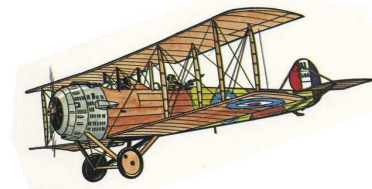


The *Kommandeur*



Volume 49 Number 4

Publication of AHIKS

August 2014

From the President Kenneth Oates

I hope this has been a good gaming summer for all of the members of the society! It has been for me, as I was able to travel recently to San Antonio and participate in a game-day there. While not the WBC, there were over 30 attendees, and I was able to meet some great gamers. In addition to participating in traditional board gaming, I saw some incredible miniatures.

Shortly after the last *Kommandeur* went out, our Judge, Lee Massey, announced his resignation due to life pressures. I am sure we all wish him the best, and we thank him for his work as the Judge. The Executive Committee instituted its search for a replacement following the procedure specified in the By Laws, and the open position was posted on both the Forum and on CSW. I am pleased to announce the promotion of Brian Laskey (he volunteered!) to fill that position and take his seat at the Executive Committee table. In addition, he will carry on his duties with the Unit Counter Pool. I am sure we all wish him luck in his new position.

Looking at the new game releases, the time around WBC seems to be the season for their availability, and this year looks exceptional. I know I have purchased a lot this year, and many of my pre-orders are being released in the next two months. Reminds me of when I was young and the new cars all came out in the fall! A lot of great new models and mechanics this year and a few favorites returning.

Another milestone this summer has been the 100th anniversary of the beginning of World War I. For us as gamers, this is an opportunity to study this vastly different war, whose results to this day affect the lives of countless millions.

Enjoy the rest of the summer, play your favorite games, and, above all, have fun.

Kenneth



Battle Cry

From the Editor

A recent newsletter included a short list of new weapons in the U.S. pipeline.

A ship-based gun that uses electromagnetic energy to fire projectiles at seven times the speed of sound. A remote-controlled boat the size of a Jet Ski for patrolling coastlines, maybe with weapons. Portable 3D war room maps, holographic and interactive, for use by battlefield commanders. A "flying Humvee," a small vertical takeoff and landing vehicle that could also operate on land.

On June 11, the Wall Street Journal printed an article by Mark Yost on the Memorial Museum Passchendaele 1917. The museum is in Ypres, Belgium, but it might be worth a trip. Maps and panels explain the Schlieffen Plan, which stalled outside Paris in 1914. Dioramas and interactive kiosks take one through the key battles around Ypres. Strategies, tactics, and everyday life on static battlefield are simply explained. The museum shows what life was like 20 feet down in some of the 200 bunkers built on this section of the front. A short film in English ties everything together, using vintage footage and modern-day shots of the landscape. Outside the château is a group of trench works, showing how they differed. There are also museums of WWI in Albert, Péronne, and Verdun, but Mr. Yost prefers this one. www.passchendaele.be gives a good look at the museum.

An Albert website is: http://www.visit-somme.com/somme_tourisme/decouvrez/grande_guerre/musee_somme_1916_a_albert

A Péronne website is: http://www.euro-t-guide.com/See_Coun/France/F_NW/F_See_WWI_Museum_Peronne_1-1.htm

A Verdun website is: <http://www.warmuseums.nl/gal/085gal.htm>

The apostrophe has given modern America the willies. Many people today are so uncertain about its use, that they don't use it. Signs that used to read "Boys' Club," now read "Boys Club." Incorrect usage is displayed in the game company "Lock 'n Load." The apostrophe in this case indicates a missing letter. What is the missing letter? "Lock an Load"? Since there are two missing letters, I assume, the name should be "Lock 'n' Load." We can work our way around most misuses, but one fairly common misuse changes the meaning. That is in the words "its" and "it's." The latter is not possessive. It means "it is" or "it has"—period.

Q

Secretary's Notes Bob Best



Today is Wednesday, August 13, 2014. We are deep into summer here in California and life continues to be very busy at the Best *casa*. With the warm weather, most of us are doing outdoor activities with friends and family. Sue and I have been busy with our volunteer work running computer operations for our local recreation league swim team. We managed to sand-wich in a 10-day vacation in early July to the mountains and desert which we enjoyed. Sue and I also play on a Bocce team each Sunday from May through October. All this "outdoor" activity has left little time for any wargaming, though.

Coming home this afternoon from running errands, I was quite pleased to find a copy of Decision Games' **D-Day at Tarawa** sitting on my doorstep. I ordered the game back in July and it finally arrived! I got that "thrill" of anticipation we all feel, like a kid at Christmas, as I picked up the box and carefully slit open the packing tape! There, inside was the newest addition to my game collection.

DDaT is a solo game covering the invasion of Tarawa in November 1943. I again carefully slit the plastic wrap and extracted the rules book. It's about 30 pages long. Looking through the rest of the box, I found 55 event cards, two counter sheets with 352 counters, a nicely done 33" x 22" non-mounted map board, three player aid sheets, several plastic baggies and a fourteen page booklet on the Battle of Tarawa. I sat down for an hour, and I now have read about half way through the rules. It looks like it will be a fun game! Check out the AHIKS forum in the next couple of months. I feel there will be a **D-Day at Tarawa** game being played there.

AHIKS' New Judge

I would like to offer a warm welcome to our new AHIKS Judge, Brian Laskey. I am sure Brian is familiar to most of you as he has been running AHIKS' Unit Counter Pool for several years now. Brian volunteered and was selected to fill the vacant Judge's position. He will also continue to run the Unit Counter Pool. Brian has also taken an active role in AHIKS' 50 Year Celebration event. Expect to see more from Brian about this in the coming issues of *The K*. Welcome, Brian!

AHIKS' 50th year Celebration Event

I would like to welcome Robert Granville and Mike Kettman to the 50th Anniversary Celebration Events Committee. Robert Granville will be running the tournament sponsored by AHIKS of Avalon Hill's **The Russian Campaign**. Information on the tournament can be found elsewhere in this issue.

Mike Kettman will be working with Brian Stretcher developing contest questions and answers that will run in each issue of *The K* during the 50th Year Celebration.

Thanks Robert and Mike for volunteering your time!

I would also like to thank the members who have already donated games, money, and other AHIKS related items to be given away as prizes. *Thank you* for your generosity!

If you have a game or other game-related item you would like to donate, please contact Brian Stretcher, Omar DeWitt, or me. Games should be in new condition and preferably unpunched or still in shrink wrap.

Prizes will be awarded for correct answers to contest questions. Contestants will have to respond by email or snail mail within the deadline established in each contest to be eligible to win. Multiple correct answers will be decided by a drawing of win-

ners' names. Winner(s) will be announced in the next issue, on the forum, and on the AHIKS Facebook page. Any contests that might have to be decided by a drawing of correct-answer winners could not be won by the seven elected members of the Executive Committee and the vice president unless stated otherwise in that contest.

There will be a \$100 cash prize for the winner of **The Russian Campaign** tournament. AHIKS would like to sponsor other tournaments and, depending upon the game and number of players, cash or other prizes are available to be awarded. If you have an idea for a tournament and are willing to run it with reports posted in each *Kommandeur* and on the forum and Facebook pages, contact one of the committee members with your ideas.

There will also be a large value gift certificate awarded by drawing to celebrate AHIKS' 50th Birthday in March 2016. The value would be up to \$200. This prize will be awarded and announced in the April 2016 issue of *The K*. The seven elected members of the Executive Committee and the Vice President would not be eligible for this prize and an AHIKS member winner would have to demonstrate current active participation in AHIKS to be eligible. That eligibility could come in many forms, a bio written during the year, actively participating in a game match setup through the MC, playing a forum game, etc. The exact nature of the contest has not yet been determined. More about this in upcoming issues.

AHIKS Forum On-Line Games "Skillful Tactics" Awards

Prizes will also be awarded for good play in games being run on the forum. All players and moderators will be eligible for these prizes. If you want to be eligible to win one of these prizes you must be playing in or running an active game on the AHIKS Forum. Winners will be announced in *The K*, on the forum, and also on the AHIKS Facebook page.

With that being said we are going to award our first prize for Excellent "Skillful Tactics" Play to Brian Stretcher. Brian is playing the "Skinny's" in the **Starship Troopers** game that is now in turn six on the AHIKS forum's on-line games section. The "Skillful Tactics" prize is awarded for Brian's outstanding use of three Skinny armored units to frustrate the heavily armed and highly mobile Terran forces attempting to destroy several industrial complexes in what was thought to be a "walk-over" by the Terran Mobile Infantry. While the game has several turns to go, Brian is skillfully using the armored units to delay the Terran efforts, possibly to the point of a victory for the Skinny's.

In recognition of Brian's skillful play in **Starship Troopers**, a new copy of the classic **Ogre** game is being presented to Brian. **Ogre** has just been re-released by Steve Jackson Games. **Ogre** pits a Cybernetic Super-Tank against late 21st century infantry and armor. It is a fun game and presents several challenges to both players, or it can be played solo.

Brian, congratulations on your skillful play! We hope you enjoy **Ogre**.

If you want to be eligible for these outstanding play awards, start a game or get involved in an ongoing AHIKS on-line game. More prizes will be awarded in the future.



Anyone wishing to donate or participate in the running or the planning of events for the 50th Year Celebration should contact one of the Anniversary Committee members or a member of the Executive Committee. Contact information can be found on page 12. As members of the Event Committee, we want to hear from *you* about what you would like to see happen during our year-long celebration of AHIKS.

On the Gaming Front

We have two active games playing on the AHIKS Forum right now. Brian Stretcher and I are playing a game of the original **Starship Troopers** from 1976 by Avalon Hill. As noted above, Brian has been awarded a new copy of the **Ogre** game for his tactical skills with his three armored units in **SST**. We are playing Scenario One "Feint Against the Humanoids" with all of the game's original and optional rules. Come follow the exploits of the troopers from the 228th M. I. platoon, E company, 2nd battalion, 3d Regiment, First Mobile Infantry Division—more commonly known as Warren's Wildcats—as they take on "General Kustre" (that's Brian!) and his "Skinny" militia in a raid deep into Alien Space.

The game can be found on the AHIKS Forum under the on-line games section.

Our second entry is from Avalon Hill's **Wooden Ships & Iron Men** game. Brian Stretcher is moderating the game, and we have four players, two British, one French, and one Venetian. We are playing scenario 16—The Battle of Lissa.

The Battle of Lissa was fought between a British frigate squadron and a substantially larger French and Venetian squadron of frigates and smaller ships on 13 March 1811 during the Napoleonic Wars' Adriatic Campaign. The action was fought in the Adriatic Sea for possession of the strategically important island of Lissa. The British squadron had been attacking French shipping in the Adriatic. The French needed to control the Adriatic to supply a growing army in the Illyrian Provinces, and they consequently dispatched an invasion force in March 1811 consisting of six frigates, numerous smaller craft, and a battalion of Italian soldiers to capture Lissa and destroy the British raiding squadron.

The game is entering turn 3 and the ships are just now reaching action range. It looks to be an exciting game. Come on by and see the action.

You can find this game along with **Starship Troopers** in the AHIKS Forum's On-Line games section. No log-in, ID, or password is necessary to view the game's progress, but it's more fun if you do have your log-in password as you can feel free to make comments on the action.

Don't have a forum ID or password? Contact our Webmaster, Charles Marshall, at wm@ahiks.com and set one up!

The AHIKS Facebook page

Our AHIKS facebook page now has 68 members. I think many of you who are not Facebook members may not really understand Facebook. There is a lot of hype out there about how much time people spend on Facebook. Many people do spend lots of time there but it certainly is not a requirement. You can respond to what people post if you choose to—or not. Strictly as you want. The advantage that I have found to being a Facebook member from a gamer's perspective is that I can find most, if not all of the gaming companies represented there. Do you like **Advanced SquadLeader**? Well, they are on Facebook and linked through the AHIKS Facebook page. Do you

like Star Trek and Star Fleet Battles? Well, ADG is linked there as is the on-line Star Trek groups. How about MMP or Decision Games or ConSimWorld? Yep! All of them have Facebook pages and links. Do you have other hobbies? You can most likely find them on Facebook too. You could be a member of Facebook and never friend another person, but you could have links to follow all your wargame companies and any other hobbies you might enjoy any time you wanted to. If you haven't checked out Facebook in awhile you owe it to yourself to at least give them a look.

If you are on Facebook, just search for "AHIKS" (with no quotes) and ask to join. If you are using a "nom de plume" on facebook, let us know what your AHIKS name is so we can approve your membership on the Facebook page. Duncan Rice our MC posts game requests and matches on FB, so you can go there to see what is available if you are looking for a game to play.

Meet the Member

We have a Meet-the-Member profile for publication this month. Our member profile is from Steve Carter, #1713, Steve writes:

Steve Carter # 1713

Forum Name: tallracer333

Game Collection link: <http://www.boardgamegeek.com/collection/user/tallracer333?own=1&subtype=boardgame&ff=1>

My first exposure to wargames was a grade school buddy introducing me to **D-Day** in the 60s.

