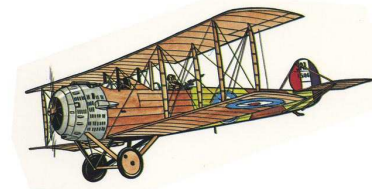


The *Kommandeur*



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From the President Kenneth Oates

Unsung Volunteer Contributions

Most wargamers have some sort of interest in history, at least at some level. In most, if not all, of the historical situations around which our games are centered and we compete, there were volunteers who will never be known, their names never recorded or remembered. Some are commemorated as group by plaques or statues or in other ways, but most are not. Some of these made a contribution to their cause, large or small, but significant enough to make a difference.

We cannot go back in time to compile a complete list of those names, and we certainly do not have the funds to memorialize them all. But we do have within AHIKS many unsung volunteers who we can remember, and probably a lot we do not recognize. They have carried out various tasks and stepped up to fill a slot in the ranks, or officer position and done so quite anonymously. Because this is a volunteer organization, there are many such contributions being continuously made, and with the 50th Anniversary around the corner, individuals are continuing to make that contribution. These may or may not be known to the club as a whole, they may be something large or comparatively insignificant in the grand scheme of things, but, they have contributed something to make the Society more enjoyable for the rest of us. They have come forward when it would have been a lot easier to sit back and watch someone else (let George do it). Some have even had personal challenges.

To these volunteers I take off my hat and say thanks for the contributions large and small you have made.

So today I ask two things:

1) If you remember someone who falls into this category, and you have a few extra minutes, write a short sentence or paragraph about that individual, what he did, and submit it to *The K* during our 50th Anniversary.

2) Volunteer your skill set or knowledge (yes, I know the old adage, "Never volunteer"). The pay is great!

Enjoy the games!

Kenneth

From the Editor

Sue and I recently drove and drove and drove east. Among the people we visited were Brian Stretcher and his wife Denise. We also saw the new law office where he practices; it overlooks the main street in Brevard (accent on the second syllable). We had brunch before we drove and drove off. It has always been a pleasure talking to fellow members, and over the years we have met a good number.

It is interesting how two people can examine an item and have completely different opinions about it. In Volume 48 Number 4 on page 4, John Michalski reviewed Rick Atkinson's book "The Guns at Last Light," the last book in his trilogy on U.S. involvement in WWII. While there was a lot he liked about the book, he wrote, "Rick's style makes a good effort, but I'm afraid my expectations from the two earlier books...were too high."

I, too, enjoyed the first book, "An Army at Dawn," but I was ambivalent about the second, "The Day of Battle." After reading John's review, I was cautious about buying "The Guns at Last Light," but when one has two books of a trilogy, one is required to purchase the third. I'm glad I did. I am almost finished with the book, and I have thoroughly enjoyed it. When he covered The Battle of the Bulge, he spent as much time writing about the generals arguing as about the fighting on the ground. Montgomery was always a thorn in Eisenhower's side, but he outdid himself after he was given the two U.S. corps on the north side of the bulge. His communication with the British press gave the British a completely wrong picture.

John and I agree that Atkinson writes very well; his prose is a pleasure to read. If you are on the border between reading the book or not, I'd say, give it a read.

A pair of words that are often confused are "lie" and "lay." Things get more complicated in the past tense and future tense, so I'll stick with the present. The verb "lay" always has an object; Lay the pencil on the map. The verb "lie" never has an object; Lie down, Rover. If you say, "Lay down, Rover," Rover will not do it because it is grammatically incorrect. If someone is carrying the dog, you may say, "Lay Rover down."

AHIKS T-shirts are again available. See page 20 for the order form.

Om

Secretary's Notes Bob Best



Today is Friday, September 26, 1939. U-37, a Type IXa U-boat has been at sea for 26 days since the start of hostilities. We now join U-37 on patrol in the British Isles.

"Fire One! Fire Two! Fire Three! Fire Four!" Called U-37's Captain from the bridge as the U-boat made a night surface attack from medium range on the escorted 10,500 ton tanker *E.R. Brown*.

"Ja wohl, Herr Hauptman," cried the Chief Torpedoman from below as he punched each fire button in turn. "Torpedoes Los!"

Two G7e Electric Torpedoes and then Two G7a Steam Torpedoes hissed from U-37's forward tubes and began the run toward the tanker.

"Clear the Bridge! Dive! Dive!" yells the Captain. As the diving alarm bell sounds, the scurry of feet can be heard as the deck crew scrambles down the bridge hatch. The Captain takes one last look around to be sure the bridge is clear before he joins the men below. Dropping down the conning tower ladder, he pulls the hatch tight and then spins the wheel dogging the hatch into place.

The First Officer (WO1) is calling "Go. Go. Go." as he directs the men coming down the ladder toward the forward torpedo room. The type IX U-boats always "hang" at the surface upon diving, so men would run forward to add weight to the bow and help the boat's bow sink faster.

The Captain turns to the Torpedoman holding the stop watch. He is counting down the run time on the torpedoes. All eyes are watching him anxiously as the time comes up on the first electric torpedo.

The Torpedoman shakes his head with a sad expression. *Nothing!* Must be a dud!

"Number two coming up!" he mutters in the deep silence of the plot room. He shakes his head again. *Nothing!*

"Damn those electric torpedoes!" thinks the Captain, "just a bunch of duds!"

Number 3. The G7a Steam "fish" is up next.

Boy! Two duds so far! The sweat is pouring off my forehead as I roll the dice for the third torpedo. I check the "to-hit" table. EGAD! a "Miss"!

Here we are, down to the final "Fish." I roll the dice yet again as we return to U-37's plot room.

The tension in the plot room is electric! Sweat beads on the Captain's forehead as he waits for the final torpedo. The Torpedoman holds up the watch to press the stop button, but just as he does a large muffed explosion reaches the U-boat. The crew breaks out in cheers which are quickly stifled as the Captain orders "Hard right rudder."

There follows a series of smaller explosions. The Captain turns to the sonarman and orders "Put it on speaker." The sounds of a ship in its death-throes can be heard thru-out the boat.

Then comes "thrumm... THrummmm... THRUMMM!" It's the sound of high speed screws from the escort bearing down on the U-boat. Then, a series of splashes, followed by hard shock-waves as depth charges explode around the U-boat. "KA-BOOM! KA-BOOM!" and the U-boat shakes violently. Glass breaks in instruments, a stream of water erupts from a ruptured pipe, and the lights go out! Battery backup comes on line and a dull red glow illuminates the interior of the plot room. Men are picking themselves up and damage is everywhere.

"Damage report!" calls the Captain. "Number 2 Diesel is out and we have hull damage Captain!" replies the First Officer. Then the sound of the screws again grows louder followed by more splashes as the escort passes overhead. An anxious wait until the depth charges explode all around U-37 again, shaking her violently.

The Captain orders more evasive action and still the escort hangs onto the U-boat's trail, pummeling the U-boat with each successive pass. Finally the Captain orders the U-boat below crush depth to try to get away from the escort. The hull creaks ominously and then, IMPLOSION! U-37 makes its final plunge into the depths of the Atlantic!

I lost my boat and my crew! Wow! What a first patrol! A very high-tension game!

I finally was able to locate a copy of Consim Press' **The Hunters** solitaire wargame simulating German U-boats at war, 1939 to 1943. It has been sold out for months and I finally found this copy on ebay. This was my first war patrol with the game and my U-37 met the same fate of so many other German U-boats during World War II. It is now resting on the bottom of the Atlantic.

But it is time to try another patrol. Maybe with a Type VII U-boat this time!

I am quite impressed with how easy the game is to play and also how Consim Press has kept the game rules up-to-date at their website. If you visit them at www.consimpress.com/the-hunters you will find errata and a number of add-ons, modules and player aides for the game. If you like submarine warfare, then this game is for you!

If you are an AHIKS Facebook member you can read about our Match Coordinator, Duncan Rice's adventures with his U-boat over on the AHIKS page. Duncan has posted about his various missions and victories there. You can follow the action and see his crew receive decorations and promotions as he piles up the tonnage of Allied ships his boat has sunk. From what I understand Duncan is also about to announce a Campaign Game of **The Hunters** that is about to begin on the AHIKS Forum. So if you own a copy of **The Hunters** and enjoy the game, check out Duncan's column here in this issue and then come by the AHIKS Forum and join in the action. Hope to see you there!

And a Quick Personal Note

Some of you may have seen the email posted by Randy Lein of Legion Wargames over at ConSimWorld in the **Bombs Away!** game folder. Randy was introducing me as a new member of the design team for **Bombs Away!** In the introduction, he indicated that I was a former B-52 bomber pilot. I would like to set the record straight here, while I'm an avid "Warbirds" fan, and I have flown several aircraft including the Collings Foundation's P-51C Mustang I am not a licensed pilot. I had licensed pilots aboard each of the aircraft I have flown. I am a former Army officer rather than a U.S. Air Force officer as was implied. I apologize for any confusion here.

For those that don't know, **Bombs Away!** is Steve Dixon's new game design updating the old Avalon Hill Classic **B-17, Queen of the Skies**. It will allow the player to fly a B-17 or B-24 bomber with either the 8th Air Force or the 15th Air Force in the daylight strategic bombing campaign against Occupied Europe during World War II. I will write more about my designing experiences in future issues of *The K*.

AHIKS' 50th year Celebration Event

Robert Granville has announced the beginning of **The Russian Campaign** tournament. The final rules have been decided upon and the games are about to begin. Robert has promised updates on the AHIKS Forum as well as the AHIKS Facebook page and of course here in *The K* as the matches progress. Remember the gamers are vying for the \$100 dollar cash prize here too!

Robert has done a really fantastic job organizing this event for our members. It is all the more impressive as Robert was recovering from major surgery in August while putting together the tournament! Robert, *thank you* for all your efforts on this project, and we all wish you a speedy recovery!

There are more events planned for the coming 50th Anniversary year, so be sure to check out the AHIKS Website and the AHIKS Webpage for more information as we will publish the details as they become available there. We will also publish information on the anniversary events in the regularly scheduled issues of *The K*.

