



**GOLDEN
ANNIVERSARY
VOLUME**

**Celebrating 50 Years of Service
and Participation in the
Wargaming Community**



The Kommandeur: Conflict Simulation Comment and Analysis

From the President Kenneth Oates

We enter springtime, a prime time when we get out and about to visit friends, take vacations, and, if we are lucky, go to a convention to stay inside in the stale, canned, hotel air environment to play games.

In addition, in the past month, there have been several releases by the publishers, some hindered by the west coast port problems. It looks like a banner season for new titles and releases hitting the shelves, and for vendors (online or brick and mortar) and gamers alike. It looks particularly good for those interested in the Normandy invasion and campaign, with one company alone printing or close to printing and releasing four titles, and another has two in pre pub. *The Longest Day* by Cornelius Ryan was one of the earliest edited memoirs I read, and one I go back to time and again, and which was one of many stimuli for my interest in military simulation and history.

We have a lot of things inside this issue, so I will turn it over to our authors and Officers who have taken the time to contribute to this issue. Remember, you too can be an author; it is easy to send in an after-action report, game review, or book review. We welcome those! Even details about local game nights or conventions would be good topics for inclusion. Remember, this society is yours, and the content of *The K* is dependent on the membership!

K



From the Editor

There has been a great deal of discussion in the Officer Corps about the three contests that were run in the last issue. The response was dismal. Bob Best got zero responses, Brian Stretcher got two responses, and I got one (identifying the first item as "an airplane" would have won second place). Some possible reasons for this tremendous non-response might be: uninteresting prizes, "I forgot," "who wants free stuff," the weather, or "I was too busy." If you have any desire to help us out, you could email any of us with suggestions. (I know that is asking a lot, but it would be greatly appreciated.) I am running another contest (the last?) in this issue. Your responses to that contest and this request for help will determine if there will be any more contests.

The contest I ran was won by Mark Fassio. Although his was the only entry, he might have won against competition. He picked his prize from a list of about two hundred games, and it is in his hands now. I had thought of printing the correct answers, but I changed my mind, considering the interest shown. Good job, Mark.

We are being inundated by sets of three capital letters. There are some that we have known since birth: ZOC, CRT, OOB. But others are not of the normal. I was sitting at breakfast recently and read on my margarine container, GMO! I read the container carefully but never found what GMO stood for, although I did find that this margarine was gluten free. These three-caps abound in printed matter, and often their meaning is difficult to find: IRS, GOP, FBI, CIA, NFL, MLB, UNM, DEA, DOJ, NSA, SUV, APD, EPA, ECO, CEO, HUD, IRA, and SOB are only a few samples. (I don't "text," which has its own language.) It is a new language growing inside English!

In the last issue, Mark Fassio wrote an article on our game of **Objective: Kiev**, which I won by clever machinations still unclear to me. In the return game, my Russians did a superb job. By Turn 5 Kiev was occupied by two Russian units, and the "final" Russian city, Chernigov, was safely surrounded by the good guys. Then Mark attacked. He went through the defenses like a hot knife cutting through warm butter on an August afternoon. An embarrassing show of strength. To save lives, I sensibly surrendered.

In my observation of wargaming over 50 years, there is one point that creates the most trauma. A player makes his move, assigns his combat, and rolls the dice himself. The defender finds an error in the set up. As is usual, the attacker had some

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Secretary's Notes Bob Best



Does Anyone Really Care?

That seems to be the question here at AHIKS, at least from my perspective. Your Executive Committee has worked hard over the past year putting together what we believe to be a great 50th year celebration event with some fun games and cash prizes for our members. We've publicized it now for the last several issues. We kicked off the event with three game contests featuring a nice selection of prizes in our first issue of our 50th year of publication of *The K*, and...

We were rather surprised to see that *only four members* entered the contests! Two members entered Brian Stretcher's contest and two members entered Omar DeWitt's contest—one was your author!

The contest I ran was pretty simple and allowed for two separate winners. While the prizes were not extravagant, an AHIKS Coffee Mug and a brand new copy of Steve Jackson's **Ogre** game, I felt they matched the difficulty of the two questions I asked.