I was hooked. I made regular trips to the game store to see what else this "Avalon Hill" company was publishing. Then I became a *General* subscriber. Then I started to play PBM, with stock market lists for die rolls. How excited I was when the mail arrived with an opponent's move!

Of course, once college intervened, the games stayed on the shelf, coming off again briefly once I entered the working world, but finding the shelf again when I got married and had kids. But once my son was old enough, they came out again!

Currently I play mostly PBeM games with VASSAL and Cyberboard, but I occasionally can find a local face-to-face game. I have the patience to play games that may run slowly, with my longest being a two-year multi-player game of **Third Reich** and a full campaign game of **1776** that lasted through 1781 and took 18 months to play. I also am comfortable playing "teaching" games that allow occasional "resets" for those new to a game.

Other interests: Motorcycling (street and dirt), scuba diving, bicycling, keyboards (organ and piano), and playing hockey (the five-month winters in Minnesota get kind of long).

Thank you, Steve, for introducing yourself to the membership.

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. We would all like to get to know you.

New AHIKS Members

We have sixteen new members and three returning members join AHIKS since the last issue. I would like to welcome them all to AHIKS.

| | | |
|------------------|------|-------------------|
| Dennis A. Rhoads | 1778 | Willow Street, PA |
| Evan D. Cushman | 1779 | Penfield, NY |
| Arthur E. Howe | 1780 | Richmond, CA |
| David J. Wood | 1781 | St. Austell, UK |
| Sue Best | 1782 | Concord, CA |

| | | |
|---------------------|------|--------------------|
| Ivor Moseley | 1783 | Stoke-on-Trent, UK |
| Stephen Chin-Quee | 1784 | Stuart, FL |
| Karl H. Kreder | 1785 | Nuevo, CA |
| Malcolm A Hogg | 1786 | Edinburgh, UK |
| Jeffrey L. Gaffneyo | 1787 | Carlsbad, CA |
| Robert Robles | 1788 | Orinda, CA |
| Lewis T. Kershner | 1789 | Sturgis, MI |
| Mike Hanns | 1790 | St. Albans, UK |
| Jamie Griffin | 1791 | Northport, AL |
| Michael T. Moe | 1792 | Lake Almanor, CA |
| Rick A. Sahli | 1793 | Charlotte, NC |

Returning former members:

| | | |
|-------------------|------|------------------|
| Jimmy W. Williams | 1276 | El Dorado AR |
| Casey C. Bruyn | 560 | Hamilton, Canada |
| Richard D. Olson | 1132 | Minonk, IL |

Gentleman and lady, *welcome* to AHIKS!

Change of Address

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!



Former member Bruno Sinigaglio

Playtesting Columbia Games' **Triumph & Tragedy**

by Tom Oleson

In 1832 Clausewitz said that "war is the continuation of politics by other means." Craig Besinque's new area movement card-driven block game **Triumph & Tragedy** focuses on the ETO but also includes the western hemisphere and the East as far as Afghanistan and India. It is not a traditional war game, but a *great power rivalry* game. War is possible and very cleverly modeled, given the relatively small size of the game. Just as much attention is paid to what comes before the "continuation": building alliances through diplomacy, gaining strength through industrial mobilization. There are many options for technological development, including going for the atomic bomb! Games are all about choices and here the players have very many. Do you play that card to upgrade your tanks, or save it for deploying units? And if you do save it, might your opponent have a card permitting him to snatch it from you? But on the other hand, if he violates a neutral, will you get extra bonus cards? All the cards have multiple options.

As we playtested it during a week, AHIKSers Walt Garman, Mark McCandles, and I marveled at how many clever concepts have been subtly incorporated. Here is just one of so many: each year that a great power is at peace, it earns a secret dividend with a value of zero, 1, or 2. NOT going to war has value, as indeed it should. It could make the difference in deciding who wins. Walt and I played the 2-player game with enjoyment, but the 3-player version is more fun. As Germans I won narrowly the first time with a late war after domination of the Balkans through diplomacy, but I lost narrowly the second time with an early war which however gave me transitory naval supremacy, blockading Britain. In the end, the Soviets were in Berlin, the West in the Ruhr.

Although this game is in the final stages of preparation, rules, play-balance, all the factors making for a finished product, were at least as good as many games already on the market.

So many games these days, however well done, are repetitious, familiar themes reworked. It was a pleasure to try something new to my experience.



Air Baron

WBC: A Fine Time, But...

Bill Watkins

It's the final heat for the **Ace of Aces** tournament. This 30 year old game is still a great draw at WBC. I had other tournaments. So, I showed up for the final heat, announced I couldn't stay for the finals, so I was just going to Rabbit for players who needed additional combats on their tournament sheets.

There were plenty of takers. A couple of past champs chewed me up, as did some very sharp up and coming players. Then, I saw *her*. *Her* was a pretty high school senior, just sitting. I asked if she needed additional matches. She had already turned her sheet in. She said she'd like to play anyway.

The other players told me not to play her. They all said she had torn them up. If I didn't want my ego destroyed, I should quit while I could! Everybody agreed she'd win the tournament this year or soon.

What the heck, I had been one of the losers against an 11 year old girl in **Leaping Lemmings**. How bad could it be? It was bad! Three games, three Shot Down In Flames. I didn't get to maneuver. I opened my throttle, called out my first maneuver, and waited for her to blow me to kingdom come.

At that point, I saw her nametag. She is the daughter of Bert Schoose! Good training, Bert!

At that point, she said the words that destroyed all of us. We were talking about how well this game had held up over 30 years and how long we had been playing. When Ms Schoose was asked how long she had been playing to get that good, she replied, "I started playing last week." You could hear the rest of us having heart attacks.

I had a great time. In fact, I told people I couldn't remember coming out of a con this happy. I got to play the games on my schedule and sat through at least a dozen demos.

I asked to play experts in **Puerto Rico** and got my wish with two heats. I think I finally understand the flow of the game. I intend to play it a lot more.

Got to play the designer in **Mr. Madison's War**. Lost in **Monmouth**, then discovered we hadn't applied a basic rule correctly right at the beginning. That changed the whole game. No wonder I lost!

Also qualified for the semifinals of **Leaping Lemmings**, proving my natural superiority to any nine year old!

Off to Plain & Fancy with Omar and Eric Tolentino, a young priest-gamer from the Allentown Diocese. Watch your language, he's joining AHIKS!

Peg and I did the smorgasbord at Bird In Hand. Outstanding. Corn that was out of this world! We also did lunch by tiptoeing through the jam and jelly samples at Kitchen Kettle. Played our annual "Is this Bacon Day" at the Continental Inn morning buffet. Side trips to Kauffman's for every kind of pretzel known. The Farmer's Market for the best sugar free candy (Groff's), bratwurst sandwiches prepared by very pleasant Amish ladies, more Amish girls making absolutely fresh lemonade. Peg managed to destroy the outlet malls on her own.

The Open Gaming floor was terrific. Got in a political argument that lasted half the night. Wandered and watched designers working on new games, didn't join in any games due to tournament schedule but noted the place was always packed.

In short, an excellent con and will be for one...more...year.

Then, we get to say goodbye to the Amish restaurants, the outlet malls, and the Continental's great buffet. The trustees have given up on the Lancaster Host. Nobody feels the owners are really interested. There was a boiler repair truck parked outside most of the week. Gamers told us again and again their rooms were sans hot water.

The other problem is, of course, the layout is terrible. Open Gaming is on the top floor. There are stairs to negotiate and no bathroom facilities up there. The main gaming room requires going up and down some more stairs and the demo area is a l-o-n-g walk away. I was up and down, getting exhausted in my fashionable VA leg cast.

So, WBC moves in 2016 to a ski resort southeast of Pittsburgh. Off-season rates I'm told. People who know the place say there are a dozen restaurants on site. There are also supposed to be enough facilities to keep wives busy, assuming they shoot skeet and play golf. According to others, there is no place to go. No shopping.

The big negative seemed to be the idea of all those gamers trying to get to the Pittsburgh airport on Sunday. Most say there is no way to make transport work.

I heard a lot of East Coasters, including people from my game club, say there is no way they'll drive the extra distance. Quite a few, including people who know how to put on a con, talked about starting a con in the Cherry Hill/Philly area.

Sad to think we're starting again as Greenwood and his WBC staff have this whole thing down to a science. I thought the con ran brilliantly. Even if I didn't win anything.

Keep watching.

We did miss the last day. Off to Philly to see the townhouse our youngest son and his wife just bought. They dragged us off to a super good barbeque joint called Fette Sau. They even had Coke in glass bottles from Mexico! I recommend it highly, assuming you can stand Philly traffic.

For me, this has been a terrible year for gaming, due to more leg problems and the usual disasters with the VA. And Yes, every story you've heard about the VA is true. The staffs are terrific, assuming you can get in to see them.

As a result, I had not played a game since GMT East and none before that during the previous six months! WBC was a great way to break the schneid. I'm already packed for next year!

Oh Yeah, even though I'm not doing any book reviews at the moment, I did make a couple of great discoveries at WBC. First is a science fiction writer named Frank Chadwick. I don't know if that is the same as our former game designer. Whether he is or not, he is a terrific writer. I recommend his "How Dark the World Becomes" *most* highly. I started his "The Forever Engine" this morning during a three hour wait at the VA. When I was finally called, I didn't want to stop reading!

My second great discovery was Brad Thor. I know, I know. He's been around for a decade and I managed to miss him. If you've also missed him, Thor does thrillers a la Clancy and Larry Bond. He is one heck of a good writer. Hopefully, I will have caught up by next WBC!



The Russian Campaign Tournament by Robert Granville

Welcome to the AHKS **The Russian Campaign** tournament. We're looking to get started by the first week in September, so there's still time to sign up.

1. We will be using the 4th edition rules. For those who don't have the 4th edition, you can find the rules here:

<http://www.gregorit.com/wordpress/wp-content/uploads/2012/07/TRC4-Custom-Rules.pdf>

A summary of the differences between the 4th edition rules and the 3rd edition rules can be found here:

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

The Orders of Battle haven't changed, so if you have an earlier edition of the game, you should be able to incorporate the 4th edition's rules. I've been told that the board has been "cleaned up" for the 4th edition, but I'm not aware of any structural differences in the boards. (If anyone can confirm that there are differences AND WHAT THOSE DIFFERENCES ARE, I'd appreciate it!)

2. We will use the Barbarossa scenario. This is a 10-turn scenario starting at the first turn of the regular game, May/June 1941, and going through the November/December 1942 turn. The scenario rules provide a goal line for objectives. The German player receives 2 points for each major city he controls EAST of that line, and 1 point for each minor city and oil well he controls EAST of that line. He loses 2 points for each major city the Russian player controls WEST of the line, and 1 point for each minor city and oil well the Russian player controls. If the German player has a score of 4 or more, he wins, otherwise the Russian player wins. Additionally, if the German player controls Moscow at any point in 1941, he immediately wins. If the Russian player controls Berlin at any point, he immediately wins. If the German player controls Moscow at any point AND eliminates Stalin, he immediately wins. We will also use the Sudden Death rule 25.2.2: If at the end of the Jan/Feb 1942 turn, one player controls ALL of the objectives Kalinin, Kharkov, Kiev, Leningrad, Rostov, and Stalino, that player immediately wins.

3. Sides will be determined basically by the optional bidding rules. For each match, the two players will submit to me their

preference for side. If they each want a different side (or have no preference), we're set to go. If they each want to play the Germans, they'll bid how many additional replacement factors they're willing to give to the Russians. When one player decides to drop out of the bidding, the winning bidder is assigned the Germans. The other player is assigned the Russians with the additional replacement factors that were bid, assigned to the turns as per the rules. (This is the same as the rules.) If both players want to play the Russians, they bid how many replacement factors they're willing to give up. When one player drops out of the bidding, the winning bidder is assigned the Russians with the replacement factor deductions assigned to the turns as per the rules. The other player is assigned the Germans. (This is different from the rules, which has the winning bidder get the Germans in either case. That doesn't make sense when both are bidding for the Russians.)

In either case when bidding is necessary, I'll randomly determine who has the opening bid. If neither player has a preference, sides will be assigned randomly by me.

4. Opponents will be paired randomly by me. Winners will advance to the next round in ladder fashion. In the case where there are an odd number of games (depending on how many sign up for the tournament), ONE person who lost his match will advance to the next round as a wild card. The wild card will be awarded to the person who avoids the immediate defeat condition and loses his match by the least amount. In the case of a tie, surrendered units will break the tie. I will take the total number of enemy combat factors surrendered MINUS the total number of friendly combat factors surrendered. Whichever player tied for the wild card spot with the highest total will be awarded the spot. If that is also tied, eliminated units in the replacement pool will break the tie. Again, I'll take the total number of enemy combat factors in the eliminated pool MINUS the total number of friendly combat factors in the eliminated pool. The highest total wins the wild card spot. If that's still a tie, the wild card spot will be assigned randomly by me. Players will be informed at each step of the ladder whether a wild card spot is in play for that step.

Members wishing to participate can contact me directly at rgranville@verizon.net



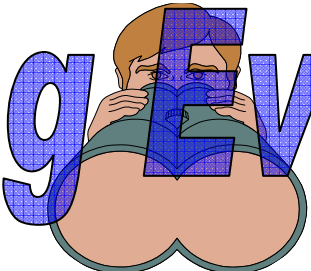
A book worth its weight in gold!