The next issue of *The K* will announce our first contest to kick off the year-long celebration of our 50th year here at AHIKS. The prize will be **Bitterwoods**, an Avalon Hill Classic on the Battle of the Ardennes designed by the noted game designer and AHIKS member Randy Heller. The contest details will be announced in the next issue of *The K*.

A *big thank you* to Dave Bergmann, our Ratings Officer, for his generous donation of this shrink-wrapped copy of **Bitterwoods**.

Prize donations are coming in, but if you have a game or other gaming related item you would like to donate there is still time. To donate, please contact Brian Stretcher, Omar DeWitt, or me. Games should be in new condition and preferably unpunched or still in shrink wrap. *Thank you* in advance for your generosity!

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 winner's names. Winner(s) will be announced in the next *Kommandeur*, on the forum, and on the AHIKS Facebook page. Any contests that might have to be decided by a drawing of correct-answer winners would be ineligible to the seven elected members of the Executive Committee and the vice president, unless stated otherwise in that contest.

On the AHIKS Forum Gaming Front

Starship Troopers is nearing the end game. Brian Stretcher, commanding the "Skinny" forces has posted a detailed tactical analysis of the "Skinny's" end game options, while the tactics of the M.I. raid are being written in story form by your author. This Avalon Hill Classic from 1976 is still providing a lot of tension and excitement as the M.I. attempt to destroy all the targets and still extract their force from the map by game's end. There is lots of action and a fair story line posted on the AHIKS Forum. Come take a look and feel free to offer comments, or advice. Your input is welcome. The game can be found on the AHIKS Forum under the on-line games section.

Our second game that is currently playing on the forum is from Avalon Hill's **Wooden Ships & Iron Men**. 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 British battle line is anchored, and three Venetian ships, while lightly armed, have dashed in and succeeded in grappling one of the British frigates. With the ringing clash of steel on steel, sailors from the Venetian Navy are swarming over the rail and forcing the British back, while two Venetian ships are pounding the British with range 1 broadsides. The action is hot and heavy and the excitement level is high as we enter turn 4. Will the Venetians be able to wrest control of the ship from the British crew? Come on by the forum and find out!

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!

Meet the Member

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

New AHIKS Members

We have had two new members join AHIKS since the last issue. I would like to welcome them to AHIKS.

Stephen Stewart # 1794 Visalia, CA
Eric Tolentino # 1795 Allentown, PA

Gentleman, *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!



The Charles S. Roberts Awards for 2013

For some reason, the Charles S. Roberts Awards for 2013 were difficult to find this year. The winner in each category is in **bold**.

Best Ancient to Napoleonic Era Board Wargame

Amateurs, to Arms! (by Kevin McPartland), Clash of Arms Games

Fading Glory (by Lance McMillan), GMT Games

Kingdom of Heaven (by Scott de Brestian), Multi Man Publications, Inc. (MMP)

The Battle of Fontenoy (by Paul Dangel), Clash of Arms Games

Virgin Queen (by Ed Beach), GMT Games

Best Post-Napoleonic to Pre-World War 2 Era Board Wargame

Battles of 1866: Frontier Battles (by Mike Bennighof), Avalanche Press

Bloody April (by Terry Simo), GMT Games

Guns of the Askari (by John Gorkowski), Against the Odds magazine (ATO)

Somme 1918 (by Thomas Pouchin), Nuts Publishing

Zulus on the Ramparts (2nd edition) (by Joe Miranda), Victory Point Games

Best World War 2 Era Board Wargame

It Never Snows (by Dean Essig), Multi Man Publications, Inc. (MMP)

No Question of Surrender (MMP) (by Nick Richardson), Multi Man Publications, Inc. (MMP)

Panzer (2nd Edition) (by James Day), GMT Games

Red Winter (by Mark Mokszycki), GMT Games

The Blitzkrieg Legend (by Hans Kishel), Multi Man Publications, Inc. (MMP)

Best Post-WW2 Era Board Wargame

1989: Dawn of Freedom (by Jason Matthews), GMT Games

Andean Abyss (by Volko Ruhnke), GMT Games

Angola (by Phil Kendall, Adam Starkweather), Multi Man Publications, Inc. (MMP)

The Next War:Korea (by Gene Billingsley), GMT Games

Thunderbolt Apache Leader (by Dan Verssen), Dan Verssen Games

Best Pre-20th Century Era Computer Wargame

Civil War: 1863, Hunted Cow Studio

Levee en Masse (by John Welch), Victory Point Games

Napoleonic Battles: Campaign 1814 (JTS), JTS

Scourge of War: Gettysburg, Norb Development Software

Zulus on the Ramparts (by Joe Miranda), Victory Point Games

Best 20th Century Era - Modern Computer Wargame

Battle of the Bulge, Shenandoah Studios

Combat Mission: Fortress Italy, Battlefront.com

Conflict of Heroes: Awakening the Bear, Matrix Games

Operational Art of War 3, Matrix Games

Panzer Campaigns: Moscow '42, JTS

Best Magazine Game

Beyond Waterloo (by John Prados), Against the Odds magazine (ATO)

Boudicca: The Warrior Queen (by Richard Berg), Against the Odds magazine (ATO)

Guns of the Askari (by John Gorkowski), Against the Odds magazine (ATO)

Red Dragon / Green Crescent (by Bruce Costello), Decision Games

Wagram 1809 (by Laurent Martin), Battles magazine

Best Desktop Published (DTP) / Print-and-Play / Postcard Game

City of Confusion: The Battle for Hue, Tet 1968 (by Paul Rohrbaugh), High Flying Dice Games

La Garde Recule! (by Paul Rohrbaugh), High Flying Dice Games

Valor & Victory (by Barry W. Doyle), Barry W. Doyle

Best Expansion or Supplement for an Existing Game

Festung Budapest (by Bill Cirillo), Multi Man Publications, Inc. (MMP)

Hell over Korea (by Steve Dixon), Legion Wargames

Panzer Expansion #1 (by James Day), GMT Games

Space Empires Close Encounters (by Jim Krohn), GMT Games

Steel Typhoon (by Ed Kettler), Clash of Arms Games

Best Board Game Graphics

Amateurs, to Arms! (by Tim Schleif), Clash of Arms Games

Bloody April (by Ian Wedge), GMT Games

No Question of Surrender (MMP) (by Nicolas Eskubi), Multi Man Publications, Inc. (MMP)

Red Winter (by Lee Brimmicombe-Wood), GMT Games

The Battle of Fontenoy (by Charles Kibler), Clash of Arms Games

Best Computer Game Graphics

Battle of the Bulge, Shenandoah Studios

Combat Mission: Fortress Italy, Battlefront.com

Mass Effect 3, Bioware Electronic Arts

Scourge of War: Gettysburg, Norb Development Software

X-COM: Enemy Unknown, Firaxis 2K Games

Best Professional Game Magazine

Against the Odds, Against the Odds magazine (ATO)

Battles, Battles magazine

C3i, RBM Publications

Le Franc-Tireur (ASL magazine)

Special Ops, Multi Man Publications, Inc. (MMP)

Best Amateur Game Magazine

1914 Dispatches, Oregon Consim Gamers

Dispatches from the Bunker, Dispatches from the Bunker

Line of Departure, Jim Werbaneth

Stratagema (Russia)

Tactical Wargamer's Journal, The Tactical Wargamer

Best Historical/Scenario Article**1914 - A postwar Solution for Austria-Hungary's Mobilization (Michael Resch C3i nr 26)**

A More Better Bull Run. Mat Kirschenbaum. Special OPS #3
 ASL: Journal 10 - Son of Squad Bleeder
 At the peak of their powers? Napoleon and the French Army at Wagram. David Hughes. Battles #8
 Beyond Waterloo: Napoleon's Last Gamble by John Prados - ATO Annual

Best Game Review or Analysis Article

Bloody April 1917 - Planes fly over Arras again... - A review, Tom H (tomster), BoardGameGeek
 Can less be more? - A review of La Bataille de la Moscowa. David Hughes, Battles #8
 Designers & Developers - Relationships in Motion, C3i #26
 FB17 Stalingrad Redux - A scenario replay, ASL Journal #10
For the People - Defending the Union (by Dave Dockter and Mark Herman), C3i Magazine

James F. Dunnigan Design Elegance Award

Dean Essig

Clausewitz Award HALL OF FAME

Brian Youse

Read more: <http://www.enworld.org/forum/showthread.php?339930-Charles-S-Roberts-Award-Winners&s=1e02ef3be640dbe1f9e1d9641e6c36de#ixzz3EdqtYQnt>



The Hunters

An AHIKS Tournament

This is an initial calling for interest in an AHIKS tournament for GMT's **The Hunters**. The tournament was suggested by Bob Best and will be run by me. The format will be a top tonnage tournament on the official AHIKS forums. Players will be expected to post patrol by patrol after-action reports in a thread I will create to keep months and records grouped. The tournament will be rated by AHIKS. If you are interested in participating, email me at MC@ahiks.com. Final decision on the tournament will be made approximately one month after the publication of this issue of *The K*.

There is also a multi-player **Diplomacy** game going on within AHIKS and a **Russian Campaign** tournament starting up. I would encourage folks who have interest in multi-player games and tournaments to be pro-active. Let the match coordinator know what you want, what you are willing to play in or game master, or just take the reins and begin something yourself. The society is what we as members make it.

[Duncan Rice](#)

Book Review

Catastrophe 1914: Europe Goes to War

by Max Hastings

Knopf \$35

©2013 628 pages, maps, photographs

Reviewed by Omar DeWitt

This is a very interesting book on the first few months of the first World War.

It is sad to read about this war because it seems to have started on a whim, and it caused so much tragedy. Germany had its large army and mobilization setup, and seemed to say, "Gee, we've got this magnificent organization, shouldn't we use it?"

We all know of its swing through Belgium and south, failing to envelope Paris. What the Germans did not realize in their planning was that soldiers cannot march indefinitely and that supplies could not easily keep up with the soldiers.

Marching through Belgium, the Germans were responsible for killing some noncombatants, mostly based on the mistaken belief that they were being attacked by civilians.

Both sides were surprised by the strength of the defense, having overlooked the American Civil War. Thousands of men were sent to certain death by leaders sitting in their HQs.

