286 **Sparta versus Athens** is a strategic level game of the Peloponnesian War in its entirety, spanning twenty-eight years, from 431 B.C. to 404 B.C. The map is a point-to-point map, using city-states and the common land and navigable sea routes as the conduits that defined the Grecian Mediterranean. The game is designed for simple movement and combat mechanics to resolve battles and sieges, all centered upon the predominance of famous and historic leaders (e.g., Alcibiades). The game is richly historic, and keeps players within historic parameters in such a way that alliances and politics can shift, depending on how the war is going, but only within the limits of historic possibilities. Some city-states of the Delos Confederation may ally with Athens, while others

may ally with Sparta, for example. Athens vs Sparta includes four scenarios: The Archidamian War (431 - 422), The Peace of Nicias and the Sicilian Expedition (421 – 413), The Ionian War (412 – 404), and a scenario covering the entire war.

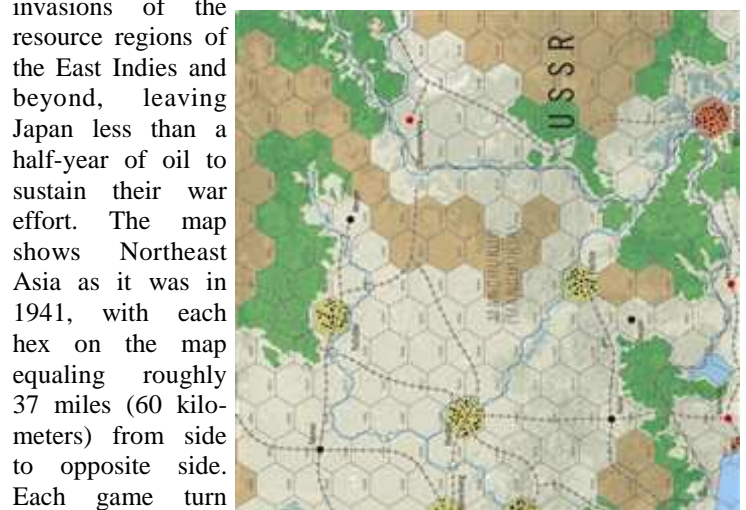
The game includes one 22x34” map of the Grecian Mediterranean, including Sicily and southern Italy, and as far east as the Persian empire, 280 counters of all participants in the Peloponnesian War. Each game turn is played as four seasons of one year. Each inch equals ~18 miles. One naval strength point represents 5 galleys of the era (Triremes), and one land strength point represents 350 to 450 heavy infantry (Hoplites) or 500 to 600 light infantry or 200 to 300 cavalry.



*Slingshot* 290 The latest issue of *Slingshot*, the bi-monthly magazine of the Society of Ancients, has now been sent out. Individual copies will be available to buy from the store. <http://www.soa.org.uk/>

*Vae Victis* #115 includes **The Wars of Burgundy, Knell of a Reign. The Burgundian Wars**. The magazine is in French, of course, but English rules are normally available. €15 <http://vaevictis.histoireetcollections.com/publication/3266/les-guerres-de-bourgogne-le-glas-d-un-regne.html>

*World at War* #35 includes **Strike North** which presumes that Imperial Japan has decided to invade the Soviet Union in 1941, instead of going to war with the United States. Conceptually, a Japanese invasion of the Soviet Union would be in conjunction with the German attack on the USSR (Operation Barbarossa) on 22 June 1941. The strategic possibilities of this alternative course are incredible; The Soviets will be under the pressure of fighting a two-front war. However, by following this strategy, the Japanese would be temporarily abandoning their planned invasions of the