"Le Operazioni delle unita Italiane nel Settembre-Ottobre 1943"

While living in Rome I bought an enormous book published in 1975 by the Italian Defense Ministry about the war in Italy 9-10/1943. I will be sending this book to ace designer Mark Simonitch who will be doing a game including this period. Although the book is in Italian, he will profit enormously from the scores of OOB maps, as I did as well. You don't need to know the language to learn a great deal from the very detailed analysis of the locations and movements of the Italian and German units involved. One curious omission: I found no reference in text nor maps to the Nembo division, which stayed on the German side. Perhaps they preferred not to mention it!

Tom Oleson

Upcoming Events



Aug. 14-17, Indianapolis, IN

GEN CON

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

Aug. 15-17, Houston, TX

DELTA H CON

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

Aug. 15-17, Spokane, WA

SPOCON

<http://www.spocon.org/>

Aug. 28, Seattle, WA

PRE-PAX SKY HIGH TABLETOP PLAY

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

Aug. 29-Sept. 1, Fremont, CA

CELESTICON

<http://www.celesticon.com/index.php>

Aug. 29-31, Seattle, WA

PAX PRIME

<http://prime.paxsite.com/>

Aug. 29-Sept. 1, Atlanta, GA

DRAGON CON

<http://www.dragoncon.org/>

Aug. 29-Sept. 1, Sterling, VA

TCEP

<https://barkingmad.org/>

Aug. 29-Sept. 1, Los Angeles, CA

STRATEGICON - GATEWAY

<http://www.strategicon.net/>

Sept. 5-7, Savannah, GA

SAVANNAH SKIRMISH 2014

<http://social.consimworld.com/events/savannah-skirmish-2014-sep-5-7>

Sept. 5-7, Durham, NC

TILT EXPO

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

Sept. 11-14, Columbus, OH

BUCKEYE GAME FEST

<http://www.buckeyegamefest.org/buckeyegamefest.htm>

Sept. 13, Pittsburgh, PA

GASP

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

Sept. 19-21, Kansas City, MO

RECRUITS

<http://recruits.mtswebsites.com/Site.php>

Sept. 19-21, Buffalo, NY

QUEEN CITY CONQUEST 2014

<http://live.queencityconquest.com/>

Sept. 26-28, Stamford, CT

FALCON

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

Sept. 27-28, Peterborough, Ontario

PHANTASM

<http://phantasm.pfga.ca/index.html>

Sept. 29, Ypsilanti, MI

DONGEONS AND DREADNAUGHTS GAME CONVENTION

rmorin1@emich.edu <rmorin1@emich.edu>

Oct. 3-5, Davenport, IA

XENOCON

<http://xenocon.weebly.com/>

Oct. 12-14, Lancaster, PA

TRAVELLERcon USA

<http://www.travellercon-usa.com/>

Oct. 16-19, Essen, Germany

INTERNATIONALE SPIELTAGE SPIEL - ESSEN

<http://www.merz-verlag.com/>

Oct. 24-26, Waco, TX

WACON GAME CONVENTION

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

Oct. 31-Nov. 2, Melbourne, Australia

PAX AUSTRALIA

<http://aus.paxsite.com/>

Nov. 14-16, Pittsburgh, PA

GASP CON

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

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



Designing the Perfect Strategic World War One Game, Part 1

Ed O'Connor and I just ended our longstanding **Paths of Glory** game by mutual agreement. Although we were well into 1918 with only a few turns to go, this game had been going for longer than the actual war itself, I think. We were both weary of play; time between turns was getting longer and longer.

I have written in this column in the past about my issues with **Paths of Glory**, its popularity among many gamers notwithstanding. Here are the primary ones: 1) The card play, while making for a fine game, tends to drive the game down ahistorical paths because players usually prefer to move and fight (and sometimes *must* move and fight in response to an opponent's move) rather than play cards as events that do very important things, like bring in the U.S. or cause Russian collapse; 2) that same card play makes the game feel less like WWI with its massive offensives than 18th or 19th century combat with moves and countermoves with small groups of units; 3) card play, while simple in theory, presents players with an enormous number of decisions to make in each of the six sub-phases of each turn, making the game quite complex in terms of play (but not rules); 4) the game is decided after literally more than a hundred moves and boils down mostly to a simple city count more than likely to end in a draw; and 7) the units of the major powers fight just as hard and well at the end of 1918 as they do in August, 1914. I do like the general combat system of loss points, step losses, and forced retreats, which has a nice WWI feel, and I have no problems with the point-to-point movement rather than hexes. It looks nice. The rules are clean and well laid out, if somewhat overburdened by exceptions.

Overall, it's a good game but disappointing as a simulation vis-a-vis its reputation. I have a fair amount of experience with other strategic WWI games, including **Guns of August**, both the SPI and DG editions of **World War One**, **War to End Wars** by 3W, and the very large **War in Europe Module 1: The First World War**, which with its seven maps and thousands of pieces I believe I got for about \$20 back in the late seventies. I have not seen DG's **Storm of Steel** other than in advertisements, nor do I want to mortgage my home to buy the game. I have heard of one or two other strategic WWI games as well, but those titles are now so obscure so as to be non-existent. Finally, I am aware that **Paths of Glory** has a rules-set used in tournament play that addresses some of my beefs with the game, such as the weakness of the Italian positions at the beginning of the game and the unlikelihood of American entry, but have not played the game in that incarnation. It does not fix the card play aspect of the game nor some of the arbitrariness of the rules.

All of these games have good and bad points. **Guns of August** is relatively easy to play. It is probably the closest to the old AH classics in the way it plays, and it offers the war at the corps level, with artillery (including siege guns) and separate cavalry units. At the corps level, there are a lot of units, enough to have stacks of units standing shoulder-to-shoulder along many of the fronts, especially in France and Italy. This isn't necessarily a problem except for the fumble-thumbed. The combat system works pretty well, and, although it is difficult to

get high enough odds to force units out of a hex and combat is bloody, it seems appropriate for WWI. However, the game suffers from an ugly map, most of which is taken up by central Germany and Austria-Hungary (and so a sea of white hexes) which never gets used except for rail transit. While there are several scenarios offered according to year and front of the war, there are few strategic elements to the game other than entry of major and minor powers, such as production. Naval capabilities are abstracted into the traditional Allied amphibious capability. It does offer an interesting hidden movement system, in which markers are used instead of combat units, which are held off the map until their marker is attacked. Victory is determined by city capture (again). Not a bad game, but not totally satisfying, either.

World War One is a decent little game for its size, a folio-sized game with 100 or so counters. The DG version differs a little from the SPI version, but not enough to warrant separate consideration. Army sized units only in this game, and a combat system that relies on the expenditure of resource points rather than unit elimination. I understand how the game is supposed to work strategically: resource points dwindle for each power as the years progress, especially for the Central Powers, and Russians take double losses when attacked by German units. Russia is supposed to eventually be knocked out of the war because its units have to retreat instead of spending resource points to stand, thereby losing strategic cities which cause collapse, and the Central Powers are supposed to run out of resource points sometime in 1918 after the stossstruppen make a last run on Paris. But none of that happens, because 1) both players can easily hoard their resource points, and 2) the Allies can defeat much of the stossstruppen's power by defending in alternate hexes instead of in adjacent hexes. So the game turns on whether the Stoss can capture enough resource centers in France on the last turn to win. The game is usually quite close, but predictable; might as well skip to the last turn, as nothing else seems to matter. It could probably be fixed if the resource point allotments were adjusted, and/or attacks could be made into empty hexes, and if the stoss units did not arrive on quite so fixed a schedule. The newer DG map is fairly attractive, but again much of the map is taken up by Germany and Austria-Hungary and doesn't get used except for rail transport; an addition of the Caucasus front and an extension of Turkey is a waste of space because nothing important can happen there. At the map's scale, France is too cramped and the Italian front is only some 4 hexes wide. The only maneuvering is in Russia. No naval component other than the Allies amphibious capability. There are optional rules for variable entry of some of the powers, but why bother, as their entry or even switching sides would probably not change the game. The U.S. enters on the same turn every game, as do the stossstruppen. Again, not a bad game, but not satisfying either.

War to End Wars was 3W's answer to **World War One**, even if it came out years later. I have only played it once. Its folio sized map crunches Europe down even further than **World War One**. If I recall, units are essentially markers for strength points, so the game has little flavor. I can't tell you much about how the game plays, but, if I only played it once, it probably was not a particularly good experience.

War In Europe Module 1: The First World War (FWW) was an adaptation of **War in Europe** to WWI instead of WWII. It used the same map as **WiE**, but owners of the game had to redraw the borders and add some forts to make the conversion. The game is at the division level, so there are *lots* of pieces, and there is a lot of room on the respective fronts, even Italy. But of course, there are still shoulder-to-shoulder units in the West and Italy. The game, and combat, was pretty simple, if I recall, with losses termed in number of cookie-cutter-strength divisions, standard ZOC rules, etc. Modifiers were provided for stoss units, tanks, air, and so forth. There were ample supply rules, although some of the rules as written required units in the Balkans to forever be out of supply, which is a bad thing. But at least there was an attempt. Units were produced from resource points and put on a production spiral, which I like quite a bit, even if the unit choices are limited. There were some naval rules, although still abstract, but if I recall the High Seas Fleet could at least sortie. Best of all, as the war progressed each nation suffered a continuous drop in National Will, which determined victory. I seem to remember there was no way for National Will to improve, so one would win the game by outlasting the other side. This actually makes a whole lot of sense for WWI. There were ample scenarios for certain years. Of all the WWI games in my collection, this one probably works the best at the strategic level. Its drawbacks? The flawed supply rules and, of course, the fact that you need space for at least 4 if not 7 standard-sized maps to play, and a lot of time to move all those pieces. So I haven't played this monster much either, although I'm tempted to give it a new try.

So where is that well-designed, optimally sized strategic WWI game that we could play by mail or email? One does not apparently exist. Next issue, I will discuss the elements I would like to see in such a game. For the purpose of our discussion, and in recognition of the AHKS upcoming 50th anniversary along with the 100th anniversary of the start of WWI, we shall call it, with tongue firmly in cheek, **Across History: In the Kaiser's Shoes**. AHKS, of course!

Wooden Ships and Iron Men: The Battle of Lissa

Our new **WS&IM** online game has started. To keep things simple, I opted to run a scenario straight from the rulebook, suitable for the four players who signed up to play. The battle occurred in the Adriatic in 1811, when a Franco-Venetian invasion force, led by three French and three Venetian frigates, attempted to take the island of Lissa, where the Royal Navy was operating to interdict French shipping supplying forces in Illryia. The Franco-Venetians were met by four British frigates and soundly defeated. As the scenario notes state, it is supposedly a battle of quality vs. quantity. We are just starting the third turn, with the elite British force anchored and awaiting the approach of the Franco-Venetians. The French and Venetians have rearranged their columns by nationality and appear to be set to advance on the British line.

You may follow the game on the AHKS forum, of course. While I can't offer a running critique of the game, since to do so might suggest things that I think the players should or shouldn't do, I will of course offer a full analysis when the game concludes.

Book Reviews

I lacked the time to include the book reviews I intended in the last issue and so offer them here. As we are now 100 years

out from the start of WWI, I have been doing some reading on that war of late.

First up is "The Wolf," by Richard Guillat and Peter Hohnen, Free Press, 2010. This is the story of the German raider *Wolf*, a converted merchantman, and her voyage in 1917. Leaving Kiel on November 30, 1916, she stayed at sea without touching land for 15 months, traveled some 64,000 miles around the Cape of Good Hope, looping around southern Australia and New Zealand, passing through the treacherous seas of Indonesia, back through the Indian Ocean, and then to the North Atlantic to safely return to Kiel in late 1917. In between, she captured or sank many Allied merchantmen, laid mines, and caused a great deal of distress to the Allied navies, which could not find her and so covered up her existence from the civilian populace, including the shipping companies that owned the ships upon which *Wolf* preyed. She picked up several hundred prisoners on her voyage, including women and a six-year-old American girl who was adopted as a mascot by the German crew. Her Captain and crew treated them all as well as could be managed on a ship of that size. *Wolf* was one of very few German raiders to return safely home during the war and the only one to survive a voyage of such duration.

This book is well written, and has ample maps and diagrams to follow the voyage. The story is put together from the ship's log, contemporary accounts, personal papers from the crew and passengers, some of which were kept by the passengers' descendants and never before discovered. It is woven together nicely, and reads very quickly. A very good sea story, and highly recommended.

After I finished "The Wolf," I decided to read Ernest Hemingway's "A Farewell to Arms." Many of you probably were forced to read this in high school or college, as was my son; I claimed his book when he went off to college, and it sat on my shelf for a couple of years before I picked it up. I decided to review it as if it were *not* a well known and critically acclaimed work. After all, one is supposed to read novels for pleasure unless otherwise required, and a lot of so-called great literature is, by modern standards, difficult if not downright painful to read by everyone who is not an English teacher.