What surprised me was that *there was absolutely no response* from any member to either question in my contest! All that was necessary to win was to have read the **Starship Trooper** game updates from the **SST** game playing on the AHIKS Forum that I have been publishing in my column for the last several issues. Then send me an email or postcard with either the name of the Mobile Infantry Squad or the name of the "Skinny" Commander. Pretty easy questions I thought.

Well, that got me to wondering if any of our members really care about the contests we planned to run for the 50th year event celebration. We had planned to continue giving various cash and game prizes throughout the coming year culminating in a nice cash prize on AHIKS' 50th birthday in March 2016, but if no one cares then maybe your Executive Committee should reconsider offering cash and game prizes in contests in *The K*.

I'm running a survey on this on the AHIKS Facebook page. If you are signed up there, I would enjoy hearing your thoughts on whether we should continue with the contests or not. If you are not a Facebook member and you wish to comment on the above, you can drop me or any other Executive Committee member an email with your thoughts on this. Our contact addresses are listed on page 12.

On Other Fronts

Today is March 26, 2015. We have moved into spring! Unlike many of our mid-west and east coast members, we here in California have received only four days of rain since Christmas 2014 according to the weatherman. I'm enjoying a blue sky and 80 degree morning temperatures here as I sit in the sun on my deck writing this. The weather is nice now but I suspect we are in for some serious drought conditions this summer when the rest of the country enjoys plentiful water supplies.

I'm sure Omar and Sue DeWitt enjoyed a pleasant visit to the Napa Valley Wine Country last week. It was a real pleasure to have Omar and Sue visit us for the afternoon as they passed through the area. (It was nice to see you again, Omar! ☺ I hope you and Sue had a Great Trip!)

A big Thank You to Duncan Rice our Match Coordinator for putting on a splendid **The Hunters** Tournament on the AHIKS forum. Congratulations are also in order for Martin Sa-

bais who captained U-77 to a win in the tournament. Martin sank 26 ships, and his total tonnage sunk was 181,000 tons. Congratulations to all the players and Thank You all for helping to make the game fun!

If anyone reading this is interested in **The Hunters** game or in U-Boat operations during World War II, then you might find **The Hunters** tournament fun reading. It is posted in the On-line Games section on the AHIKS forum.

Robert Granville has announced the winners of the first round of **The Russian Campaign** tournament. The winners of their respective matches are; Peter Martin, Tony Arena, Steve Duboyce, Robert Granville, Art Dohrman, and Ed O'Connor. Thank you to all the members who played in the first round. Win or lose, we hope all the players enjoyed the gaming experience. The second round of the tournament is getting underway.

Brian Stretcher's **Wooden Ships & Iron Men** game is moving into turn 12 on the AHIKS Forum. There is a lot of action going on as the French are conducting a boarding action against one of the British ships and the somewhat inept Venetian ships just cannot seem to get their green crews and poorly armed ships into favorable firing positions. If you enjoy the sailing ship era of Avalon Hill's **WS&IM** game, come on by the forum and enjoy the action.

Passing of a Member

On a sad note, I was recently notified that AHIKS member Melvin Friedrich # 0523, lost his battle with cancer. Melvin was a long-time member and supporter of AHIKS who played many of us over the years. He will be missed.

Meet the Member

I would like to introduce new member Marshall Candee #1809. Thank you for submitting a Meet-the-Member profile. Marshall writes:

I started with Avalon Hill's **Tactics II** in the early 1960s. After that, it was small doses of **Afrika Korps**, **Midway**, **Guadalcanal**, **Waterloo**, **Stalingrad** and a few other AH creations. When AH introduced **Anzio** in 1969, I got hooked because of the detail, the intricacy, and the accuracy. The original **Anzio** remains my favorite. I played mostly FTF in the 1970s with a little bit of PBM. At that time, USPS was the only option for PBM, but that was never a real deterrent.