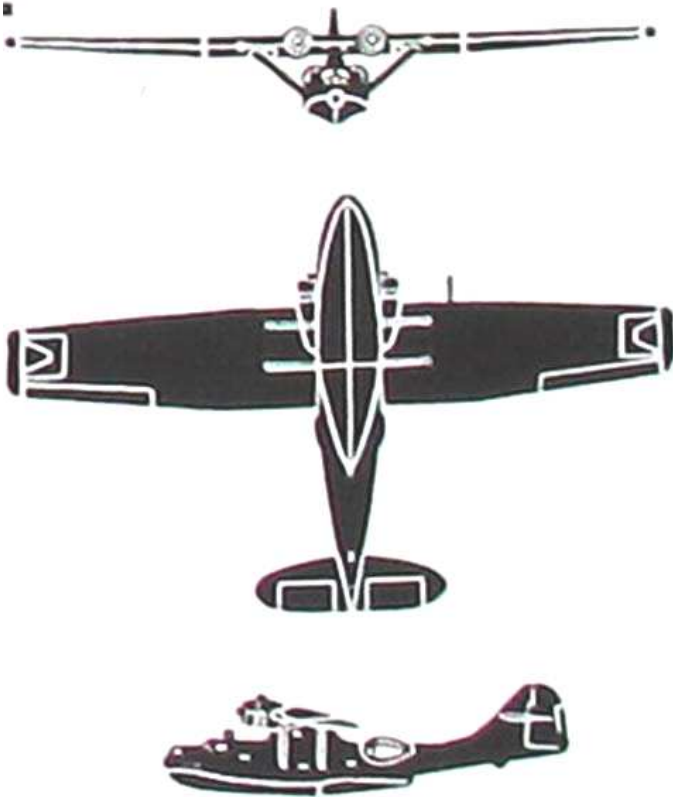


resource regions of the East Indies and beyond, leaving Japan less than a half-year of oil to sustain their war effort. The map shows Northeast Asia as it was in 1941, with each hex on the map equaling roughly 37 miles (60 kilometers) from side to opposite side. Each game turn represents one month of operations. The units are brigades, divisions and corps. \$30

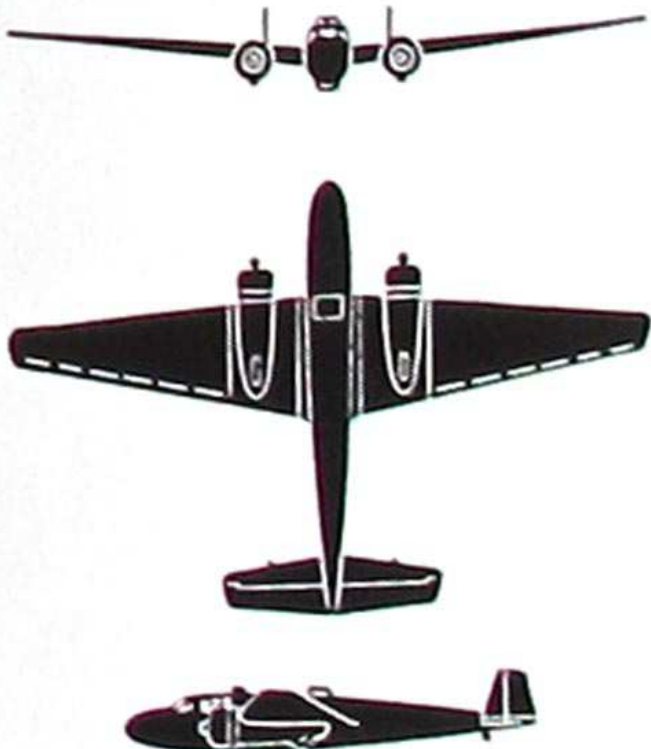
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW35>



#5



#6



- #1 US Fighter P-47 "Thunderbolt"
- #2 British bomber "Wellington"
- #3 German Fighter Messerschmitt Me-109F
- #4 Japanese Flying Boat Kawanishi Type 97 "Mavis"
- #5 US Patrol Bomber PB Y "Catalina"
- #6 Japanese Heavy Bomber Mitsubishi Type 96 "Nell"

Airplane ID answers

From the Editor

As Bob has written elsewhere, AHKS is coming up on 50 years. Amazing. Some of our members were not even born when we began. We do hope that we can come up with something to make 50 a memorable year. Bob and Brian can create something, and I am well positioned to say, "Yeah, yeah." There has been, as long as I can remember, a desire on some members' part to change our name. It is not going to happen, of course, but think about our organization if we *had* changed our name.

AHKS owes a lot to a few people, without whom we may well have died out. Although others may not agree, Les Deck comes to my mind as one of those. I suppose the real accolades go to the members who really wanted to play games with friends and with those who became friends.

I hope this will be an exciting time for all of us.

My copy of the latest issue of James Werbaneth's *Line of Departure* arrived a few days ago. He reviews **Struggle for New France, Andean Abyss, Red Star/White Star, and Firepower**. Paul Rohrbaugh responds to criticism of his game **Defeat into Victory** from *Against the Odds* magazine. Werbaneth writes well and gives good reviews, although they seem to be for those who have the game rather than those who might buy it. Not that this will decide you one way or another, but Werbaneth is not big on design. A column may start with the last few words of the previous paragraph.

You will notice that there are very few articles in this issue that were not written by officers. That is positive and it is sad. It is great that we have officers who can write an interesting article and sad that so few members send in material. If you have played a game that you can comment on (it doesn't have to be a review) I'd love to print it. Have you read a book that interested you? Tell us about it. Really.