I enjoyed the book. Hemingway is known for his terse writing style, and it serves the story well. For those of you who may not know, the story is about an American serving as a lieutenant in the Italian army at about the time of the Caporetto battles along the Italian/Austro-Hungarian border. Our hero is wounded and falls in love with one of the nurses who treats him. From the viewpoint of military history, there are some wonderful passages about combat and its aftermath that reads much like personal military memoirs, with details that can only come from personal experience. Our main characters spend a lot of time drinking, smoking, saying "darling" and other things that struck me as similar to the dialogue in those old movies you see on TCM from the '30s, and so in that way the book is dated. There is a surprising amount of implied sex, considering it was written in 1929. If you've never read it, I will not spoil it for you by providing details of the ending, which was somewhat spoiled for me by the movie *Silver Linings Playbook* by Bradley Cooper's character. But it is definitely worth reading anyway even if you more or less know how it ends, and if you only read it back in high school, it is probably worth a fresh read. Frankly, I liked Raymond Chandler's "The Big Sleep"

(Continued on page 13)

Impressions of the Ardennes

by Art Dohrman

In May 2014, my wife and I were fortunate enough to spend 5 days, as part of our visit to Holland and Belgium, roaming around the Ardennes battlefields. Rather than subject you to a chronological “we went here and did this, and then we went there and did that,” I would like to share just a few general impressions with you.

First, the terrain. The impression I get from the narratives and histories is one of deep dark woods and steep hills. Those

older sections. I had a heck of a time trying to navigate my way out of Stavelot, which is a reasonably sized town but not a metropolis by any standard, just by virtue of the narrow, curving streets and scarcity of street signs. The newer sections are more spread out, especially in the larger towns, but by and large there’s a very distinct boundary between “town” and “fields” (or “woods”), not the drawn out suburbs that are so common in the U.S.

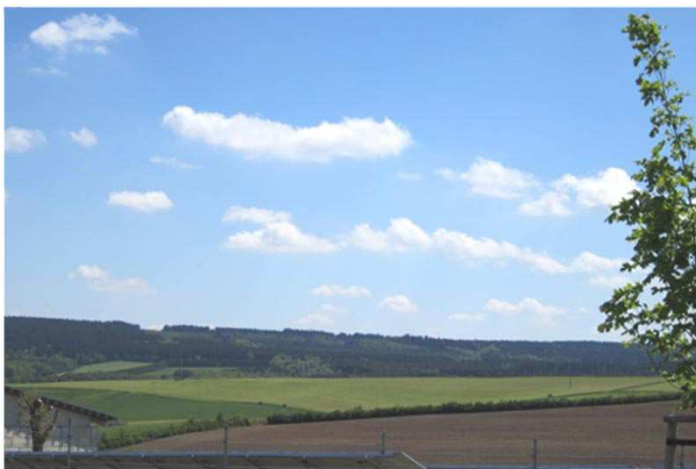


Figure 1 Losheim Gap, an example of the open, rolling fields.



Figure 2 “Bois Jacques” or Jack’s Woods, near Foy north of Bastogne. Note the straight lines of trees indicating a tree plantation rather than “wild” woods.



Figure 3 The Ambleve River at Stavelot. Note relatively shallow water but steep banks, impassable to vehicles, and tightly clustered buildings on far shore.

do exist, certainly—in places. Other areas are wide open, rolling fields. The woods are all managed; periodically clearcut for lumber, then replanted. The steep slopes are often in conjunction with the river valleys, which are deeply eroded into the surrounding countryside. The rivers themselves, with the exception of the Meuse, are not major obstacles. The Ambleve, Salm, and Lienne, for example, appear to be fordable in many places, except for the steepness of their banks and the constricted approaches. The other noteworthy terrain features are the towns. Mostly these consist of stone masonry buildings tightly clustered together, with narrow streets especially in the

Museums devoted to the 1944-45 battle are common in many towns, and we visited several but by no means all. The Bastogne War Museum (www.bastognewarmuseum.be) has an excellent multi-media presentation which really tells the story of the battle. Also in Bastogne, the Bastogne Barracks is still operated by the Belgian Army as an interpretive center and a major rebuild facility for historical wheeled and tracked vehicles, many of them in running condition. They have a super collection of WWII vehicles from most of the major combatant nations, including a



Figure 4 British Cromwell Tank in Bastogne Barracks

couple of Soviet pieces. They’ve also preserved key elements of the 101st Airborne’s command post, including the “Nuts Cave,” the Barracks’ basement office which was General McAuliffe’s office and where he composed his “Nuts!” answer to the German surrender demand.

The Luxembourg National Museum of Military History in Diekirch (www.mnhm.lu) houses several very good dioramas depicting aspects of the southern part of the battle, as well as some exhibits of Luxembourg’s participation in Korea and U.N. peacekeeping missions since 1945.

The Museum in Clervaux (Musée de la Bataille des Ardennes, <http://www.destination-clervaux.lu/activities-art-culture/museum-battle-bulge/>) was a little disappointing. It's in the castle which



Figure 5 Clervaux Castle & Museum

was the last holdout of HHC 110th Infantry on the third day of the battle, but it doesn't do a very good job of telling the story. My advice – see the castle from the outside and save your money. The museums in Baugnez (www.baugnez44.be) and La Gleize (www.december44.com) focus on the activities of Kampfgruppe Peiper and the U.S. forces opposing it along the Ambleve valley. Both very good. They show the military aspects as well as the war crimes committed by the SS troopers.

La Roche also has a Musée de la Bataille des Ardennes (www.batarden.be) focusing on the actions along the Ourthe River, including the contributions of British troops in erasing the Bulge and re-liberating La Roche and nearby towns in January 1945. These are just the museums we visited; there are multiple others in the area that we did not have time to visit.



Figure 6 Monument to 291st Engineer Battalion at Lienne Creek

Monuments and memorials are scattered all over the area but can be hard to find. The largest one, of course, is at Mardasson outside of Bastogne, right next to the Bastogne War Museum, but there are smaller ones dedicated to individual units everywhere. As a former combat engineer, I naturally made a special effort to find the monuments to the “damned engineers” who blew up bridges in front of Peiper at such places as Trois Ponts, La Roche, and Lienne Creek.

Resources for further reading or if you go yourself: there's



Figure 7 Bumper to bumper traffic on Grand Rue in Bastogne

an excellent map titled “The Battle of the Ardennes 44-45,” published by a coalition of the various tourist offices and museums in the area, available on the web at http://issuu.com/optnticbxl/docs/en_plan_bda_and of course hard copy at many of those tourist offices on site. An-

other excellent publication from the Belgian Tourism Office (www.belgium-tourism.be) is titled “The Battle of the Arden-

nes Dec 44-Jan 45; Down Memory Lane” and contains summaries of the key events at each location as well as descriptions of the associated monuments and museums. I got this one hard copy at a tourist office but couldn't subsequently find it on line to share with you.

Before I left the U.S. I ordered the “Traveller's Guide to the Battle for the German Frontier,” by Charles Whiting. I found it somewhat lacking in detail and coherence. The Belgian Tourism Office recommends “A Tour of the Bulge Battlefield” by William Cavanagh; I haven't seen it and can't express an opinion on it.

Lodging and transportation: roads in the area are usually quite good, although as mentioned above navigating through the older sections of towns can be a challenge. There are two autoroutes (limited access superhighways) through the area, which intersect near Neufchateau just south of Bastogne: the E25 from Liege past Baraque de Fraiture and Houffalize, eventually leading to Arlon and Luxembourg City, and the A4-E411 from Namur, past Celles and Libramont east to the intersection with the E25 (obviously these were not present in 1944!). Traffic and parking can be an issue: Luxembourg City is jam-packed and, surprisingly, so is Bastogne. Trois Ponts is not really set up for tourists; you can drive through, but it's really hard to find a place to park and walk around to see the town. We stayed in Libramont, which turned out to be really convenient: close to the autoroute, centrally located, a supermarket just down the street for picnic supplies and snacks, and traffic not too crazy.

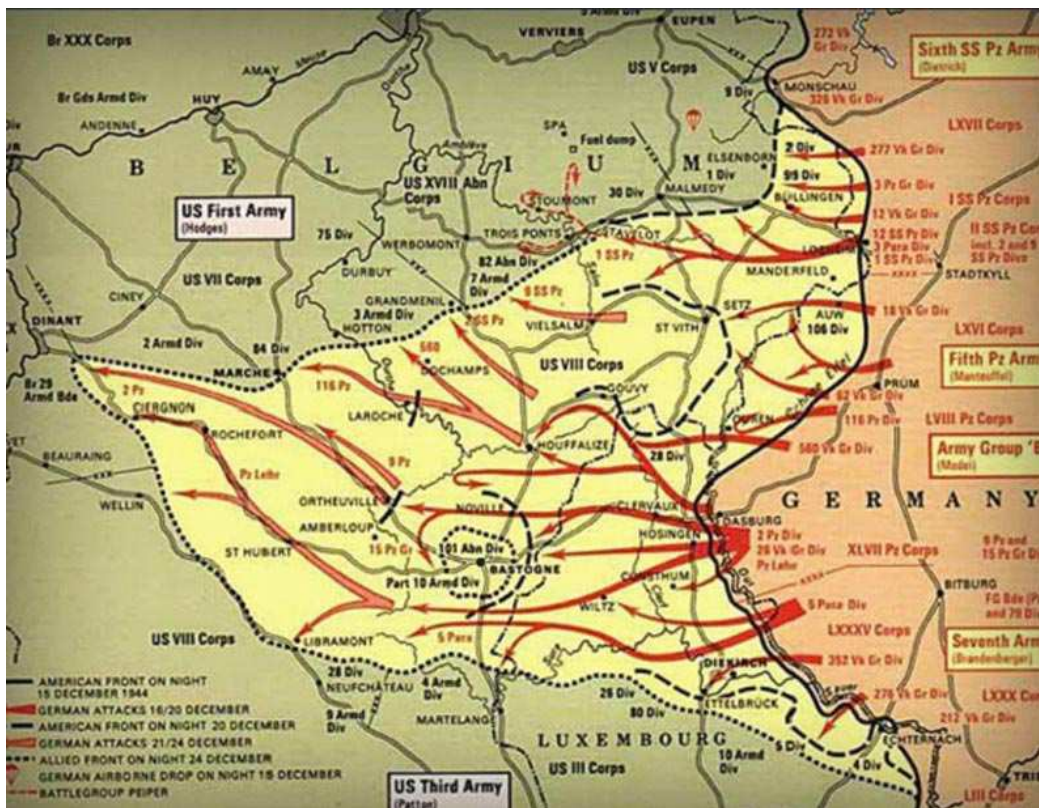
Language through most of the area is French, although in some small areas in St. Vith and points east, German is spoken. It's polite to know where you are and use the appropriate language, although you probably won't cause an international incident if you use the wrong one. I guided myself by the signs on the streets and in the shop windows: if they were in German, I greeted the shopkeepers “Guten Tag,” if in French, “Bon jour.” Not everyone speaks English, but you can usually find someone who does, especially in museums and tourist offices.

Finally, an anecdote showing that free enterprise is alive and well in Belgium: as most of you know, especially those of you who've played Panzer Leader Situation 17, the furthest German penetration by the 2nd Panzer Division was stopped by the U.S. 2nd Armored Division at Celles. Supposedly the lead German tank struck a mine and was disabled in front of a café at a crossroads 9 km short of the Meuse. The café proprietor told the Germans that the Americans had mined the road all the way to the river (untrue, but the Germans believed her and halted their advance, allowing the 2nd Armored to strike them the next day). After the war, the very same café owner filed the appropriate paperwork with the government and was given ownership of the very same tank (minus tracks and road wheels which had already been salvaged), then renamed her café “Le Tank.” And so it remains today.

★★



Figure 8 Panther Tank in Celles



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) 304-9633
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

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

RATING OFFICER

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

[WEB SITE ADDRESS](http://www.AHIKS.com)
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: September 30, 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.