Hastings gives the BEF little praise. He says Sir John French was not the man for the job. French was always criticizing the French leaders and armies. He wanted to head for the coast and go back to Britain. Any fighting that was done was done by subordinates, and that was pretty much piecemeal.

The German victory at Tannenberg, of course, did not win the war in the east. Their allies, the Austrians, were almost completely inept. The Austrians were driven out of Serbia and were battered about by the less inept Russians.

Airplanes were very helpful in giving reconnaissance information. It was essentially impossible for an army to sneak around a flank, when there were flanks. Artillery wrought death, as long as there was ammunition. Machine guns were terrible. And mud...



The Russian Campaign Tournament Is Under Way

from Robert Granville

The 50th Year Celebration **The Russian Campaign** Tournament has begun! We are playing the 10-turn Barbarossa Scenario of the 4th Edition rules. We have 12 participants, who have been paired off for the initial round, which is getting under way now. We will issue periodic reports as the tournament progresses.

The first six matches are:

Peter Martin vs. Mike Kettman
 Steve Carter vs. Tony Arena
 Dennis Sheppard vs. Steve Duboyce
 David Clemons vs. Robert Granville
 Jeff Blachorn vs. Art Dohrman
 Lee Massey vs. Ed O'Connor



A Gamey Kickstart?

by Pete Menconi

Not sure how familiar we all are with “crowdfunding,” but the principle is that a whole buncha people chip in a small amount each, and Big Things Happen. One such organized venue is Kickstarter, a website devoted to such efforts. (<http://en.wikipedia.org/wiki/Kickstarter>)

Well, it appears the concept is alive and well in the gaming industry. I’ve seen two flyers regarding two games from Columbia Games in which the games were funded through Kickstarter. GMT Games has (for some time I surmise) run a “P500” program in which dozens of game proposals are listed (some with advanced graphics, etc.), and people pledge (as in giving a credit card number) to buy the game; when 500 have done so, GMT puts the game into production. (<http://columbiagames.com/> <http://www.gmtgames.com/>)

The Big Winner appears to be GMT’s effort at crowdfunding their existing boardgame **Twilight Struggle** into a computer-based format (complete with AI feature). They hoped to get something like \$50,000 from “investors”; investors plunked down \$15—300 each (including this author...but it was only \$30, Dear, really) for a variety of products that would be available after the development process (my \$30 will get me a PC platform version of the software, download only, plus something about tournaments that I ignored). They got about \$100k in the first 24 hours, and hit \$300,000 by the end of the defined investment period (about 10 days of “open window” as I recall). Such success will no doubt breed emulation.

There was a brief article in Consumer Reports (August ’14) that mentioned the first legal action against a crowdfunding vehicle. The lawsuit was filed in Washington (State), the amount in question is \$25,000 from 810 backers. Quote from the Washington AG: “Consumers need to be aware that crowdfunding is not without risk.”

I have a feeling that my \$30 won’t disappear, but I bet the AI beats my posterior so often that I may regret the investment anyway?!!



Brian Laskey, Jim Barrows, and The Russian Campaign

AHIKS Diplomacy

From Duncan Rice

Release From the Imperial Council of Austria-Hungary

The imperial council of Austria-Hungary calls on the powers of Russia, Germany, and Turkey to work together against the aggression of France and England. England has made an unprovoked invasion of Russia from the north while France threatens the peaceful nations of Austria-Hungary and Germany from the west. A quick examination of the undefended border between England and France will show that they have an agreement to divide the rest of Europe between them at the expense of all other European powers. I beseech the threatened nations to work in concert to deal with this threat before settling differences between each other.

From Tom Oleson

I intended only to skim "The Eastern Front 1914-1917" by Norman Stone (1975, Penguin paperbacks) but found it so interesting had to read it! Whenever I read a book like this I wonder if somebody has done a game on the topic, and I am always told that they have. I refer only to the Eastern Front, not the entire war.

What is it about maps in historical books? There are 10, among the worst I have seen. No scale of miles. You can count on it that if some key point is discussed on the facing page, it won't be on the map! Lots of moving front lines and arrows showing advances and retreats, difficult to sort out.

Text is very interesting though! The Germans were capable but out-numbered because the Western Front was their major concern. The Austro-Hungarians were very disorganized, plagued by Slavic troops not motivated to fight, and with Austrian and Hungarian officers more concerned with fine dining and female company safely behind the front. Fortunately for them, the Germans would come to their aid. The Russians had their own grave problems, not to mention the burgeoning collapse of the Czarist regime. An interesting commentary on that system compared to the USSR, where the army did fight. With the experience of WWI and the Winter War, one can understand how the Nazis thought another Eastern victory would be easily achieved

It must be quite a challenge for wargame designers to not just count numbers but to properly evaluate the subjective factors which often were so much more important. When armies of the two empires (Austria-Hungary and Russia) tangled, it was as much farce as battle.

I would love to see the great power diplomatic/economic/military rivalry system so elaborately and well done in **Triumph & Tragedy** applied to Europe, starting about 1912. Would be fascinating.





Upcoming Events

Oct. 3-5, Davenport, IA

XENOCON

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

Octubre 10-13, Cordoba, Spain

CORDOBA CONWARGAMES

<http://www.festivaldejuegoscordoba.es/>

Oct. 11-12, Seattle, WA

GEEK GIRL CON

<http://geekgirlcon.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. 24-27, Dublin, Ireland, Leinster

GALECON

<http://irishgamesassociation.com/events/gaelcon-2014/>

Oct. 31-Nov. 2, Melbourne, Australia

PAX AUSTRALIA

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

Nov. 7-9, Wichita, Kansas

TSUNAMICON 2014

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

Nov. 7-9, Round Rock, TX

MILLENNIUM 17

<http://www.millenniumcon.info/>

Nov. 7-9, Surrey, BC

BOTTOSCON 2014

<https://ca.groups.yahoo.com/neo/groups/BottosCon/info>

Nov. 7-9, Halifax, Nova Scotia

HAL-CON

<http://hal-con.com/>

Nov. 8-9, Warner Robins, GA

KING CON 2014

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

Nov. 14-16, Fort Wayne, IN

PENTACon XXX

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

Nov. 14-16, Clarks Summit, PA

MEPACON FALL 2014

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

Nov. 14-16, Pittsburgh, PA

GASP CON

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

Nov. 15, Urbana, Maryland

HAVENCON GAMES DAY

<http://www.haven-con.com/>

Nov. 19-23, Dallas, TX

BOARD GAME GEEK CON (BGGCON)

<http://www.boardgamegeek.com/bggcon>

Nov. 22-23, Antwerp, Belgium

SPEL 2014

<http://spel.forumfederatie.be/>

November 28-30, Chicago, IL

WOLFCON

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

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 WWI Game, Part 2

We will continue this issue with our discussion of what I would consider the ultimate strategic game on WWI. But first, a couple of corrections from last issue, since I have had the opportunity to re-examine a few of the titles I talked about last time. **War in Europe Module 1: The First World War**, for example, is indeed essentially a division-level game, as divisions are the basic unit. But most of the units that will be on the map are actually corps, since they represent multiple divisions. A division is essentially a unit of one strength point, two if it is a high-quality unit. I was incorrect about the production spiral, as there is none in this game, but otherwise my memory was pretty good. There are a lot of concepts in this game I like, and we will be talking more about them later.

Let's first discuss what I'm looking for in just about any game. First and foremost, it must be playable. For me, that means manageable in physical size and not overly complex. Complexity is relative, and it comes in many forms, but here I am talking about 1) rules complexity/clarity and 2) the amount of decision making required to execute a turn. These days, I don't typically have the time or the desire to go wading through 64 pages of rules to learn a game, and I'm not interested in separately transporting water from supply depots to the Italian army so they can boil their pasta. I don't like massive numbers of die roll modifiers, or too many random determinations (roll for initiative, morale, forced march, reaction, activations, etc.). All wargames are relatively complex compared to conventional boardgames, in that there are more decisions to make per turn and over several turns in all but the simplest of wargames. But a wargame can be relatively straightforward in terms of rules and still require a myriad of decisions or other determinations each impulse or turn, to the point of being overwhelming for my little pea brain. **Paths of Glory**, as I mentioned last issue, is too complex in that way for my tastes, to the point where one can become satisfied doing something stupid instead of thinking everything through. Too much, especially since other aspects of the game also bother me. Again, that is to my taste; obviously a lot of people really like the game. But what I am looking for is probably what would these days be called a medium-complexity game: mostly conventional mechanics, i.e. movement allowances, ZOC, supply rules, probably hexes, maybe command rules. A lot of the additional complexity in strategic games come from the necessary political rules, production, and strategic subsystems, such as the interactions between land, sea and air operations, that operational and tactical games can ignore, but that's ok. Think **World in Flames**, at least before there became so many additions and add-ons.

Playability is also a function of physical size. **First World War** is not a particularly complex game from a rules standpoint, but I don't have the space to set up nine maps with thousands of pieces, and even a simple game of that physical size will take a long time to play (even if you do it on a computer). I am not afraid of large games by any means, and indeed would love to be able to play such a monster sometime, but anything much more than a standard-size map or 100 pieces starts to get cumbersome by email; there is a significant work factor involved that increases with the number of units if one has to record the location of units, either by hand or electronically.

That most likely leaves us with a one or two-map limitation for our game of **Across History: In the Kaiser's Shoes**, with the standard 200-400 pieces.

I think we can shrink the traditional map of Europe down some for a WWI game; if the system plays correctly, there is no need for the map to represent a good chunk of territory that *is* required for strategic WWII games: we don't need much of central Germany, France much further west than Paris, Britain other than as a holding or strategic area, or the central portion of Austria-Hungary. We do need at least a portion of The Netherlands, all of Belgium, and a little east of the Franco-German frontier to the Swiss border. We need eastern Germany, along with East Prussia and their forts, Poland, Romania, and Russia east to about the Dnepr or so, Serbia, northern Greece, Bulgaria, European Turkey, and Italy from about the Po River into the mountains of the Austrian-Italian border. **First World War** uses six(!) maps to cover this area. However, reorienting the maps to cover the territory mentioned gets it down to about the area of two full 34x22 maps, including the areas of central Germany and Austria-Hungary that aren't really needed, at the same scale. It appears to be a workable problem. Expanding the game to include Egypt, the Levant, Iraq and/or Armenia would require more space to be covered, if it was desired, or these fronts could be represented on a mini-map like **Paths of Glory**. It might be worth abstracting them out in some way to keep the game manageable in size. I recall the off-map boxes employed in **World in Flames** representing isolated areas of interest but of limited probability of seeing large forces engaged. Those may be of interest here.