In the mid-1970s, life moved on, and I dropped out of gaming. When Tom Oleson was developing **Anzio -1978**, I had occasion to communicate briefly with him about the game. He provided me with some early materials, and the new game really intrigued me, but not enough to get me back into the activity. I should have bought the game then, but I didn't.

For no identifiable reason, I dropped back in just recently with a few PBM games of **Anzio 1969**, and I found the game as enjoyable as ever. PBM has become much more fluid with email. The online methods such as Vassal and others do look interesting, but I have no experience there, and I am not sure this old dog can learn those new tricks. I should probably stick with email or possibly USPS.

I did recently acquire a copy of **Anzio** version 4 at a price tag substantially higher than I could have had in 1978. I have no experience with **Anzio 1978**, but I am open to learning the game.

I look forward to connecting with some other **Anzio** fans to carry on the old battle.

Thank you, Marshall, for sending in your profile and welcome to AHIKS!

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

| | |
|-----------------|------------------------------|
| Herb Levy | # 1805 East Meadow, New York |
| Steve Blake | # 1806 Winnetka, CA |
| Timothy Niven | # 1807 North St. Paul, MN |
| Fred Sheaffer | # 1808 Elizabethtown, PA |
| Marshall Candee | # 1809 Morgan Hill, CA |
| John Setear | # 1810 Charlottesville, VA |

Gentleman, *welcome* to AHIKS!

Until next time, Happy Gaming to you all!



I was saddened to hear that a long-time member passed away last year. **Melvin Friedrich** succumbed to cancer. He and I crossed swords in Decision Games' update of SPI's **Lutzen** a few years ago. It is always sad to lose a member and sadder to lose one with whom you've played. OD

(Continued from page 1)

good rolls and some bad. The attacker has to adjust his move. There is an almost overwhelming urge on the attacker's part to retain the good rolls. And so discussion goes on between the players on how to correct the error and deal with the die rolls. I am almost certain that most of you have been in this situation. And you probably know how to avoid it: have the defender roll the dice.

Your editor will be sent to Europe in late spring to inspect several WWI museums. He will return on June 7, so the deadline for the next issue is June 8. Photos of the trip may or may not be printed in the next issue.

TRC Tournament

The first round of the TRC tournament has been completed. The winners of their respective matches are:

Peter Martin
Tony Arena
Steve Duboyce
Robert Granville
Art Dohrman
Ed O'Connor

Congratulations to the winners, and thanks to everyone who participated. The second round matches are:

Steve Duboyce vs. Ed O'Connor
Peter Martin vs. Robert Granville
Art Dohrman vs. Tony Arena

In addition to the three winners of this round advancing to the next, one wild card, the vanquished player with the highest score of the losing sides, will also advance.

[Robert Granville](#)

Book Review

The Day of the Panzer, American Heroism and Sacrifice in Southern France

by Jeff Danby

Casemate

Reviewed by Tom Oleson

What started out as "Operation Anvil" became "Operation Dragoon," the invasion of southern France in August, 1944. It's said that the name change was caused by Churchill complaining that he had been "dragooned" into going along with it, preferring to leave in Italy most of the units. In the game of **Anzio**, their loss is noticeable, and a game option is to keep them there, except for the French. It makes a big difference.

"Anvil" had been obvious; something the hammer comes down on, the hammer being "Overlord." Although well-written, there is so much out there on WW II that I really can't recommend this book except to those who must cover it all, like me I suppose. The emphasis is on the drama of small unit actions. Plentiful, and good maps!

When "Dragoon" was conceived, the idea was that it would support "Overlord," but by August it was obvious that it was not needed. It can be argued that this invasion helped the Germans in forcing them back from southern France where they might otherwise have been trapped as the Allies broke out of Normandy.

I did learn something: "An armada of 885 ships was up until that moment the second largest amphibious landing of the war." I had no idea it had that ranking, did you? No doubt Overlord was first, but I had assumed Husky was second.



Treasury Notes

Brian Stretcher



You have won 2nd prize in a Beauty Contest (but you were the only contestant!)