Open Match Requests from Duncan Rice

1776 AH Bill Scanlan (0275) EV
 Adv.Third Reich AH Nacho Fernandez (1745) EVS
 Afrika Korps AH Tom Walsh (1427) P
 Andean Abyss GMT Dan Carey (1716) EV
 Anzio AH Melvin Yarwood (36) P
 Anzio AH Greg Dilbeck (1363) EP
 Barbarossa to Berlin GMT Mark Sturdivant (1747)
 Barbarossa: Crimea GMT Mark Sturdivant (1747)
 Battles for Ardennes SPI Thomas Ten Eyck (0826) EP
 Battle of the Bulge '81 AH Alex Ruiz (1774) VEX
 Battle for Midway:
 Decision in the Pacific GDW Bill Scanlan (0275) GEFS
 Battle for Midway:
 Decision in the Pacific GDW Melvin Yarwood (36) P
 Battle Fleet Mars SPI Tony Arena 1652 C
 Bitter Woods AH Melvin Yarwood (36) P
 Blitzkreig '65 AH William Dahle (1749) E
 Blue and Grey I, II Melvin Yarwood (36) P
 Blue and Gray Quad
 (Cemetery Ridge) SPI Roger Eastep (291) AV
 Borodino SPI Melvin Yarwood (36) P
 Borodino AH Kevin Keatts (1750) EVSL
 Breakout Normandy AH Chris Hancock (565) EV
 Caucasus Campaign GMT Tom Thorsen (470) V
 Chancellorsville '74 AH Charles Marshal (1573) E
 The Civil War VG Shannon McNamara (1639)
 Combat Commander:
 Pacific GMT Lee Massey (1382) VE
 Crimean War SPI John Trosky (1554) CEV
 D Day AH Kevin Keatts (1750) EV
 D Day 77 AH Tom Walsh (1427) P
 A Distant Plain GMT Dan Carey (1716) EV
 Flight Leader '86 AH Paul Pearson (1638) EPV
 Frayser's Farm Decision Mel Yarwood (36) P
 Frederick the Great AH Martin Svensson (1466) V
 Hell's Highway VG Thomas Ten Eyck (0826) EP
 A House Divided GDW Joel Ramsey (1762) EP
 Leipzig Decision Games Mel Yarwood (36) P
 Little Round Top AH John Trosky (1554) CEV
 Midway AH Scott Saunders (1664)
 Napoleon at War SPI Melvin Yarwood (36) P
 No Retreat! The Russian Front GMT Tom Thorsen (470) V
 Panzer GMT Martin Hogan (1704) V
 Panzer Leader AH Chuck Leonard (0711) EV
 Richthofen's War AH Scott Saunders (1664)
 Russia Besieged L2 Michael Paul (1578) P
 Roads to Moscow GMT Mark Sturdivant (1747)
 Russian Front AH Melvin Yarwood (36) P
 Russian Front (Map Ext.) AH John Forde (1766) FV
 Saratoga GMT Chuck Leonard (0711) ETV
 Squad Leader AH Melvin Yarwood (36) P
 Stalin's War GMT Mark Sturdivant (1747)
 Stalingrad AH Kevin Keatts (1750) EFW
 Stones River Decision Mel Yarwood (36) P
 To Green Fields Beyond SPI John Trosky (1554) CEV
 Twilight Struggle GMT Mark Sturdivant (1747)
 Twilight Struggle GMT Chris Hancock (565)
 U.S.N. SPI Bill Scanlan (0275) EFS
 War at Sea AH Tom Walsh (1427) P

War at Sea AH John Hoffmann (884) E
 Washington's War GMT Shannon McNamara (1639) V
 Waterloo AH Pete Martin (0243)
 Wellington GMT Mark Sturdivant (1747)
 Winter War SPI Kevin Keatts (1750) E

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@AHKS.COM

(Continued from page 9)

better, a noir detective novel that was made into a movie starring Humphrey Bogart and the recently deceased Lauren Bacall in the '40s. That's a book that reads in a Bogart accent, or maybe Guy Noir, for sure. But I digress. "A Farewell to Arms" holds up well and remains worth a read, especially if you've never read it before. Find your kid's or grandkid's copy and give it a go!

Treasurer's Report

Here are the numbers since last time:

| | |
|---|--------------------|
| Total balance, 5-30-14: | \$ 9,478.94 |
| Dividends Earned 5-31-14, 6-30-14, 7-31-14 | 8.45 |
| Correction: | -1.78 |
| Donations: | 115.00 |
| Total balance 8-1-14: | \$ 9,600.61 |

OK, I need to relearn how to read our bank statements. The \$1.78 extra dividend I reported last time was actually for another account I have at the credit union, so it is removed this time. The credit union reports all earnings as "dividends" rather than "interest." Donations came for the prize for **The Russian Campaign** tournament soon to be underway, plus some additional generosity from another member. As I have not worked ahead this month (the statements I receive usually come a few days after the regular *Kommandeur* deadlines, so I sometimes report things that have not shown up yet on our statements), the balance reported here and the balance reported in our July 2014 statement are in agreement. Huzzah!

Until next time!



AHIKS Games That Have Gone Through the MC Office from April 2011 to March 2014 from Duncan Rice

| | | | |
|----------------------------------|---|--------------------------------|----|
| 1776 | 6 | Hammer of the Scots | 1 |
| 1914 | 2 | Hell's Gate | 1 |
| Advanced Squad Leader | 9 | Hell's Highway | 1 |
| Advanced Squad Leader SK | 4 | Jutland | 1 |
| Advanced Third Reich | 2 | Leipzig | 1 |
| Afrika Korps | 2 | Luftwaffe | 2 |
| Air Assault on Crete | 1 | Midway | 2 |
| Alexander | 1 | NATO: Next War in Europe | 1 |
| American Civil War | 1 | Napoleon's Last Battles | 3 |
| Anzio | 2 | Napoleon at War | 1 |
| The Arduous Beginning | 3 | No Retreat! The Russian Front | 4 |
| Arnhem | 1 | Objective Kiev | 1 |
| The Atlanta Campaign | 1 | Panzer Blitz | 20 |
| Bastogne: Screaming Eagles... | 2 | Panzer Leader | 6 |
| Battle of the Bulge | 1 | Paths of Glory | 2 |
| Battle Fleet Mars | 1 | Pearl Harbor | 1 |
| Battle for Moscow | 2 | Prestags | 1 |
| Battles for the Ardennes | 3 | Red Winter | 1 |
| Bitter Woods AH | 5 | Richtofen's War | 3 |
| Bitter Woods L2 | 1 | The Rise and Fall of 3rd Reich | 2 |
| Borodino | 1 | Rommel in the Desert | 1 |
| Breakout Normandy | 2 | The Russian Campaign | 16 |
| Breitenfeld | 1 | Russian Front | 3 |
| Bulge '65 | 4 | Shiloh | 1 |
| Bulge '81 | 4 | The Spanish Civil War | 1 |
| Bull Run | 7 | Squad Leader | 1 |
| Caucasus Campaign | 2 | Stalingrad | 9 |
| Cesar at Alesia | 1 | Stonewall Jackson's Way | 1 |
| Cesar's Legions | 1 | Stonewall's Last Battle | 1 |
| Chickamauga | 1 | Sweden Fights On | 1 |
| The Civil War | 1 | Submarine | 4 |
| C&C Ancients | 1 | Tac Air | 3 |
| Constantinople | 1 | Tamburlaine The Great | 1 |
| D-Day '77 | 5 | Target Leningrad | 2 |
| The Dark Valley | 1 | Thirty Years Quad | 1 |
| Dawn's Early Light | 1 | Tobruk | 2 |
| Destruction of Army Group Center | 1 | Turning Point Stalingrad | 1 |
| Empire in Arms | 1 | Up Front | 1 |
| Eurofront 2 | 1 | A Victory Lost | 3 |
| Flat Top | 1 | Victory in the Pacific | 2 |
| Flight Leader | 1 | War and Peace | 3 |
| Fortress America | 1 | Warriors of God | 2 |
| Fortress Europa | 3 | Washington's War | 4 |
| Gettysburg | 1 | Waterloo | 10 |
| Gettysburg '77 | 1 | Westwall Quad | 1 |
| Gettysburg '88 | 2 | Wilderness War | 1 |
| Guns of August | 1 | Wooden Ships and Iron Men | 2 |

★★

Book Review

The Sleepwalkers: How Europe Went to War in 1914
by Christopher Clark (U.S. edition by HarperCollins Publishers)

© 2013 697 pages

Reviewed by Mark Fassio

Two issues ago in *The K*, I “hyped” the centennial of the start of World War I, and I want to continue along that vein in this installment. June 28 marked the assassination of the Archduke Franz Ferdinand, heir to the Austro-Hungarian throne, who was rumored to be considering making the Dual Monarchy a Triple Monarchy, adding a Slavic component to it. This encouraged radical Serbians in and out of government—who did not want their “leadership” of a Pan-Slavic Balkan movement to be compromised—to assassinate him. From this act, of course, came the political maneuverings which led the world into war.

This is probably “the” best book I’ve read to date that explains the complexities of the final few years leading to war. Far from being the standard interpretation that only the Central Powers bear the blame for starting and expanding the war, the book provides a balanced account of each primary actor—Austria-Hungary, Germany, France, Britain, Russia, Italy, and Serbia—and the part that their militaries and their diplomats did to prevent (or provoke) a war. Mr. Clark, a professor at the University of Cambridge and author of a book on Prussia’s rise and downfall, has meticulously researched a wealth of sources.

His central thesis of the book is that Europe prior to 1914 was a continent racked by social, economic, and political issues, with mutual jealousies and imperial designs revolving around a shifting set of alliance blocs, all of which was overseen by ineffectual European leaders at all levels who stumbled their way into war, seeing no other alternatives. In the book we see the English being militant during the Agadir Crisis (Morocco), the Russians and French clamoring for a preventative war, the Austrian Chief of Staff wanting only war, and the Serbs seeing themselves as overseers of a “Greater Serbia,” with their goal to disrupt and neuter the Austro-Hungarians by all means possible. The Germans come off as equally confused and at odds within their ministries and military, and that’s the beauty of this book: the reader can see for him/herself that the start of World War I was a series of stumbling steps magnified by years of conflicting outlooks and alliance posturing, with no one seemingly able to stop the impending train wreck, but merely adding fuel to the fire.

As I mentioned, this book, one of the *NY Times*’ “10 Best Book” choices for 2013, is an excellent read (562 textual pages, with the remainder being notes). And for those of you who can’t get enough of the same theme (I plead “guilty” to that charge), two other books with similar themes also show tremendous promise of great reading: “A Mad Catastrophe”, by Geoffrey Wawro, who previously wrote a seminal work on the Franco-Prussian War, and “The War That Ended Peace,” by Margaret MacMillan. I plan on reading those while “trapped” at my in-laws during a coming vacation trip and providing you further feedback in a future issue.

★★



A World at War, Europe

Your Editor Visits the WBC 2014 by Omar DeWitt

The conference started early. I was home washing dishes when Bill Watkins called on the phone. He had been at the convention for a few days, and he brought me up to speed. His games had either been very successful or terrible disasters. The multitudes were irritated and agitated because the convention would be in Lancaster only one more year; then it was moving to someplace in the boondocks near Pittsburgh! We arranged to meet.

I flew Southwest from Albuquerque to Baltimore, the only nonstop to the East flying out of Albuquerque. Southwest is big on crackers and nuts and beverages, but not on food, so I bought a sandwich at the airport and carried it on the plane, not easy when you're toting a bag as well.

In Baltimore, I picked up my Dollar rental car. It is always a long process. After the line gets to the desk, they spend time trying to sell you upgrades, and then you have to read pages of small print, which absolves them from any blame and makes you responsible for *everything*.

At the indoor lot I was told to walk to the end of the line of cars then pick any one I liked. The keys were in the cars. The first car I picked had no keys. The next one did. It was now close to 9 PM and it was dark. My eyes do not see as well as they once did, so I was fumbling around the car, trying, unsuccessfully, to open the trunk. I put my bag in the back seat and turned on the engine. The radio, of course, was very loud and on some station that played people singing loud, incomprehensible lyrics. I never did find out how to turn the radio off, but I did get the volume down to zero.

I spent some time programming the Garmin navigation system I had brought from home; thank goodness I had brought it. As I said, it was black outside; getting out of the rental area was mind boggling enough, but trying to find my way to the hotel would have been almost impossible. It was quite easy with the Garmin, although the woman directing me had trouble pronouncing some words, such as "terminal" and "seven." Odd.

Since it was late, I stayed overnight in Baltimore. The next morning I programmed my Garmin for Lancaster and drove off. It took about two hours.

My room at the Continental Inn was not ready, so I left my car in their lot and went across the road to the Lancaster Host, which holds the WBC. Getting across Route 30, a four lane road, is in itself a challenge. There is a nearby stop light, but it was not operating because another, badly needed restaurant, was being built there. However, deftly dodging traffic, I did cross the road.

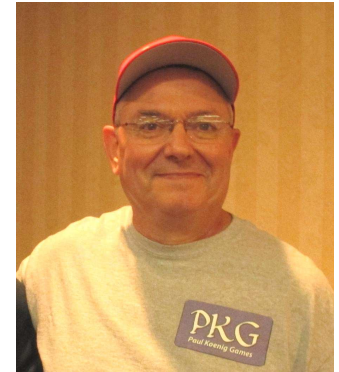
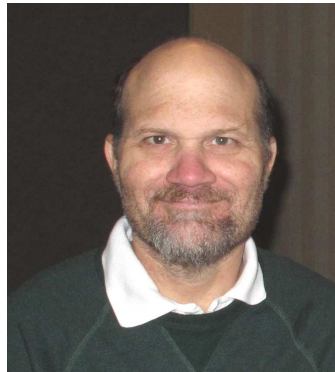
I signed in. I shook hands with Don Greenwood, who seems to float around the convention observing everything and, essentially, being there. I paid \$2 for a name-tag holder, was handed my convention booklet, and had an updated photo taken. The photo they had, taken many years before, was of me with dark hair.

Then I walked around the convention. Chris Hancock

was there. He has been at all the conventions I can remember. In his spare time he works and lives in California. My camera was sitting on my belt, but my mind was not on the job and I forgot to take his photo.