That brings us squarely to the issue of scale, which I have actually been considering simultaneously with the issue of physical size. My recent reading on WWI strongly suggests that the basic unit of maneuver was the corps, not armies or divisions. Armies obviously were employed in WWI as units of maneuver, but in a more abstract sense, as corps were regularly attached and detached from armies. Using armies as the basic unit in a game obviously has its advantages, primarily in keeping the size of the game down, since armies can occupy much greater spaces. Thus, the scale of the game can be expanded and we can get ourselves down to a single map, even a fairly small one. While that solves one playability problem, it creates a historicity problem: armies were not indivisible units with a stable command structure. Individual corps within armies could and would wander where they were not supposed to go, gaps would form between corps within the same armies, and between armies. This was a big issue for the Germans in the first months of the war, and cost them the First Battle of the Marne (see below). Therefore, my preference is for the basic unit of the game to be the corps, but as controlled/supported by Army Depots or HQs. This is, in fact, the essence of **First World War**, and another WWI game that I recently re-discovered, **Reinforce the Right** (*S&T* 180). In the **First World War**, Army Depots are used to supply the units involved in combat. Resource points are stockpiled in the Depots, which move pitifully slowly, and then are spent when nearby units are involved in combat, whether offensively or defensively (no choice). Both games have two movement phases per turn. In **Reinforce the Right**, there are no resource points, but in order to move (and fight) twice in a turn, units have to be within the command radius of an Army HQ. HQs, in turn, have to trace back to a depot.

This concept of corps as the basic unit but with Army command/supply seems inherently correct for WWI. Anything larger and combat becomes too abstract at too large a scale. While I like the combat systems in both **Paths of Glory** and **World War I**, both games suffer from stagnation, with armies sitting motionless for turn after turn except in the east, where there is a little more room to maneuver. There is plenty of fighting, but there is little movement in the West or Italy unless someone gets very lucky. While this abstractly represents WWI reasonably well, it isn't particularly fun, nor does it give a sense of what the war was like at the front. Nor do these games in any way, shape, or form offer any insight into command and control problems, and there are only rudimentary efforts at supply rules. **Guns of August** gives us the war at the corps level, but has no command rules whatsoever, and its supply rules are also very basic. That, and the map scale is too large for a corps level game, with units packed shoulder to shoulder across the Western Front as early as August, 1914. **First World War** suffers a similar problem, in that at the division level, there are too many pieces on the map and no room to maneuver, even early in the war.

Looking at the maps from these different games, the distance from Paris to Verdun in the old **1914** is 16 hexes. **1914** is a game at the corps level, but interestingly for such an early game, no ZOC. In **First World War**, it's only 6 hexes between cities (33 km/hex). **Paths of Glory** and **World War One** put Paris only 3 to 4 spaces from the border. That's not enough space to do much other than sit there, if the system functions properly. **Reinforce the Right** has the distance at 14 hexes. Therefore, in order for a corps level game to work, I think the game scale needs to be about 15 or so km per hex.

The question, of course, is whether this requires our game map to be too large to be manageable to show the entire war. Is it even possible to have a playable game of all of European WWI at the corps level that does not suffer from either "unit cram" or physical enormity? I think we will have to address that in our next issue.

Your comments on this subject are welcome. Think of this as a design forum, if you will. Feel free to write your own commentary for publication in *The K*, or email me with your comments, and I'll put them in my next column.

The Battle of Lissa, Continued

We have just finished turn 4 in the current forum game of **Wooden Ships & Iron Men**. The British have elected to remain stationary at anchor while the Venetians and French squadrons work their way toward either end of the British line of frigates. *HMS Cerberus*, at the rear of the British line, is locked in combat with two of three Venetian ships, one of which is aground but grappled with *Cerberus*. Boarding parties have been formed as the Venetians try to take the British ship by melee, but British reinforcements are pouring over from *Volage*. The outcome of the battle remains in doubt, so please join us on the forum for interesting play and (sometimes) witty banter.

More World War One Book Reviews

In my quiet, individual manner of honoring the 100th anniversary of WWI, I have a couple of WWI books to report on this issue. These have continued to feed my interest in a new strategic level WWI game.

The Marne, 1914, by Holger H. Herwig, Random House, NY 2009, approx. 390 pages. Herwig, a Canadian historian, has written a solid work about the opening two months of WWI in the west, starting with the battles on the frontier and culminating in what has become known as the First Battle of the Marne. This is a classic military history, in that it focuses in large part on the movements of unit A to point B, command structure, strategy, and general descriptions of engagements, rather than personal recollections of the fighting. There is little discussion of goings-on at less than the brigade level, but mostly at the army and corps level and the level of the supreme military commanders for the Germans and French. There is little discussion from the political perspective.

The writing is tight and clear, and just about the time you start wanting to see a map of what's being discussed, a turn of the page reveals one, which is something other military history books are typically lacking. The maps used are reproductions of U.S. Military Academy maps and are therefore adequate, although they don't always depict the exact moment in the text. But they do at least show you the locations of units and towns that you might not be familiar with.

Revelations in the book are many. Many of the myths and legends of the battle are explored, and most debunked, such as the importance of the Paris taxicabs in getting French troops to the battle in the nick of time. Yes, there were some, but not so many to make any significant difference in the battle. What was most surprising to me was the breakdown in command structure for the Germans vis-à-vis the French. Moltke did little to effect or coordinate the course of the campaign, leading from well behind the front with incomplete information about not only the enemy, but where his own troops were. This left critical decisions in the hands of the army commanders, who as might be expected always wanted reinforcements and to give their troops a rest. As a result, the Germans suffered from a lack of a coordinated effort, and the big gap formed between First and Second Armies near Paris, into which the BEF was able to march (although at a painfully slow pace; Holger is not impressed with the British command during the early part of the war) while the French attacked. This caused the German offensive to stall and a tactical withdrawal was ordered to protect the army flanks. Paris was saved, and four years of stalemate began.

The book is subtitled **The Opening of World War One and the Battle that Changed the World**. As such, I expected a significant discussion of why the battle was decisive and how the world was changed as a result. There is little of either. The book mentions that the battle was decisive in its indecisiveness, i.e. because the Germans failed to force the French out of the war and the Allies failed to crush the German armies, the rest of the war lapsed into a trench warfare stalemate that Germany was probably doomed to lose. All well and good, I suppose, except that does not really spell out how the world was changed. I was expecting a discussion on what might have happened if the Germans won the battle and took Paris, or if Germany was soundly defeated and forced to sue for peace quickly. There are a lot of interesting questions, such as would there have been a World War II if either happened, and if not, would that have been a good or a bad thing (treading close to time-travel paradoxes here). If the war had ended early, would the existing empires (Russian, Ottoman, German, and Austro-Hungarian) survived? Would communism and fascism have approached anything like the scale with which we are familiar and these empires collapsed anyway, perhaps taking Britain and

France with them, or would a more politically stable Europe be able to suppress these forms of political extremism? Interesting to think about, but not addressed in the book. Nevertheless, an excellent read once expectations are lowered regarding the overall impact of the battle.

Storm of Steel, by Ernst Junger, Penguin Classics, circa 2000. I have to give an incomplete publication date of this translation because it was a find at the local library and I forgot to write it down. This appears to be the most recent translations of Ernst Junger's personal recollection of World War I from the German side of the trenches in France, from late 1914 until the end of the war. While I was aware of the game by the same name, I was unaware that the title of the game was taken from a book until I stumbled across it when I was looking for **The Marne** discussed above.

This is a relatively short work (288 pages), written shortly after the war, based on recollections taken from Junger's diary. The Forward written by the translator (sorry, don't have his name either) states that the work was revised many times by Mr. Junger during the course of his life, who lived until 1998 to the ripe old age of about 103. Not bad, considering he was wounded several times during World War I, and served as an officer of the Third Reich in World War II as well. Apparently, the Nazis were fond of **Storm of Steel** because it exemplified German soldiery, but, although he served Germany in World War II, Junger tried to maintain his distance from the party.

This book is perhaps most comparable to **All Quiet on the Western Front**, except that it isn't a novel. The descriptions of the war, the gore, the mud, the shelling, the whizzing bullets, the cold, the heat, the colors, the lack of color, the smells both foul and wonderful, are all there, and at times the prose is almost poetic. But it isn't an anti-war work by any stretch of the imagination. According to Junger, he served his country and he did his duty, and, although at times he grew despondent or near panic, those times were short lived. He started out at the age of 19 looking for adventure and worked his way up to Lieutenant and company commander by the end of the war. He was wounded multiple times and saw a great many of his comrades killed, many in a gruesome manner. But he saw the war through to almost the bitter end, being wounded (for the umpteenth time) fairly severely in September 1918 and not making it back to the front to see service again.

Unlike Remarque's work, the book says little about the time Junger is away from the front, how the author feels about the war, how things are at home when he is on leave, and fraternization with the mademoiselles is only hinted at. Almost everything is dedicated to the fighting itself, although towards the end he does remark how during the Great Offensive he starts to wonder if Germany might actually lose because the British seem to have so much more food, ammunition, aircraft, and so forth than do the Germans, contrary to what the soldiers have been told.

Anyone who wants to know what it was like to live and fight in the trenches in World War I should read this book. Because it was admittedly revised several times, I take some of the passages with a grain of salt, kind of like the fish story where the fish that got away gets larger and larger over the years. This is not to diminish the work, but I think the work was cleaned up and sterilized a bit over the years, as the Forward suggests (apparently it was much more grisly in its earlier editions), and perhaps the author recalled the adventures just a little more fondly than he felt at the time. It's only human na-

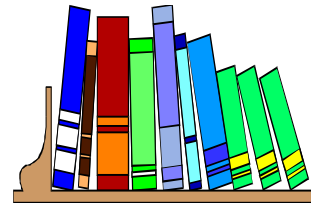
ture to paint oneself in the best light in an autobiographical work. If you haven't read it before, do so.