That was the line my step-father used to say whenever one of the kids would draw that Community Chest card in a family game of **Monopoly** back in the early '70s. Ok, we actually had two entrants in the trivia contest I put together for last issue. An underwhelming response, so the Anniversary Committee decided to award prizes to both entrants. Both shall receive a copy of **Bitter Woods** for their trouble, although I believe the second place winner gets a punched instead of a mint copy. Can't win if you don't play!! Hopefully, that will inspire some of you to enter this issue's contest. My undying thanks to both of you who were willing to take the five minutes or so to answer the questions and email me the responses. Given the apparent disinterest, I will not be listing all of the answers here, because you have to pay to play.

The winner, with -1 points, is John Trosky. He lost half a point because he didn't have the zip code for the AH address, and another half point because I was looking for being able to move through only one hex per turn of rough terrain in these classic games in addition to stopping when entering. Yeah, I know that is functionally the same as stopping, but that's not how the rule reads. Besides, his companion entry got it, and I had to use something to differentiate the two!

In second place, but not far behind at all, was Richard Pasow. Richard didn't answer the question about how the '64 and '58 editions of **Gettysburg** were similar (both used squares instead of hexes). I also think it was a 1962 edition of **Gettysburg** rather than 1961, but I didn't count off for that, since I cannot easily verify it. However, Richard thought the AHKS anniversary game was the Smithsonian Edition of **Guadalcanal**, published by TAHGC, when I was looking for **First Blood**, published specifically for the 25th anniversary of AHKS and sent out to all members, designed by Chester Hendrix, former El Presidente. So, -2 for Richard and second place.

My congratulations to both gentlemen. I hope it was fun. I had fun putting it together, and there could be more, with more prizes, but someone is going to have to beg us for more contests at this point. Yaquinto Games, perhaps? Afrika Korps games? Sci-Fi? Anyone? Bueller? Bueller?

The Perfect Strategic WWI Game: Hot Off the Presses?

Having just finished my series on a WWI game I would design and want to play, Bob Best sent me a notice for a game called **Balance of Power** by Compass Games, available at a pre-order discount. Looking over the description and the pieces, it looks to have a lot of the things I mentioned, including production and deteriorating national morale over time, ships and planes (Gothas! Zeppelins!), and corps-level units. Three and a half maps, I think, one of them being all of Africa, although they do include all of the typical dead space I mentioned in central Germany and Austria-Hungary. Hmm...

Looked good enough, though, so for the first time *ever*(!), I have preordered a game. I will let you know what I discover when it is released, theoretically by the time you read this in April! Hopefully it will not be a disappointing disaster of a game!

The Battle of Lissa

Turn 12 coming up in our forum game of **Wooden Ships & Iron Men**! Although *Amphion* has been captured by the French, *Active* continues her struggle, while her elite crew is locked in melee with the crew from the French frigate *Favorite*. *Favorite*'s crew has now been joined by the crew from her sister ship *Flore*, suggesting a tough time for the weary British. Meanwhile, the Royal Navy frigates *Cerberus* and *Volage* still remain at anchor, holding off three Venetian frigates. The Venetians, while suffering from poor sailing, have managed to abandon the grounded *Corona*, her seething crew transferring to *Bellona*, still adjacent and taking fire from *Cerberus*. *Carolina* has managed to claw away from the deadly land edge, put out all of her sail, and is now creeping back towards the battle against *Cerberus*.

The question remains whether *Active* can hold out against the French long enough for her comrades to come to her rescue. Or will they even try? Check out our forum game at your convenience at any time!

And other things...

I was going to include in this issue a **Wargamer's Guide to Internet TV**, in case some of you were thinking about cutting the cord to your cable provider. I have numbers, channels of interest to us as a group, and other tidbits of personal experience I would be happy to share that you might not find in a Google search, if there is any interest. Which is the big question. But, if no one is reading this stuff, or we are dumping too much stuff on you to read in each issue, then I would be wasting my time as well as yours by putting together a couple of pages on that topic that no one other than Bob and Omar will read. So that idea will sit, at least for now. If you would like me to put together such an article for you for next issue, let me know, as I would be happy to do so. Or maybe Omar will need filler...