There were any number of large rooms filled with tables, chairs, and gamers. A quick impression of a game in progress is one player pondering the mapboard and his opponent reading rules. Some mapboards are so large that it seems most of the day is spent setting up the pieces. I've been tending lately to games with ten counters per side. I saw no AHIKS t-shirts, although I am sure there were AHIKS members there.

The vendors' room is always of interest with their plethora of shrink-wrapped games. The old standbys, Avalon Hill and SPI, were no longer there, although there was a new game by the new Avalon Hill; the name escapes me. Bill Watkins was chatting up a vendor who sold the old games that he had shrink wrapped. He had a lot of the good old games at new prices. Bill and I arranged to meet for dinner. Paul Koenig and Randy Heller were at Paul's booth selling games.



Paul Koenig and Randy Heller

I bought a copy of Robert Burke's book "With Custer at the Death," which I had put in the Game News article a couple of issues ago.

Open gaming was being held upstairs in a large room that looked like a dinner theatre. Most of the tables were filled with gamers or a gamer. They were playing just about everything. Kids and women were gaming, as well as the usual men. Some men looked normal, others wore baggy shorts and t-shirts and were carrying a small pile of games. The WBC library was in the front of the room; several hundred games were arranged in a half dozen alphabetical groups. I was thinking back to the early 1980s when I was thinning out my supply of games. I had been collecting games of all kinds since the early 60s; I had just about all the wargames that had been published. It was a small pile compared to the number of games now available. One has to commend the dedication of the current game designers and publishers on quality and quantity.

Bill picked up another gamer, Eric Tolentino (not, yet, an AHIKS member), and a bit past five he drove Peg and



Eric Tolentino, Bill Watkins, an Editor

the two of us to his current favorite restaurant. (Peg is one dedicated wife. She goes along with Bill each year to the WBC and reads while Bill games. She reads about a book a day, which means she has read a whole lot of books during the WBC.) Along the way he talked about the other restaurants he had visited in the past. He knows so much about the local restaurants that I am surprised he hasn't written a book about them. AND next year is the last year the WBC will be in the area! Bill's taste is impeccable, and we all enjoyed the meal. The people in Pennsylvania eat meat. A few vegetables are put around the table, primarily as decoration, I assume. The beef, sausage, and chicken were excellent. Bill is an excellent raconteur, and it is always interesting to hear him tell a tale, and he has many.

Back at the convention, I sat around, killing time, until 9, when the results of the Charles Roberts' Awards would be announced. At nine, I walked into the designated room, hoping I could find a seat. I did. I could have had any seat in the room. It was empty. I never found out what happened.

The next morning I put on my AHIKS t-shirt and *again* was able to get across the busy street. I wandered around the various rooms filled with various gamers, taking various pictures. Chuck Leonard was involved in a game. Former member Bruno Sinigaglio nodded hello. I visited the vendors again, and bought **The Road to Cheren**, 1941 East African Campaign (Italians vs. British), mainly because I was impressed with the art on the cover. Also, it was not in a box, which would make my travel bag too full. I also bought *S&T* #274, whose game was **The Sun Never Sets**, which is four small games on the British colonial wars of the 1800s, a topic that has interested me. I had come to the WBC vowing not to buy any new games. Well...

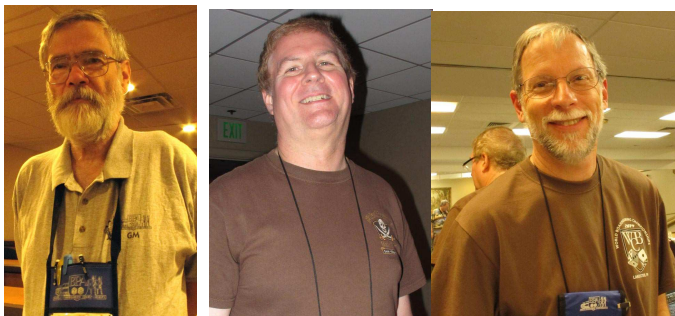


Chuck Leonard

The "AHIKS Meet and Greet" was scheduled for 1 PM. Jim Burnett was already there. I had expected maybe two or three members to show up. There is always a bunch of games going on at any one time; to say you are going to be at point A at one PM is quite a challenge. If an attendee

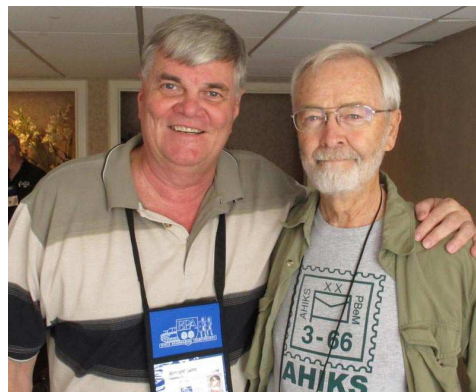
is in two different games, there is no certainty that the next day they won't meet at the same time. It takes a lot of planning to survive a week at the WBC. That is one reason I did not play games on this visit.

Eventually five of us showed up. Art Dohrman, who donated an AHIKS t-shirt to next year's festivities, Jeff Miller, and Joe Angiolillo were there. A good turnout! Two other gamers showed up whom I gathered were members but were not. We chatted about various things for a bit (motorcycles was one), said Good Bye, and left.



Jim Burnett, Jeff Miller, and Art Dohrman

Although I knew Richard Berg, I had never seen Richard Borg. Richard Borg was running a demonstration nearby, and I stopped by to take his picture. He was very friendly and outgoing.



Richard Borg and Editor

And that was about it. The WBC will be in Lancaster next year. If you attend, plan ahead if you wish to play games. There is a tremendous choice of games, which could be a problem. The schedule is available on-line some time before the convention starts.

I was driving back to Baltimore and flying out early the next morning. On the way back I stopped at Gettysburg, not to see the battlefield again, but to visit the Eisenhower farm. I thought there might be some military memorabilia about. There was not.

I had to buy tickets at the Gettysburg National Military Park Visitor Center, a giant place. Things have certainly changed since my first visit to Gettysburg; at that time there was still musket smoke in the air. Now it is big business.



Unit Counter Pool News

from Brian Laskey

Having been the UCP Officer for the past 8 years, I have also been appointed to the position of AHIKS Judge. My thanks and gratitude to President Oates and the Executive for giving me the opportunity to serve, and I look forward to doing my best in both these positions. So, I guess a reintroduction would be in order here. I'm 54 years old, married with one son, and I work as a letter carrier for the U.S. Postal Service. I have been gaming for nearly 40 years and a member of AHIKS for over 20. I'm a native of, and still live in, southern New England and like most of us I try to balance the time to pursue my gaming interests with the ever increasing demands of the job, family, house projects, lawn work, other hobbies and everything else that requires that precious bit of spare time.

In addition to gaming I also enjoy fishing, and, when time and mosquitos permit, I like to relax and sip a good microbrew on the deck. I have approximately 600+ games, if I count doubles and magazine/zip lock versions, and I also collect 1/6 action figures, military history books, 1/18 prebuilt models, and assorted WWII military items. However, that said, I have bought very little of any of those for some time now due to space and financial constraints.

As for my personal gaming claims to fame so to speak, I have had the honor to be involved as a listed playtester on four published games, three of which were on the Battle of the Bulge and the fourth one on Guadalcanal. I was also the winner of the Squad Leader Tournament at the 1993 AvalonCon and was the Game Master for the SL Tourney the following year. A long, long time ago indeed.

Now to the UCP News part of the article. I would like to once again thank Ralph Ferrari for yet another donation to the UCP. It is Ralph and members like him whose donations just might help out a fellow member in need. I know from being the UCP officer that many members have been helped out not only with counters but other game parts as well. So, if anyone has that extra/incomplete set of counters or a game they don't know what to do with, why not consider donating it to the UCP? On the other side of the coin, if you don't see a particular game listed for a needed counter or part, drop me an email and perhaps I can still be of help.

Also, I have located my stash of PBM pads and have the following available: **Afrika Korps**, **Bulge '65**, **Kriegspiel**, **Stalingrad**, and **Waterloo**. I also had the chance recently to go through my game room and have donated several games to the UCP. These are: SPI's **Jackson/Battle of Corinth**, **Strategy One**, **Red Star-White Star**, and **S&T #120 Nicaragua**, TSR's **A Gleam of Bayonets**, and GDW's **Battle for Moscow**. I'm also pretty sure I can find a few more games to donate up in the attic, but that will have to wait for the cooler weather. Hopefully this will inspire others to do likewise and look around. And last but certainly not least, I would like to extend a word of thanks to my predecessor as AHIKS Judge, Lee Massey, for his time and effort during his tenure. Be of Good Cheer!

★★



Brian Laskey

WWII Photos and the Site Today

Click on the website below to view photos taken during WWII and the same view today.

There are 10 photos and you can scroll back and forth on each picture as fast as you want to see the changes.

How things looked in 1944 and how they look today.

To get this link to work. Left click, hold, and drag your mouse gently from right to left on the original photo, and it will become the exact same location today. Repeat the motion to take it back to the original.

<http://interactive.guim.co.uk/embed/2014/apr/image-opacity-slider-master/index.html?ww2-dday>



A World at War

Book Review

A dozen business trips to Istanbul whetted my interest in what had been the capital of the Byzantine Empire until conquered by the Turks in 1453. "**Lost To the West**" by Lars Brownworth (2009) is an excellent history of its decline and fall. At the high point under Justinian, 550 AD, the Byzantines ruled more than half of the Roman Empire of which they were a continuation. Britain, Gaul, and most of Spain had been permanently lost. Spain was the Kingdom of the Visigoths, with its capital in Toledo, another magical city I was lucky to often visit. Had the Byzantines not resisted the encroachment from the East for so many centuries, the history of Europe would have been very different.

Tom Oleson

Game News

News

Special offer from Operational Studies Group. Save 20% on OSG's Library of Napoleonic Battles during the OSG Summer Sale. Reduced prices on such great titles as **La Patrie en Danger**, **Napoleon at Leipzig**, and **The Last Success**. Preorder future titles in the Library at 30% off.

<http://napoleongames.com/drupal2/> The sale seems to have been in July; not much help.

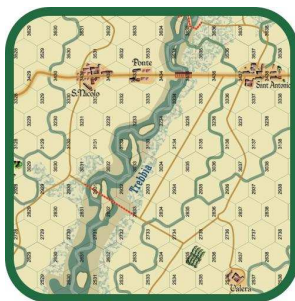
Games

Acies Games

Wise Bayonets depicts the Battle of Trebbia, June 1799, in north Italy between French and Austro-Russian armies. The game features the same game system as **Masséna at Loano**, integrated with rules needed to reflect the different battle terrain and tactical situation (such as greater emphasis on cavalry). Price: €56.

Designed by Enrico Acerbi

<http://www.aciesedizioni.it/trebbia-eng.htm>



Avalanche Press

1940: The Fall of France is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 50 scenarios. Design is by Philippe Leonard of Belgium, who has crafted scenarios involving the French Army on the attack and on the defense, with units ranging from the elite Foreign Legion and Coloniale to the pitiful second-line reserves.

<http://www.avalanchepress.com/game1940.php> \$90

Kursk: Burning Tigers is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 40 scenarios. Design is by Panzer Grenadier veteran Mike Perryman.

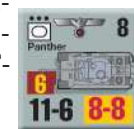
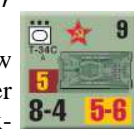
In this game the German Army wields new weapons for its long-planned offensive. Panther tanks, Ferdinand tank destroyers, and Goliath explosive tanks are in the German arsenal. The Soviets counter with masses of the excellent T-34 medium tank, plus Lend-Lease Churchill tanks, and T-70 light tanks. \$80

www.avalanchepress.com/gameNorthFlank.php

Saipan 1944 is a complete boxed game in the Panzer Grenadier series based on these fearsome battles. Designer Jay Townsend has provided 40 scenarios. There are four new mapboards by artist Guy Riessen showing the jungles, hills, beaches and cane fields of Saipan. And 495 playing pieces: 330 superb laser-cut combat units and 165 die-cut markers.