Treasurer's Report

Here are the recent numbers:

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Until next time!



With Custer at the Death

by Robert F. Burke

Strategy & Tactics Press \$30

© 2010 99 pages, photos, many maps

Reviewed by Omar DeWitt

This book primarily covers the action of Custer and his five troops against the Indians. Reno's charge and retreat are mentioned but not described. There are 48 clear maps of the changing situation.

It is not explained how the author reached the conclusions he did, but there are Indian quotes given. One map is labeled, "To Greasy Grass Ridge, 4:29 - 4:45 p.m." The times, surely, cannot be that precise. There is the archeological evidence of rifle shells and, at the end, the locations of the bodies.

To my knowledge, there is no evidence to contradict the author's assertions.

Custer tried about four times to cross the Little Big Horn river to get at the villages. He divided his troops when he did so, and he failed each time. After his last attempt, he took his two troops and the HQ group back up the hill to the North Hill. But he did not join them with the three troops who were about 700 yards to the east at South Knoll. At that point, Custer could probably have ridden east with all of his men to join Reno and Benteen.

That division of forces is hard to understand. The Indians were in bunches around the cavalry at this time. Eventually, two troops from the South Knoll tried to join Custer at the North Hill. Some of the cavalry were on foot since the Indians had driven off some of their horses. A few of them did join Custer, but most were killed. The rest of the soldiers on South Knoll were then killed.

A group of Suicide Boys was sent into Custer's group, followed by Indians afoot. By 9:54 p.m. it was all over. The Indians did not have an easy time of it, but the blundering defense helped them.

Anyone with an interest in Custer should read this book. <http://shop.strategyandtacticspress.com/SearchResults.asp?Search=with+custer+at+the+death&Submit=>



Open Match Requests from Duncan Rice

| | | | |
|-------------------------------|-----------------------------|-----------------------------|----------------------------|
| 1776 AH | Bill Scanlan (0275) EV | Richthofen's War AH | Scott Saunders (1664) |
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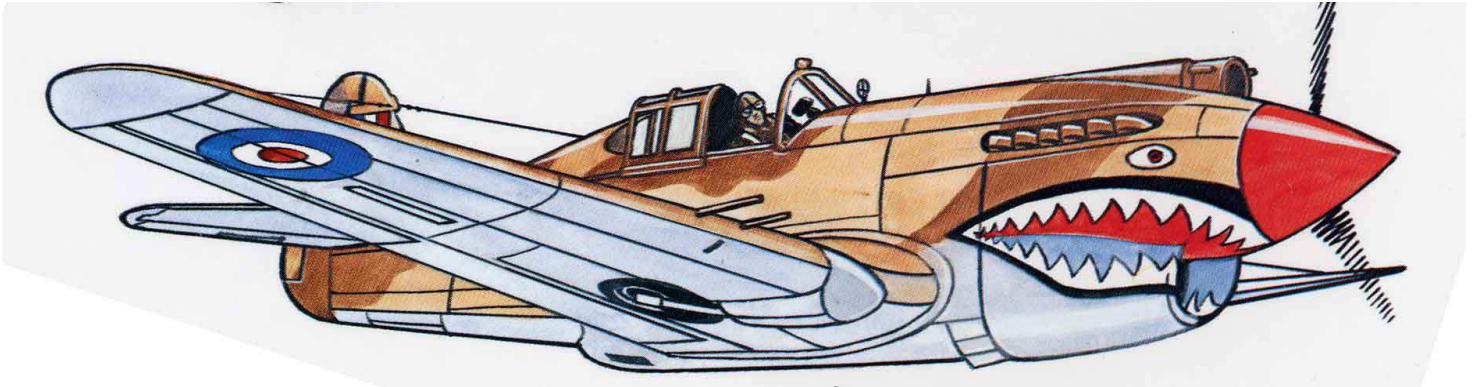
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GENERAL INFORMATION

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Inside GMT – Triumph and Tragedy: Outside the Box

By Craig Besinque

I find GMT's embrace of "different" games like **Leaping Lemmings**, **Mr. President**, and **Thunder Alley** an exciting development. While innovative new designs on more well-covered themes are also introducing creative new ideas, I for one am glad to see a broadening of game topics.

Triumph and Tragedy (TnT) was conceived as a different look at the most well-covered wargame topic of all: World War 2. Basically, it is a block game with cards and an area map.

Well, you may ask, what the heck is so different about *that*? I'm glad you asked!

Historical Scope. TnT adopts the viewpoint that underlying that period of history was a fundamental 3-way struggle between Germany, the Western Allies, and the Soviet Union for ultimate long-term supremacy for their own particular political-economic system. This was to be gained by securing a superior economic sphere of influence. Rather than a "WW2 game," TnT is a Great Power rivalry game set in the 1930s and 40s, with military, diplomatic, technological, and industrial *means* brought to bear on the *end* objective of the strongest possible long-term economic base.

Freedom. Players are free to determine the geopolitical policies of their faction, within the basic constraints of European geography and the actions of their opponents. The plans and preferences of Hitler, Stalin, and Chamberlain are irrelevant. There is no more presumption of Allied-Soviet cooperation than any other possible combination, but as was historically true, the powers always have good reason to be suspicious even of current putative "allies."

Mystery. All block games hide unit information from opponents, but consider a block game where you build your armed forces secretly over the years, possibly surprising an opponent with a force profile he is totally unprepared for. Sound interesting? Opponents get some clues from the number and location of builds, but the details are pretty fuzzy. Cards also typically provide game uncertainties, but think about developing military technologies in secret, possibly including progress toward the atomic bomb.

Three Sides. The 3-way dynamic in a wargame context is different and interesting. In accordance with the historical record, each side would typically prefer that its 2 rivals fight each other. But in a zero-sum world, playing to win will inevitably provoke one or both rivals. Timely and creative inter-player negotiation can instantly change the entire direction of the game. Agreements, however, are unenforceable, and "alliances" are unreliable: when an "ally" threatens victory, the status quo quickly becomes untenable.

Compression. The design strives for simplicity and speed with big-picture credibility. A game covering 10 years of economic, diplomatic, and military action in 4-5 hours must streamline play big time. *Example:* to make best use of block-game secrecy, 7 different types of military units are available for building, but to streamline Production (and preserve secrecy), all 7 unit-types cost the same per step, and the same as buying a card from either the **Action** or **Investment** deck. Balancing unit capabilities to meet this ambitious goal was difficult to achieve (to say the least).

3-Input Production. In most games production is either fixed or based on a single factor like cities. In this game Production is limited to the *least* of 3 factors: Population, Industrial Development, and (when at war) Resources. [Note: Powers at peace are assumed to have access to all necessary resources]. Like a chain, you are only as strong as your weakest link: if your controlled

Population is 13 but your industry level is 8, your production is only 8. If you only control 6 Resources (like Germany initially), you'd better not go to war.

Breadth of Approach. There are many, many ways to skin this particular cat. Capturing two Enemy MainCapitals or Sub-Capitals (e.g., Paris and London) wins an immediate Military Victory. Developing the A-bomb wins an immediate Atomic Victory. But underlying everything is economics: it determines your yearly production and if neither of the above two occurs (which is most of the time), it largely determines victory. Biggest, best-balanced sphere of influence wins.

Industrial Development can be furthered only with Investment cards (which also afford options for Technological advances). Additional Population and Resources can most cheaply be obtained via diplomacy, playing Action cards to gain Influence over minor nations (though rival powers can thwart this with diplomatic card-play of their own). When diplomacy (or patience) fails, military attacks on neutral minors can attain the same result at a cost. When a rival threatens, irritates, appears weak, or appears to be winning, a declaration of war may be the best option. Military operations require heavy expenditure of Action cards for their command function.

As a result, there is always a production tension, if not between "guns and butter," then between guns and "better." "Better" in terms of economic growth and other investments which can pay dividends down the road (economic growth means more Production in future years, for example).

Peace. What, a peaceful wargame??? Whaaaat??? How can that be?

Well, consider this: TnT takes place in a time and place where peace reigned but war loomed. No one knew who would start a war, or when. In most wargames war is assumed, but here declaring war on another power or violating a neutral has a game cost. Aside from being realistic geopolitically, in game terms this preserves tension as to who will take military action, and when. No costs = why wait? In TnT, war is a decision that must be weighed on a case-by-case basis in a constantly shifting geopolitical landscape.

A peaceful player can win either technologically (the A-bomb) or economically. But the difficulty is that the broad strokes of a player's advancement in either case are impossible to hide completely, so a peaceful player threatening victory will almost certainly be challenged militarily, especially since pursuing these alternate routes to victory come at a cost to military preparedness.

War. Okay, this part isn't so different. In a game this big and this short, combat must be simple, quick and dramatic. The 3-season operational year and unique combat system satisfy these criteria. With hidden-value blocks, players do not know the exact nature of the armed forces their opponents have built until they are engaged. Whoo, boy! Opportunities for surprise abound if players have the nerve and foresight to build the armed forces that fit the master plan.

There is a simple initiative system that adds a lot of tension to operations by giving players some control over seasonal order of play, but not much. Often you want to go last; sometimes you **need** to go first. But that doesn't mean you will!

So now you know what's so different about **Triumph and Tragedy**. My co-conspirator Ron Hodwitz and I have been working on this game for over 15 years, on and off. I hope this "outside the box" look piques your interest.



Game News

Academy Games

Conflict of Heroes: Ghost Divisions (computer version) is the first expansion for **Conflict of Heroes: Awakening the Bear**, which won the 2013 tactical computer game of the year award. **Ghost Divisions** adds two new interlinked campaigns, with the ability to play these campaigns solo or multi-player against a human opponent.

Army Group Center, under the command of Field Marshal Fedor von Bock, fought a series of pocket battles as it pushed toward Moscow in the summer of 1941.

The wings of the Army Group were the fast moving armor and motorised units of the two Panzer Groups. Panzer Group 3 under Hermann Hoth formed the Northern wing. Panzer Group 2 under Heinz Guderian formed the Southern wing. The two Panzer Groups smashed through the Russian defenses and performed a series of pincer movements, trapping large groups of enemy forces.