The U.S. Marines have awesome firepower—every third man wields an automatic rifle—and bring tanks, flame-throwers, and heavy artillery to the battlefield. The U.S. Army is present, along with the Imperial Japanese Army and the Imperial Navy's elite Special Naval Landing Forces. \$80

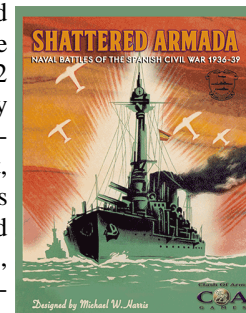
<http://www.avalanchepress.com/gameSaipan.php>



Clash of Arms

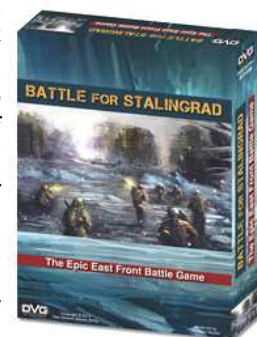
Command at Sea: Shattered Armada travels to the waters off Spain in 1936, where in July, right-wing "Nationalists" rebelled against the democratically elected leftwing "Republicans," resulting in the bloody civil war. This game features 22 scenarios describing battles that actually did occur, "could have" battles with combatants who were close enough to fight, and "what if" battles drawn from war plans and journals. From shore batteries and minefields to battleships and gunboats, players will re-live the role of Spanish navies. Price: \$44.

http://www.clashofarms.com/CAS_ShatteredArmada.html



Dan Verssen Games

Battle for Stalingrad is a card-based wargame focusing on one of the most brutal periods of the Second World War. This game puts you in the rubble-strewn streets as the German forces fight through one block of the city after another. The only hope for both sides is to secure the city before they run out of blood and food. As the city deteriorates, the amount of supplies generated for your men decreases. Without supplies, you cannot move or attack, and you'll suffer higher casualties in combat. Price: \$40. <http://www.dvg.com/.sc/ms/dd/ee/36/Battle%20For%20Stalingrad>



Decision Games

Napoleon at Waterloo is a simple game of the Battle of Waterloo. The system uses the most common and basic wargame principles, such as hexagon movement, firepower ratings, terrain benefits, and a combat results table to allow you to quickly and easily determine the outcome of battles. The game includes all the units present at the battle – French, British and the Prussian – as well as extra units representing other nearby forces that arrived too late to participate historically. Components include 11"x17" map, 74 die-cut counters, one 4-page rulebook. Price: \$30.

<http://shop.decisiongames.com/ProductDetails.asp?>

ProductCode=4201

D-Day at Tarawa is a solitaire game simulating the amphibious invasion of Betio Island in the Tarawa Atoll. The U.S. marines assaulting the tiny island, with its strategically vital airstrip, found themselves in their toughest battle of World War II, a fight to the death against 5,000 Japanese defenders.

D-Day at Tarawa advances the solitaire game system of its award-winning predecessor **D-Day at Omaha Beach** to the next level. You control the U.S. forces against a tenacious Japanese defense. An innovative diceless combat system highlights unknown enemy deployments and the importance of the right weapons and tactics. Event cards keep the action flowing and the rules simple, while introducing extensive historical detail.



Players familiar with **Omaha Beach** will recognize the harrowing amphibious landings, overlapping enemy fields of fire, uncanny Japanese strategies, and the emergence of U.S. heroes and leaders, as the story of the two-day struggle unfolds. **Tarawa** adds new features covering LVT landing craft, movement through the surrounding coral reefs, close combat, Japanese night infiltration, U.S. combat engineers, and Japanese tanks. \$60

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1025>

Atlantic Wall is a grand-tactical simulation of the Allied landing in Normandy. The counters represent almost every formation that participated at the company and battalion level. Infantry, armor, anti-tank, reconnaissance, engineer, assault gun, howitzer, rocket, parachute, ranger, commando, glider, and headquarter units are fully represented. Features include Widerstandnesten (resistance nests), Cherbourg's fortifications and the all-important Bocage. The map portrays all primary and secondary roads, trails, and other types of terrain, along with the villages, towns and cities that formed the bastions of German defense. As always with this series, the orders of battle have been extensively researched to provide an accurate and functional depiction of the armies of both sides.

There are three introductory one-map scenarios depicting critical periods in the campaign that use an abbreviated set of rules while still maintaining the historical accuracy of the campaign game as a whole. In addition, there are three larger multi-map scenarios that allow players to either play a short period within the overall campaign or play the campaign from various starting points. The 6 June assault is covered in two modules, the Airborne Assault Module and the Amphibious Assault Module, which allow players to recreate both the airborne and initial amphibious assault stage of the campaign. The Amphibious Assault Module is played on a special Beach Display that shows each sub-area of the invasion beaches with units depicted at the company level. It can be played as a solitaire scenario. The campaign game can be played from 6 June to 22 August, with a total of 234 game turns. \$240

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1024>

The Game Crafter

Kampen om Norge (The Battle of Norway) is a strategy board game about the German invasion of Norway in 1940. It combines the use of action cards and miniatures. The game cards and rules associated with this game are now available in English, direct from The Game Crafter. English Cards and Rules are \$23. English Cards only are \$16.

<http://www.kampenomnorge.no/english>



Game Production Workshop

The Beginning, the first 'full' game in the OCMS World War Two—Europe series provides coverage for the early part of the war in North and Central Europe. The Polish campaign, the campaign in the West (France and the Low Countries), The Battle of Britain, The Dieppe attack, the absorption of the Baltic states by the USSR, and the other changes during the first part of the war (September 1, 1939—March 15, 1943). This

includes the occupation and garrisoning of France, Belgium, and the Netherlands for this time frame. Forces exit the game to conduct operations in the Balkans (to be covered by "Mediterranean Mosaic," and the Invasion of the USSR (to be covered by "Strike to the East" (1941 - March 1943), and "Into the Lair" (March 1943—July 1945). This game leads directly to "Liberation & Triumph" (the Western Allied invasion to the end of Germany, March 15, 1943—July 1945).

The OCMS system is a highly playable, operational level game allowing the players to command the air, sea, and ground forces active in the campaigns. The ground combat system takes into account the types of units, their tactical mobility, combat efficiency, and weapons. It also brings into the combat the effects of terrain, weather, supply, and air support. Using a system of odds column shifts that are made by these factors to modify the basic odds of the combat reduces the actual calculations while retaining all these critical aspects. Air combat is a *no die roll* match up of the aircraft involved again allowing play to be rapid even including the ability to have interceptions occur during the flight *to* the target, with both players able to get the resulting losses for each 'match up' again to speed play on larger games. The basic naval system in the games is simplified to a matter of naval points (the full naval system will be much more detailed and will be in "The War at Sea—Atlantic") The basic ground units are divisions (with artillery, engineer, and other independent support elements shown as battalions), with highly detailed Orders of Battle providing much historical data that is of interest, even if not 'used' in the system. The Air units are set as 'groups' (40 aircraft each) and 'Squadrons' (10 aircraft each).

Contains: 1 map (on reinforced vinyl) one piece 46" by 66", 4,000 counters, general rules, national rules, charts \$250 plus \$30 shipping

<http://gpwgames.com/beginning.htm>

GMT Games

Illusions of Glory—The Great War on the Eastern Front is the latest card driven game to simulate the Great War in Europe. The Allied Powers bring massive forces to bear against Germany, Austria-Hungary, Bulgaria, and Turkey while trying to prevent a game-changing revolution in Russia.

The strategy cards present you with a rich array of strategic and operational choices. You must decide whether to use each card for its historic event, unit movement, combat, or troop replacements. You must commit your forces to a variety of objectives: winning the dynamic war of maneuver between German-led and Russian armies; seizing the Balkans and its vital objectives; or prevailing in the conflict between Austria-Hungary and Italy. Regular Price: \$65.00 P500 Price: \$42.00 <http://www.gmtgames.com/p-477-illusions-of-glory.aspx>

Volume IV in GMT's COIN Series concerns the battle for South Vietnam. A unique multi-faction treatment of the Vietnam War, **Fire in the Lake** will take 1 to 4 players on U.S. heliborne sweeps of the jungle and Communist infiltration of the South, and into inter-allied conferences, Saigon politics, interdiction of the Ho Chi Minh Trail, air defense of Northern infrastructure, graduated escalation, and media war.

Designer and modern warfare expert Mark Herman joins COIN Series creator Volko Ruhnke. **Fire in the Lake** features the same card-assisted counterinsurgency game system as GMT's **Andean Abyss**, **Cuba Libre**, and **A Distant Plain**, with twists that take the Series to another level, including:

Pivotal events that trump initiative (Tet Offensive, Vietnamization, Easter Offensive, and Linebacker II)

Inter-coup campaign effects that vary by RVN leader

Counterinsurgent guerrillas (U.S.-led Montagnards and ARVN Rangers)

Short and medium-length scenarios with either random or period-event options.

As with earlier COIN Series volumes, players of **Fire in the Lake** will face difficult strategic decisions with each card. Solitaire, 2-, 3-, or 4-player experiences are equally supported. \$85
<http://www.gmtgames.com/p-450-fire-in-the-lake.aspx>



Prototype game board:

Panzer Expansion #3 shifts the action to the Western Front where the U.S. and British forces drive the German units across Western Europe and into the heart of Germany.

You will find no less than twelve versions of the Sherman tank in both U.S. and British livery, Cromwell tanks, Hellcat, Jackson, and Achilles tank destroyers, Greyhound and Humber armored cars, anti-tank guns, four new aircraft and many others. The Germans are also well-represented with the Marder III, StuH 42, Jagdpanther, Jagdtiger, Hetzer (including the flame-thrower version), SPWs, PSWs, and more.

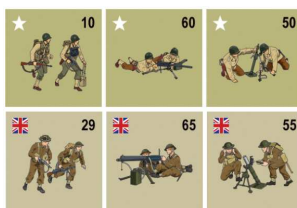
The ten scenarios include seven historically based and three actual historical scenarios that cover a wide range of action on the Western Front between U.S., British, and German units including the two clashes between the British 7th Armoured, Panzer Lehr, and the SS Tiger tanks at Villers-Bocage.

This expansion includes the next 4 double-sided geomorphic mapboards, modeling the terrain found in the close confines of the French bocage country and many other features as the Allied forces push into the heart of Germany. Add these 4 geomorphic mapboards to the 6 geomorphic mapboards from expansions 1 & 2 for added play and many possible battle combinations. \$75



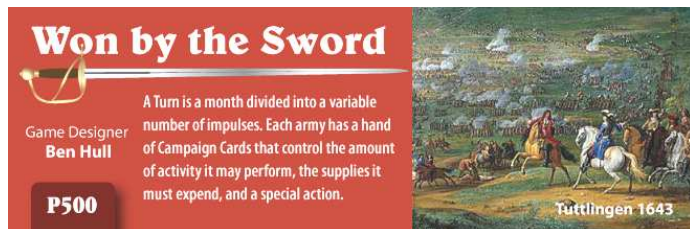
Important Note: In order to play this expansion, you will need a copy of the basic **Panzer** game; ownership of **Panzer** Expansions #1 and #2 is not required.

<http://www.gmtgames.com/p-420-panzer-exp-3-drive-to-the-rhine-the-2nd-front.aspx>



Won by the Sword is the first game in Ben Hull's **Great Campaigns of the Thirty Years War** series. It is a two-player game of operational warfare in the 17th Century. Armies maneuver on a point to point map of Southern Germany based on

the road network available at the time. Each game is centered around a major battle or full campaign season. A Turn is a month divided into a variable number of impulses. Each army has a hand of Campaign Cards that control the amount of activity it may perform, the supplies it must expend, and a special action. Each impulse features one card play per army. Forces are concealed off map so players are faced with limited knowledge of the enemy. The major activities are maneuver, foraging, besieging fortifications, and an occasional battle. **Won by the Sword** is a low-complexity game with emphasis on the players maneuvering their forces, but many decisions await. The low rules complexity allows each player, rather than being encumbered with rules, to focus on choices regarding how to manage his campaign.



A game is based on the months surrounding a major battle or a full campaign season if the players want a longer game. A battle game is 3 or 4 turns and can be played in about 3 hours. A full campaign season is 7-9 turns and takes 5-6 hours to play. \$55.
<http://www.gmtgames.com/p-41-won-by-the-sword.aspx>

Griggling Games

Quartermaster General is a fast-paced game that puts you in command of the major powers of the Second World War. In Quartermaster General, supply is crucial to keep your armies and navies fighting; destroy your enemies' supply lines and their forces will surrender!

During a game of **Quartermaster General**, you will play one or more countries on either the Axis or Allied team, and try to score as many Victory Points for your team as you can. After 20 rounds of play, the team with the more Victory Points wins the game. You earn Victory Points by occupying the starred Supply Spaces, or as indicated on the cards.



Each major power has a unique set of strikingly illustrated cards with which to marshal their forces, represented by wooden army and navy pieces.

Quartermaster General is simple to learn and quick to setup, but difficult to master. Each game plays differently, ensuring superior replayability!

Card driven action combined with traditional map based game play make this a new take in the WWII action/strategy genre suitable for veteran wargamers and casual board gamers alike. Your editor saw this area game at WBC. It's different, it might be worth looking into.

<http://www.grigglinggames.com/shop/euro/quartermaster-general/>

High Flying Dice Games

Gauntlet, Operation Pedestal, August 11-13, 1942 is a low to moderate complexity wargame simulation of this epic naval battle. An Axis victory would almost certainly have led to Malta's surrender and occupation, which, conventional wisdom

says, may have reversed the tide of war in the Mediterranean and North Africa.

Allied forces in North Africa had just weeks before been sent retreating into Egypt following their defeat during the Gazala Campaign, and the island garrison of Malta was reduced to its lowest levels of food and munitions of the conflict. The Germans and Italians were very much aware of the significance and size of the Pedestal convoy, as Axis spies in Spain and Egypt had kept them well informed of its progress. The stage was set for one of the most decisive naval campaigns of the war. Game Design: Paul Rohrbaugh. \$15

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

Valor and Vengeance, The Battle of Ulus-Kert, March, 2000, is a two-player game on the Battle of Ulus-Kert of the Second Chechen War. Ulus-Kert is surrounded by extremely steep, mountainous terrain. The weather was cold, foggy, and snowy. The Chechens planned to escape over the mountains using a main path that leads out from the town, through a gorge and over the mountains between Hills 776 and 787, and eventually into Dagestan. At Ulus-Kert, the Russian 6th Company, 2nd Battalion, 104th Guards Parachute Regiment sought to block the retreat route of these 2,000 lightly-armed Chechens. Supported by SU-25 aircraft, Mi-24 helicopter gunships, and artillery the Russians presumed superiority over a cunning foe. The Chechen force concentrated in the town of Ulus-Kert before taking on the Russians. This was an area the Russians dared not enter during the First Chechen War. This time, they wore bravery on their shoulders. \$18

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

Legion Wargames

Dien Bien Phu March 13—May 7, 1954, designed by Kim Kanger, depicts the decisive battle which took place in a distant jungle valley in northern Vietnam. It was a battle that both sides knew from start would be a final showdown. The French were desperately seeking an opportunity to bring the Viet Minh main battle force into battle on French terms. Dien Bien Phu was a trap where superior units and weapons would crush the Viet Minh onslaught. Viet Minh felt they could not win the war unless they managed to upgrade their mode of fighting into a full scale war. The French were too strong in the delta but in a distant valley they had gathered almost all their best units, without whom France would lose their will to continue.

Viet Minh dug approaching trenches before assaulting the French strongpoints. The overwhelmed French defenders were forced to react by throwing reserve battalions into the pyre in order to save their position. The game will be fast and furious. The Viet Minh player will try to make the French defense collapse, and the French player will try to make the Viet Minh steam run dry and force them to stop. \$45

http://www.legionwargames.com/legion_dien_bien_phu.html

Lost Battalion Games

Day of Days, a **Sergeants Miniatures Game** (SMG) offers a unique gaming experience. You might call it a "card-driven miniatures game." You might call it a "3-D boardgame." What you're sure to call it is, challenging, quick, and fun to play.

Sergeants Miniatures Game is a totally new system, with the game's engine run by impulse cards managing four broad,



basic functions—and randomizing the order—while each player manages a hand of cards constructed by the talents and foibles of the troops under his or her command.

Unlike many "miniatures" games where you buy the rules and then have to start shopping and painting, SMG is a complete game out of the box. You'll find 20mm, pre-painted miniatures, plenty of thick, two-sided, colorful mapboard tiles which can be assembled in various ways, easy rules, scenarios, player aids, everything else you need to get started on your missions and having fun fast.



Contents: 10 pre-painted figures, for Sergeants, Privates, and "Characters;" 160 coated playing cards; 18 tiles for terrain and landmarks, which can make a mapboard 20" by 30", or be put together in smaller configurations; rulebook, plastic movement/sighting player aids, and everything you need to get started.

Day of Days is a "story," which includes everything you need for a 2-player game. Additional figures can be added to make this a 3 or 4 player game. \$90

Sergeants Miniatures Game: Red Devils™ is a totally innovative but proven system. See description above.

Contents: 10 pre-painted miniatures and cards for Sergeants and Private soldiers; 160 coated playing cards; 12 missions; 18 tiles for terrain and landmarks, for a mapboard of 20" by 30", or be put together in smaller configurations; rulebook, plastic movement/sighting player aids.

Red Devils is a "story," which includes everything you need for a 2-player game. Additional figures can be added to make this a 3 or 4 player game. \$90

<http://www.lostbattaliongames.com/c-359-sergeants-miniatures-game.aspx>

Shenandoah Studio

Desert Fox: The Battle of El Alamein, a WWII turn-based strategy game, players take control at the turning point of the battle for North Africa. Will you hold the line as the Commonwealth or capture the Suez Canal as the Axis?

Desert Fox, designed from the ground up for **iPhone and iPad**, is a thrilling wargame experience for both casual and veteran players. To help new players, we have created a new tutorial system with four learning scenarios that teach concepts as they are encountered by the player.

Key Features:

Command tanks, recon units, flak guns, and more in strategic desert warfare

Learn the ropes through four tutorial scenarios.

Face off against distinct AI opponents, local friends, or players online.

Relive victories with replays, leaderboards, and achievements.

Improve your strategy with full rules, charts, and tables.

Discover history with extensive historical photos and commentary. Designed by Mark Herman. Open iTunes to buy and download apps. \$10 <https://itunes.apple.com/us/app/desert-fox-battle-alamein/id745555885?mt=8>

Turning Point Simulations

In the last issue the newest four games in the 20 Decisive Battles were listed. At the WBC, your editor was told the new games should ship in September.

VaeVictis

Hanau 1813 is the latest entry in the Jours de Gloire series. The game covers the battle of 30-31 October 1813 around Hanau. Napoleon, with the remnants of his Grande Armée, has to fight the Austro-Bavarian corps of von Wrede to open his road back to France. This game is published in VaeVictis Wargame Collection, it includes one 59 x 41 cm map (23 x 16"), 216 die-cut counters and markers, one rule book including three scenarios, and one color player aid. Price: €24,60. Rules in English

<http://vaevictis.histoireetcollections.com/en/publication/3199/hanau-1813-la-charge-heroique-serie-jours-de-gloire.html>

With Infinite Regret, designed by Florent Coupeau and Laurent Closier. The religious wars 1562-1598 - Volume 1. €24.60 <http://vaevictis.histoireetcollections.com/publication/3326/avec-infini-regret.html>

Victory Point Games

Villainous Vikings, by designer **Jeremy Stoltzfus**, has the goal to amass as many Valhalla Points as possible so that after Ragnarök occurs your Captain has the best seat in Valhalla to tell his tales of battle and drink his mead. You will gain Valhalla Points by raiding, trading, and battling the other Captains who are also vying for Odin the All-Father's favor. \$37 <http://www.victorypointgames.com/villainous-vikings.html>



Worthington Publishing

Scotland Rising has two versions. There is the \$45 version with box, heavy stock game board, die cut counters, player aid card, rules with battle manual, and dice.

Also there is the option of everything above plus blocks with labels for the playing pieces for \$65.00.

<http://worthingtonpublishing.com/?p=1038>

Z-Man Games

Pocket Battles: Macedonians vs. Persians. The ancient armies of Macedonia and Persia are yours to command in this portable and exciting tile-based war game. You'll fight on three fronts with armies you create for each battle. Every battle is a new experience.

Each Pocket Battles game depicts two armies. The rules for combat are the same in each Pocket Battles game so you can have armies from different series fighting: Elves vs. Romans! WW2 soldiers vs. Napoleonic forces! \$15

<http://zmangames.com/product-details.php?id=912>



Magazines

Against the Odds #43 includes **Islands of the Damned**, two solitaire games: Wake Island and Peleliu. Designed by Steven Cunliffe.

<http://www.atomagazine.com/Details.cfm?ProdID=136>

Strategy & Tactics #288 Special Edition

Hindenburg's War: Decision in the Trenches, 1918 is a strategic-level, two-player wargame of low complexity that covers the fighting on World War I's western front during that final year of the war, from the start of the first German offensive on 21 March through Armistice Day on 11 November. The game's sub-systems are crafted to present a supreme-commander's-eye-view of the war: it is therefore almost fully strategic in its perspective, with only the most pastel of operational undertones added to enhance historical tone and texture. Each hex on the map represents 9.31 miles (15 km) when measured from side to opposite side. Each full turn of play, other than the first and last, represents half-a-month. Every combat unit in the game represents one division of infantry or one brigade of tanks. Two 22" x 34" maps and 456 counters. \$50

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST288>

Modern War #11 features the game, **The Greek Civil War, 1947-49** covers the conflict between the government of Greece and the DSE (Dimokratikos Stratos Elladas, or "Greek Democratic Army"), the fighting organization controlled by the Greek Communist Party. Central to play of the game is the Political Index (PI). Both players maintain their own PI during the game. A player's PI is a quantification of the level of support or commitment the Greek "man in the taverna" is willing to give him (as opposed to other political movements or methods) as an agent of social change – or guarantor of security. For the Government player, his PI is also a measure of the stability of the political regime. PIs change constantly during the course of the game depending on events and who controls various territory. Components include 22" x 34" map & 280 counters. \$30. <http://shop.strategyandtacticspress.com/>

Modern War #13 **The Next War in Lebanon** is an operational level wargame of a speculative Israeli invasion of Lebanon in the near future. The context is an Israeli invasion with the goal of eliminating the presence of Hezbollah terrorist group and presumes a much larger invasion than the 2006 incursion (which is also included as a scenario). One player (the IDF) is assigned the role of the IDF (Israeli Defense Force) commander, and the other player is assigned the role of the Hezbollah forces, as well as Syrian and Iranian forces if certain events occur to cause their entry into the game (or players may agree to have these additional forces in the mix from the beginning of the game instead).

The game map features northern Israel and southern Lebanon, divided into 21 large hex territories, representing three categories of terrain: Urban (a major population center, such as the cities of Tyre, Sidon and Nabatiye), Populated (full of villages and small towns, and numerous roads), and Remote (rough terrain with few inhabitants or roads.) Stacking in any hex zone is unlimited, and units move and conduct operations within these hex zones to win the game.

One 22x34" map, 176 counters, designed by Brian Train.
<http://shop.strategyandtacticspress.com/>

Panzerschreck #16 (Spring 2014) wargame magazine. This issue is available as a *free* download. Contents include articles, variants, and a Mini-Sim wargame (**Salvo!** 2nd ed.) within its pages. Feature reviews focus on **Axis & Allies** 1941 (Hasbro), **Inchon** (Simulations Canada), **Oil War** (SPI), and **Ortona** (Simulations Canada). Contains complete register of all past games published in *Panzerschreck*.

The issue game for #16 is **Destruction Of Force Z**, a solitaire WW2 naval/air wargame. It is available for purchase separately. \$12.

http://minder_games.homestead.com/Panzerschreck16.html

VaeVictis #116 includes **Kircholm 1605** €15

<http://vaevictis.histoirecollections.com/publication/3295/vaevictis-116-mai-2014.html>

VaeVictis #117 includes **Dawn of Aces**, Air Combat 1914-18 €15 <http://vaevictis.histoirecollections.com/publication/3343/le-temps-des-as-combats-aeriens-14-18.html>

War Diary #2 includes Napoleon's Greatest Gamble: The Invasion of Russia, 1812 by Steve Pole

Toulon, 1793: A History With Designer's Notes By Andy Loakes

The Forts Of Toulon By Luc Olivier

A Shorter Stalin's War: Two Shorter Campaign Scenarios By Lt. Col. (Ret) John B. Firer

An Interview With Randy Lein Of Legion Wargames By Roy Matheson

Guderian Crosses The Desna, 1941: A Review By John D. Burt

Pass In Review: Capsule Game Reviews

Battle For Souls: A Review by John Poniske

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

World at War #37 contains **Bloody Ridge: Decision on Guadalcanal, 13 September 1942 (BR for short)**, a purpose-designed solitaire wargame of low complexity simulating the climactic Japanese night attack of that date. The attack was aimed at nothing less than the capture of Henderson Field and the annihilation of the entire U.S. ground force on the island.



You are on the offensive, commanding the Japanese attack force that's attempting to break through the Marine defense. The rules system, with your help in handling the mechanics of the process, runs the Marine defense. You win by exiting one or more Japanese units off the north edge of the map or by eliminating the 1st Marine Division headquarters.

Each game turn of **BR** is equal to about two hours of "real time." Each hexagon represents 125 yards from side to opposite side. Each unit-counter represents a fire-team, squad, platoon, company, or some other similarly sized *ad hoc* grouping of infantry and/or support weapons. The effect of the historically important off-map USMC field artillery is covered by the bombardment rules.

One 22x34" map, 228 counters, designed by Ty Bomba.

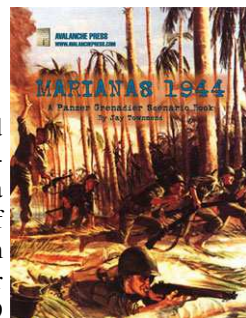
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW37>

Book

"Panzer Grenadier: Marianas 1944"

In June 1944, American marines and soldiers began the conquest of the Japanese-held Mariana Islands. After a bloody 24-day struggle for the island of Saipan, the Americans invaded Guam and Tinian in late July. Guam fell after 20 days of battle; Tinian, after 8. B-29 Superfortress bombers soon arrived on the islands to begin the strategic bombardment of Japan.

Designer Jay Townsend brought you the battle for Saipan in our game, **Saipan 1944**. "Panzer Grenadier: Marianas 1944" is an expansion book for Saipan 1944, studying the battles for Guam and Tinian in 30 new scenarios. Ten of them take place on Tinian and twenty on Guam—one from the 1941 Japanese invasion and the other 19 from the 1944 American assault. Everything you need to play all 30 scenarios is included with this book *and* the boxed game **Saipan 1944**. No other games or supplements are needed to play any of the 30 scenarios. \$35
<http://www.avalanchepress.com/gameMarianas.php>



A World at War,
 Pacific.
 Looking south-east