The forces of the Panzer Groups were often stretched thin. Some Soviet units fought to escape, while others fought to open the pockets to save their comrades. Many battles were chaotic, and the front lines shifted as the battles evolved. In the end, hundreds of thousands of Russian soldiers surrendered, and entire Russian Armies were destroyed.

<http://academygames.com/>

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

Players succeed together by balancing their actions between raising funds for the Abolitionist cause and helping slaves as they move from the Southern States to freedom in Canada. But every move risks alerting the slave catchers, who roam the board trying to return the runaway slaves back to the plantations. \$70 Game design: Brian Mayer.

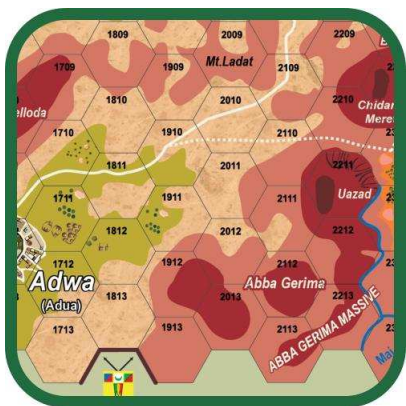
<http://academygames.com/games/freedom-series/freedom-the-underground-railroad>

Acies Games

Adowa is the first big defeat of an European power in Africa. Ethiopian Emperor Menelik II managed to defeat an Italian army through a combination of bravery, deficiencies in the Italian chain of command, and well exploited chances during the battle. The Italian Army fielded Italian infantry battalions, veteran Ascari battalions, and less experienced native units like Oculè-Cusai bands and mobile militia. The Ethiopian Army was made of provincial armies made up of feudal militia and led by a Ras (Warlord). €37

Designed by Marco Campari.

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



Compass Games

Imperial Japanese Navy, a **Silent War** expansion module, brings added realism to your submarine campaign. **IJN**, Imperial Japanese Navy, is the first expansion pack for Compass Games' award winning **Silent War**. Every Japanese warship down through the large destroyer escorts and the major auxiliary cargo ships and tankers are provided in two full counter-sheets with 336 new playing pieces for the game and rules to integrate them seamlessly into the game. **IJN** also brings new rules to **Silent War**, such as loners, crash dive, and targeting escorts. Requires **Silent War** to play. \$30
<http://compassgames.com/show/product/IJN>

Critical Hit

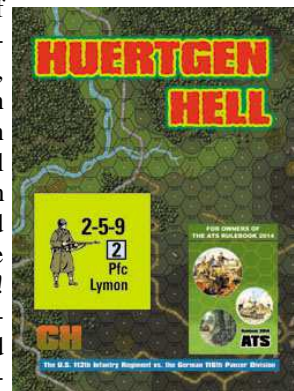
ATS Huertgen Hell is a detailed historical module that tells the story of the Battle of the Huertgen Forest with a broad sweep and a detailed historical map. The hopes to be home for Christmas were dashed by bitter German resistance in the dark, dank wooded hills and villages around the Kall River. Whatever was possible to local commanders is in your hands as you re-make history in minute detail.

The map presentation is extensive, providing almost a dozen square feet of gaming area with evocative terrain artwork by a professional military illustrator. When combined with **Objective Schmidt**, **ATS Huertgen Hell** creates another CH monster battlefield measuring some six feet in length. You'll be able to gaze across the expanse of the battlefield on both sides of the Kall River, including multiple villages and hundreds of terrain features. Many scenarios play on portions of the overall map area, making the module easy to dive into.

The module includes two sheets of 176 5/8" die-cut German and American Personnel and Weapon counters, plus a sheet of 108 AFV/Vehicles in 3/4" size, a total of 460 counters in all. You also receive 10 scenarios (all playable on the map provided) in color format, and color Battlefield Walkaround™ special rules in 3-hole format. This is not a complete game! Ownership of the ATS 2014 rule-book and play aids plus standard system small and large marker counters is required (plus one or more 10-sided dice). \$90

<http://www.criticalhit.com/mm5/merchant.mvc>

Store_Code=criticalhit&Screen=PROD&Product_Code=Huert
ATS



The Western Front, 1918: After more than three and a half years of bitter struggle, Russia had signed the "treaty" of Brest-Litovsk with Germany on March 3, 1918, thereby leaving the war. The German Oberste Heeresleitung (OHL) now suddenly saw a chance to end the war with a Siegfrieden. However, speed was necessary. In the West, war-weary France and Great Britain were strengthened by fresh troops from the USA. Therefore Ludendorff decided to attack in the West as soon as possible. On March 21, 1918, the Germans attacked the British in Operation Michael, "The Kaiser's Battle." It was hoped to

crush the British Expeditionary Force and drive them back to the channel. Afterwards, France would have to sue for peace or be beaten, too. Of course, the Entente had its own plans as well. **All Quiet On The Western Front?** offers a fresh look at one of the most important and mobile campaigns of World War I. You are either in the position of Ludendorff, hoping to crush the Entente and win quickly before American forces will arrive in strength in the front-lines, or Foch, first trying to stop the inevitable German offensive and later push the enemy back from French and Belgium soil until the German High Command has to accept an armistice. The mechanics of **All Quiet** are relatively simple, letting the players concentrate on the most important features of the campaign. As expected, tanks, Stossgruppen, command control, trenchlines, and artillery barrages are all included. Of course, with the whole Western Front presented, you do not have to attack the British in March as the German player. Wouldn't it be wiser to smash the French in the Verdun front bulge?

The designer, Ted Raicer, is a four-time winner of the Charles S. Roberts Award. The new rulebook has a color cover in heavy stock and is updated with errata and clarifications to create a new edition.

<http://www.tactical-level-gaming.com/MIH.html>

Drive To the Baltic—2nd Edition Counters + Color Play Aid Card. By July 1944, the initiative on the Eastern Front was firmly in the hands of the Soviets. At the northern sector of the front the Red Army had managed to separate Army Group Center from North, trapping the latter. Heeresgruppe Nord faced annihilation. Welcome to **Drive To The Baltic!**, the Soviet drive to annihilate Armee Gruppe Nord and the German counter-attack known as Operation Doppelkopf.

The game is intended for two players, but is very well suited for solitaire play.

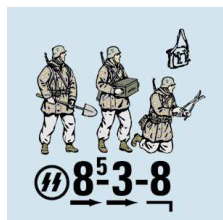
The **TtT** game system used in **Drive to the Baltic!** is unique in its combination of easy to use mechanics and the depiction of fog of war. The system integrates various important aspects of combined arms warfare with a strong emphasis on uncertainty. The combination of Tactical Superiority determination, Random Events, and Combat Chits make it possible to present a rather elaborate combat system with little 'overhead' in the form of complexity while allowing for the use of the system in solitaire play, including its fog of war features. Players will immediately notice that the combat system captures the flair of warfare on the Eastern Front and produces realistic, and exciting results, while remaining easy to learn and handle.

The new edition of **Drive to the Baltic!** has a new counter sheet that has been updated to the presentation used in recent D-Day and Götterdämmerung releases and uses a style that is colorful and has been well-received.

<http://www.tactical-level-gaming.com/MIH.html>

Backhand Blow '43 has large counters, 5/8" MMC/SMC and a massive 3/4" AFV/Vehicle/Gun counter presentation. Not just the game pieces are 'super sized' in **BB43**. The map also is expanded and features a hex size that allows the 3/4" AFV counters to have more 'elbow room' than in standard hexes—and squads and leaders.

The module includes two sheets of 176 5/8" die-cut German and Russian MMC/SMC/SW counters, plus a sheet of 108 AFV/Vehicles/Entrenchments in 3/4" size, a total



of 460 counters in all—everything you need to play (just bring your standard markers). You also receive 10 scenarios (all playable on the map provided) in color format, and color special rules in 3-hole format. \$80

<http://tactical-level-gaming.com/compnew.html>

Dan Verssen Games

Fleet Commander Nimitz is the fourth game in our Commander series of solitaire games. For the first time, we take the Commander series to the high seas.

At the start of the war, Nimitz faces a Pacific Ocean on the brink of disaster. The Imperial Japanese Navy has just delivered a devastating attack against the U.S. fleet at Pearl Harbor, and little stands in the way of total defeat for the U.S. in the battle for the Pacific. In the months to come, the situation will spiral from bad to worse. Nimitz will see the Japanese score one victory after another as they march across the Pacific, until only Midway and Hawaii stand between them and the West Coast of the U.S.

The game spans the entire Pacific war from January 1942 until the end in September 1945.

Success depends on the vital balance between strategic and tactical focus. You must move your forces across the maps to achieve your strategic goals, but you must also out-think your opponents on the battlefield.

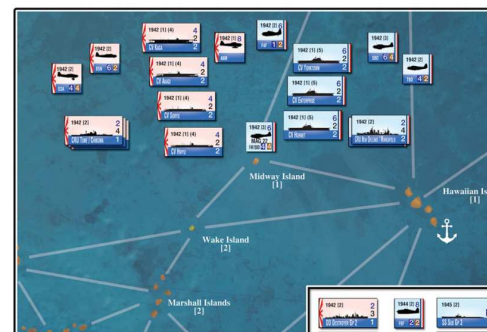
You can play each campaign as a stand-alone game, or as part of a linked series of games.

Each campaign has its own unique set of force counters that accurately detail the ships, air groups, and army units that participated in the war.

The ship counters are a rectangular 0.625" by 1.25." Air groups and land units use 0.625 by 0.625 counters. Each ship counter represents 1 named aircraft carrier, 2 named battleships, 2 named cruisers, or a destroyer or submarine group. Each air counter represents 1 named fighter or bomber group. Each land counter represents 1 named division. Pre-order price: \$75. Normal price \$100. Your editor has ordered this game.

<http://www.dvg.com/.sc/ms/bdd/ee/51/Fleet%20Commander%20Nimitz>

"A date which will live in infamy!"



Chester Nimitz was selected as Commander in Chief of the United States Pacific Fleet just after the attack on Pearl Harbor. He took command and quickly organized his outnumbered forces to halt the Japanese advance. As ships, men, and aircraft became available, Nimitz shifted to the offensive and drove the Japanese forces back across the Pacific, in one hard fought battle after another.

Fleet Commander Nimitz includes 4 historical campaigns: 1942, 1943, 1944, and 1945. Each campaign features a unique set of Ship, Island Aircraft, and Infantry counters with combat values accurate for that campaign. In each campaign you move your forces, engage in detailed battles, and march across the Pacific to victory! Your decisions create an endless variety of outcomes, which makes each campaign infinitely replayable. Your decisions directly affect the Allied campaign to defeat Japan. You can also link your campaigns to play through the entire war in the Pacific.

Fleet Commander Nimitz is a **Solitaire Game**. You are placed in command of the U.S.'s Pacific forces and make historically appropriate decisions, while the built-in game system controls the Japanese forces. This means you can play the game at your own pace, whenever, and wherever you choose.

A Dan Verssen Game Design



www.dvg.com
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Dan Verssen Games (DVG)

Game Components

- 1 Full Color MOUNTED Map (25.5" x 22")
- 8 Full Color Counter Sheets
- 1 Ten-Sided Die
- 1 Full Color Tactical Map (11" x 17")
- 1 Player Log Sheet
- Full Color Rules Booklet

Game Scale: Strategic Movement with Tactical Battlefield Combat
Players: 1
Time to Play: 3 Hours per Campaign
Complexity: Moderate

GMT Games

1914: Glory's End covers the first three months of the war on the Western Front, as Imperial Germany gambled its future on a decisive victory over the armies of France, Belgium, and Great Britain. The resulting stalemate doomed all of Europe to over 4 years of blood and destruction.

1914: Glory's End manages to cover all the important characteristics of the campaign, with rules for Prepared and March Combat, trenches, forts, cavalry, command and control breakdowns, supply, strategic rail movement, Allied sea movement, German forced marching, and Plan XVII. The campaign game runs a full 30 turns, but the game includes both a mini-scenario on the Battle of the Marne and a short ten-turn campaign scenario covering the decisive opening weeks of the war. In addition, the campaign games can be played in historical or free set-up versions.

When Eagles Fight is a revised and improved edition of the Charles S. Roberts Award winner for best pre-WWII game. It recreates the titanic struggle of the Eastern Front on the Great War from the initial clashes at Tannenberg to the revolution that brought down Tsar Nicholas II.

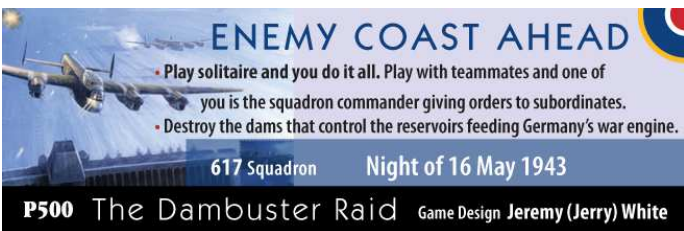
When Eagles Fight has a set of low-complexity rules which don't sacrifice the historical feel of these massive campaigns. Rules cover German Heavy Artillery, the OberOst and Stavka Headquarters, Russian ammunition shortages, fortifications, the Brusilov Offensive, the slow pace of Russian mobilization, and Austrian Lock-Step Planning in the opening days of the war. A Random Events table covers the effects of the war's other fronts, and a short "What if?" scenario is included assuming an initial German concentration in the east in August 1914.

Designer is Ted Raicer. \$59 <http://www.gmtgames.com/p-401-1914-glorys-end-when-eagles-fight.aspx>

Enemy Coast Ahead: The Dambuster Raid lets you command a newly formed squadron assigned the task of breaching the dams in the Ruhr Valley. Not only are you presented with a variety of decisions, you play the invisible hand of fate as your crews endure the hazards of a dangerous night raid. Play the campaign and you get to organize and train the squadron, or play the historical scenarios.

The squadron commander wins if the dams are breached, while subordinates compete to accomplish their orders with the least casualties to the men and machines assigned to them. Only one subordinate will win. Of course, if the dams are not breached, you all lose. \$35/\$55

<http://www.gmtgames.com/p-439-enemy-coast-ahead-the-dambuster-raid.aspx>

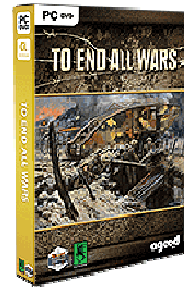


Matrix Games

Ageod's **To End All Wars** is a new computer game designed around one of the greatest wars that mankind has ever experienced. In this grand strategy game, players will take control over one of the major alliances that fought for control over Europe and to end all wars.

Of course the engine has been updated and altered to convincingly simulate Great War warfare. Continuous lines of trenches can be created by the player (and the AI) and special rules allow air units to fulfill missions even beyond enemy lines. Other features include the new diplomacy system and the new research system.

Together, these features, combined with the proven Ageod formula make **To End All Wars** one of the biggest and most detailed Ageod titles yet! \$40/55 <http://www.matrixgames.com/products/533/details/To.End.All.Wars>



Battle Academy 2, a sequel, moves the action east, to the bloodied plains of Mother Russia. Experience the brutal campaign from both sides as you play across 4 campaigns – as partisan, Tiger, T-34, and dozens of other accurately modeled units. See how the harsh weather of the steppes changed the course of the war.

After following the fortunes of the two sides, you can then experience limitless battles with the brand new random skirmish feature. Customize your mission with the myriad settings before entering a unique and surprising battle every time.

Add in the best-in-class Slitherine PBEM++ multiplayer system, redesigned editor, custom scripting, and Cooperative multiplayer to create a new strategy masterpiece. <http://www.matrixgames.com/products/541/details/Battle.Academy.2.Eastern.Front>

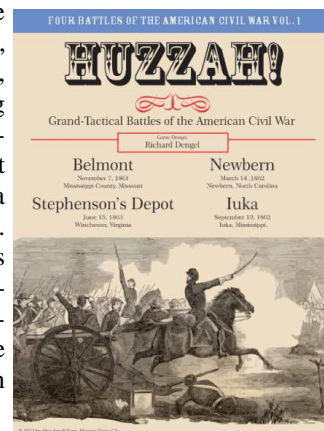
One Small Step Games

Huzzah! Four Battles of the American Civil War, Vol. 1 is Richard Dengel's (**Rebel Yell!**) new entry into the American Civil War pantheon of games with his new grand-tactical system. This volume contains four battles from the ACW: Belmont, Iuka, Newbern, and Stephenson's Depot.

The system features encounters little known, yet strategically fraught. These are fights that, had they concluded differently, might well have transformed a campaign, a reputation, or both.

So, while the battles were little more than a scrimmage when compared to, say, Gettysburg or Stones River, they were not insignificant, bearing weight well beyond what mere numbers suggest. This game is the first installment of what will become a series of games using the system. The next installment in the series will be a second quadri-game focusing entirely on the Wilderness Campaign. These four battles will also be combinable into a large campaign game. Price: \$60.

http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=43



Pacific Rim Publishing

The Summer of 1863 is a point-to-point simulation of the campaign to Gettysburg. It uses military and political interaction to detail the compelling forces working on each side. Tom Eskey design. \$30

<http://www.justplain.com/The-Summer-of-1863-JPW-018.htm>



Founding Fathers is a political board game of the early American Republic from the Washington administration to the outbreak of the Civil War. As in **The Republic of Rome™**, players control factions of statesmen. Together they attempt the many issues that threaten the young Republic. Designed by Rick Heli. Price: \$70. <https://www.thegamecrafter.com/games/founding-fathers>

Red King Games

Alfred the Great is a print-n-play game that commences the series in 871AD where the indomitable Alfred the Great is set to do battle with the Vikings of the Great Heathen Army. The games are relatively low complexity and should take somewhere between 1-2 hours. The battle mechanics are designed to be straight forward but the decisions faced by the Saxon and Viking player will reflect the choices, tactical and strategic, that both Kings had to make in those dark days of the late Ninth Century. A miniatures version of the game is also available. Price: \$7.50. <http://www.redkinggames.com/>

Strategemata

Mokra 1st September 1939 is designed by Adam Niechwiej. On 1st September, 1939, armies of Third Reich had attacked Poland. During the very same day, a battle took place, the battle that many years later became a symbol of clash of old cavalry formations with modern tank units. Poles from Wolynska Cavalry Brigade bravely resisted the German attack of 4th Panzer Division. Regardless of concentrated tank assaults supported with artillery and airstrikes, Germans hadn't achieved their objectives. Defenders suffered heavy casualties but retained fighting capability and continued to fight in the days to come.

Mokra, 1st September 1939 allows not only to recreate those events but also to check different hypothetical scenarios. Players decide about their forces' movement and they organize attacks or defense. Both sides enjoy certain advantages. Germans have large number of motorized units and a strong air force. Poles need to make use of wooded terrain and an element of surprise. Players use basic rules of "Great Battles of Small Units" system. Few special rules were added to represent specific elements of



that battle, like for example, an armored train "Śmiały" or German motorized infantry.

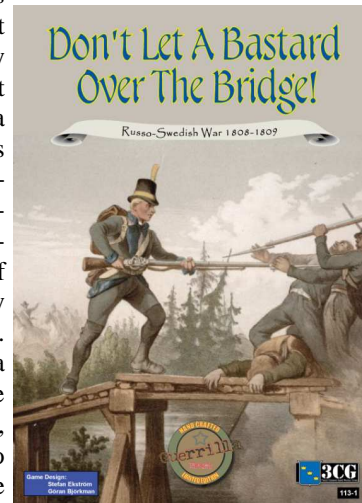
Important: Game doesn't include a deck of cards, which players have to supply themselves.

<http://www.strategemata.pl/?mokra-1st-september-1939,13>

Three Crowns Game Production

Don't Let a Bastard Over the Bridge™, is a block game in the same family as **Pax Baltica™** and **A Throne Vacant™**, but the subject and the scale has made us develop the concept further. We also wanted to apply some Napoleonic era flavour. It is easy to learn and is played in a fast phased manner. The units are blocks in brigade and regimental size for greatest flexibility in taking steps and differentiating the quality and strength of the troops. Navies will also play an important part in the game. The map covers a large area from the eastern Sweden in the west to St. Petersburg in the east, from Lapponia in the north to the Ingria in the south. Playable nations are Sweden and Russia. Other countries represented in the game are England and Denmark. Game Design and Development: Stefan Ekström, Göran Björkman

http://www.3cg.se/Dont_let_a_bastard_over_the_bridge.html



Turning Point Simulations

Note from the editor: In the last issue, I reported that the latest four games in the Twenty Decisive Battles of the World were at the printers and would be shipped in September. I have not yet received my copies.

Wargame Vault

Midst Battle's Din is one of Morningstar Productions' Tactical Two Pager games (a series of simple but engaging games filled with fun and flavour). Each one takes up only two sides of easy-to-print A4, eliminating the need for a quick reference sheet and providing our players with a cheap source of entertainment.


Midst Battle's Din is a skirmish game for 10-50 models a side, designed for the period 1745-1856. Recreate the battles for North America, Sharpe's adventures, the fall of the Alamo and the Spanish Americas, the Sikh Wars, the Wild West and more with your own cast of heroes and masses of minions! Though not designed to cover the period explicitly, the game also works for the later 19th century, for instance the ACW, the Prussian Wars, and the colonial conflicts of various European empires.

The game has an initiative-based activation system with an element of risk, and elegant firing and melee mechanics that resolve the entire attack using just one roll of two six-sided dice. The "Panic" based morale system integrates personal and force level morale to produce believable results with no book-keeping.

The rules as written are for models from 15mm to 28mm; halving or doubling ranges will give good games in smaller or

larger scales. An average-sized game takes about an hour, and large games can still be finished in an evening. If you are playing a large game, you may want to get a few easily differentiated pairs of d6 to help move things along. \$3

The French and Indian War



Version 0.3 © Dadi&Piombo

This set includes lists and additional rules that allow you to play *The French and Indian War* using *Smooth&Rifled*. You can purchase *Smooth&Rifled* at <http://www.dadie-piombo.com/smooth.html>. Follow the updates on *Smooth&Rifled* at <http://smooth-and-rifled.blogspot.com>

ADDITIONAL RULES
Scalps. Taking a scalp from a out of combat figure (the loser in a melee) takes 1 action. Each scalp counts 1 point for Morale Value.
Tomahawk. 10/X means that if used as a missile weapon is a one use weapon.

The figure can subsequently recover his tomahawk if the launch was successful. Removing the weapon takes 1 Action. The figure killed by this weapon should not be removed unless it is exchanged for a marker so players know where the tomahawk is when they come to recover it. Tomahawk is a melee weapon (1 re-roll) if used in melee.
Wooden club and Halberd. They are melee weapon and give a re-roll in melee.
Bayonets. Re-loading a Muzzleloading musket takes longer if bayonet is fixed. Add 1 to re-loading time when bayonet is fixed.
 Miniatures are supposed to start the game with unfixed bayonets. Bayonets can be fixed with one action, it can be also a Group Action.

www.wargamevault.com/product/137450/Midst-Battles-Din

Free http://www.wargamevault.com/product_info.php?products_id=137772&it=1&SRC=newsletter_freebies

World War Ruins #2 Paper Model Kit \$5. This paper model kit is easy to assemble, requiring just 8 cardstock paper sheets to print on (110 lb. or 199gsm recommended), scissors, hobby knife, paper glue, metal ruler, and cutting mat.

It is designed at the popular 28mm-30mm gaming scale, and can be shrunk down to 15mm, 20mm or 25mm scales by simply adjusting the print size percentage on your printer. Tips and advice for altering the scale are included with this kit.

This model features multi-layered PDFs that offer a variety of skins. These texture layers can be mixed and combined in various ways, giving you control over the appearance of your model before your print it. This means you can create this model over and over, choosing a different look every time. It's many models in one!

You get all of these texture options:

- Concrete walls and floors
- Brick walls (two colors)
- Wood floors
- Wallpapered interiors
- Half-timbered walls
- Lots of weathering layers (burns, grime, bullet damage, etc.)

You'll need the free Adobe Acrobat Reader to use these files.

This model has an irregular footprint of 5.25" x 6.8", and stands about 6" tall at the highest point.



http://www.wargamevault.com/product_info.php?products_id=137837&it=1&SRC=newsletter_new

Victory Point Games

Villainous Vikings has been delayed.

MAGAZINES

Ares Magazine, first issue, from One Small Step Games, weighs in at 84 pages and features nine original science fiction and fantasy stories, an interview with game designer and author Bruce Cordell, and an article on singularity written by best-selling science fiction author William H. Keith (who also writes under the pseudonyms Ian Douglas and H.J. Ryker). Also included with the magazine is Bill Banks' **War of the Worlds**, a two-player game of conquest and survival that pits the military forces of Queen Victoria against Martian forces under the command of the evil Martian overlord. The game includes a rule book, die-cut playing pieces, and a large map. \$30 http://ossgamescart.com/index.php?main_page=product_info&cPath=7_9_11&products_id=38

Strategy & Tactics #289 \$30

Strategy & Tactics #289 Magazine \$7

Strategy & Tactics #289 Game only \$24

War of the Austrian Succession is a wargame of Frederick the Great's first military campaign, the First Silesian War of 1740-42. This was the opening War of the Austrian Succession which eventually involved the major powers of Europe. The intent of the game is to show operational level warfare in the 18th century Age of Kings. There are two sides in the game, Prussia and its allies (the Coalition), and Austria and its allies (Habsburgs).

The map portrays the area in Central Europe where the original campaign took place; each hex on the map represents about 7.5 miles across. Each unit represents a brigade or wing of an army (approximately 4,000 - 12,000 men and their equipment), and each turn represents one or two months of operations, depending on the season.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST289G>



Modern War, #14 Magazine \$30
 Modern War, #14 Magazine \$7
 Modern War, #14 Game only \$24



Carrier Solitaire puts you in command of a U.S. Navy carrier task force operating against the Soviet fleet in the North Atlantic in the 1980s. This is a solitaire game, played in scenarios. The player must accomplish the scenario's *Objective*, which will be generated at random at the start of the scenario.

You, the player, must manage your carrier, its air group, and your escorts. As you operate your battlegroup, you will encounter various Soviet warships, aircraft, missiles, and unexpected opportunities and objectives. These are represented by Incident chits.

The game presumes that you are seeing the situation from the bridge of an aircraft carrier. Hence, carrier operations are shown in considerable detail, while other U.S. Navy and opposing Soviet actions are more abstracted.

The possibility of running into enemy forces will be increased via the Alert Level, representing how much the Soviet Navy's command is concentrating its resources against your task force. When contact is made with enemy forces, you will go to the game's Tactical Routine to resolve combat. A scenario ends when you reach your Objective, where you must use your boldness to accomplish the final objective.

One 22x34" map, 228 counters, designed by Joseph Miranda

World at War, #38 Game only \$24

Ghost Division is a solitaire game in which you, the player, takes command of General Erwin Rommel's 7th Panzer Division during the drive across Belgium and France in those heady days of May and June of 1940 (there are four German formations in the game that drive the events of play: The 7th Panzer Division, a regiment of the 5th Panzer Division, a regiment of SS-Totenkopf Division, and the 15th Motorized Corps' non-divisional units, also representing OKW non-divisional units). Each has a separate colored unit box for ease of identification. The Allies are controlled by the game system. As the player, your objective is to drive as far as possible, cutting off the Allied armies in Belgium and possibly preventing the Dunkirk evacuation, thereby gaining a great victory for yourself.



As your forces drive across the map, they will encounter various Allied Forces, represented by face down Fog of War and Allied Formation counters. When encountering an Allied Formation, play temporarily stops in order to resolve the Combat Sequence, with the game system generating forces that your own forces will have to defeat. One 22x34" map, 228 counters, designed by Joseph Miranda

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW38G>

Vae Victis 118 €15 includes the game **Blood and Peat**, which appears to be a game from around 1200.

<http://vaevictis.histoireetcollections.com/publication/3375/vaevictis-118-septembre-2014.html>

BOOKS

"The Habsburg Fleet." After three years of terrible warfare, the Great War came to an end in January 1917 thanks to the mediation of American President Woodrow Wilson. War returned in 1940.

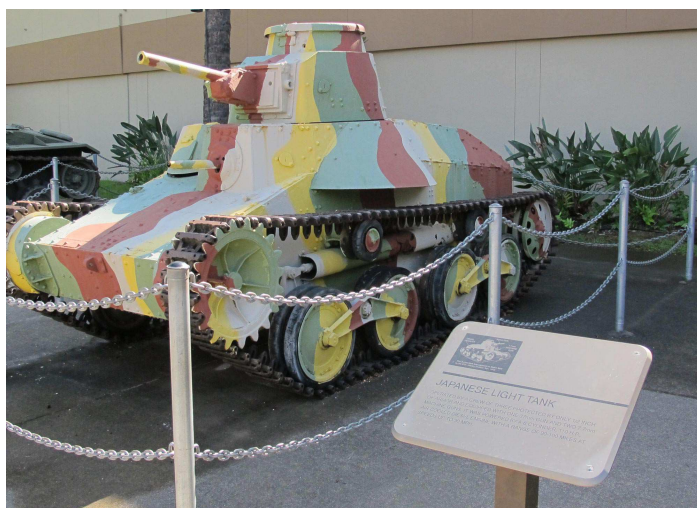
"The Habsburg Fleet" is the second book in our alternative history series, The Second Great War. In the first book, "The Kaiser's Navy," we looked at the High Seas Fleet of 1940 and its campaigns in the North Sea and Atlantic. In this new book, the Imperial and Royal Austro-Hungarian Navy, alongside its Turkish allies, wages war in the Mediterranean Sea.



There are 210 die-cut and mounted playing pieces from the old, out-of-print Imperial & Royal Navy booklet, and 75 brand-new laser-cut pieces (scorchless and sootless!) for 285 total: 135 double-sized "long" ship pieces and 150 standard-sized ones representing task forces, aircraft and smaller warships. The Austro-Hungarian fleet that never was is present, along with French, British, Greek, Italian, German, and Turkish ships, aircraft, and airships.

There are also thirty new scenarios based on the battles that might have been waged on the Mediterranean Sea in this alternate world, plus more of the story of the Second Great War begun in "The Kaiser's Navy." This module is not playable by itself, but requires ownership of **Bomb Alley** and **Black Sea Fleets** to enjoy all of the scenarios. \$40

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



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