Treasurer's Report

| | |
|--------------------------------|--------------------|
| Total balance, 1-31-15: | \$ 9,696.66 |
| Dividend Earned 1-31-15 | 2.05 |
| Dividend Earned 2-28-15 | 1.86 |
| Total balance 3-30-15: | \$ 9,700.57 |

Only passive income these past two months.

Until next time!



Upcoming Events

Apr. 9-12, Atlanta, GA
FURRY WEEKEND ATLANTA
<http://www.furryweekend.com/>

Apr. 10-12, Omaha, Nebraska
PRETZCON
<http://www.pretzcon.org/>

Apr. 10-12, Glen Ellyn, IL
CODCON XX
<http://www.codcon.com/>

Apr. 10-12, Detroit, MI
MIDWEST MEDIA EXPO
<http://www.midwestmediaexpo.com/>

Apr. 17-19, Winchester, VA
1D4CON 2015
<http://1d4con.com/>

Apr. 17-19, Lexington, KY
LEXICON TABLETOP GAMING CONVENTION
<http://lexicongaming.com/w/>

Apr. 17-19, Indianapolis, Indian
WHO'S YER CON
<http://whosyergamers.org/wyc.php>

Apr. 18, Bellflower, CA
GAMERGIRL'S GAME GATHER ALTERNATIVE
mibnumber1222@gmail.com

Apr. 18, Ontario, CA
GIRL GAMER GATHERING
<http://www.girlgamergathering.org/>

Apr. 24-26, Richmond, VA
RAVEN CON
<http://www.ravencon.com/>

April 24-26, St. Charles, IL
LITTLE WARS
<http://www.hmgsmidwest.com/>

Apr. 24-26, Milwaukee, Wisconsin
GAMING HOOPLA
<http://www.gaminghoopla.com/>

Apr. 24-26, Scranton, PA
MEPACON
<http://mepacon.com/>

Apr. 25, West Palm Beach, Florida
FLAMINGOCON
<http://flamingocon.org/>

May 1-3, South Sioux City, NE
TRI-CON SPRING 2015
<http://tristategamers.org/>

May 1-3, Cincinnati, OH
CINCYCON
<http://cincycon.org/>

May 8-9, Bloomington, Minnesota
2D CON
<http://www.2dcon.net/>

May 14-17, St. Louis, MO
GEEKWAY TO THE WEST
<http://geekwaytothewest.com/>

May 15-17, Portland, Oregon
PDXAGE
<http://www.pdxage.com/age/>

May 21-25, Atlanta, GA
GAME-O-RAMA
<http://game-o-rama.com/>

May 22-26, Birmingham, West Midlands, UK
CONFUZZLED
<http://2015.confuzzled.org.uk/>

May 22-24, Traverse City, MI
CHERRY CAPITAL COMIC CON (C4) [games, too]
<http://www.cherrycapitalcon.com/>

May 22-25, Burlingame, CA
KUBLACON
<http://www.kublacon.com/>

May 22-24, Los Angeles, CA
STRATEGICON: GAMEX
<http://www.strategicon.net/>

May 29-31, Birmingham, United Kingdom
UK GAMES EXPO
??

June 3-7, Columbus, OH
ORIGINS GAME FAIR
<http://originsgamefair.com/>

June 5-7, Brandon, Manitoba
PRAIRIECON
<http://www.prairiecon.com/>

June 20-27, Tempe, AZ
CSW EXPO 2015 [15TH ANNIVERSARY]
MonsterGame.CON XV (2015)
<http://expo.consimworld.com/register>

June 21-24, Fargo, ND
CORECON
<http://www.fargocorecon.org/>

June 25-28, Grapevine, TX
TEXICON
<http://www.texicon.net/>

June 25-28, Milwaukee, WI
NEXUS GAME FAIR
http://www.nexusgamefair.com/#!/page_home

August 3-9, Lancaster, PA
WORLD BOARDGAME CHAMPIONSHIPS
<http://www.boardgamers.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>



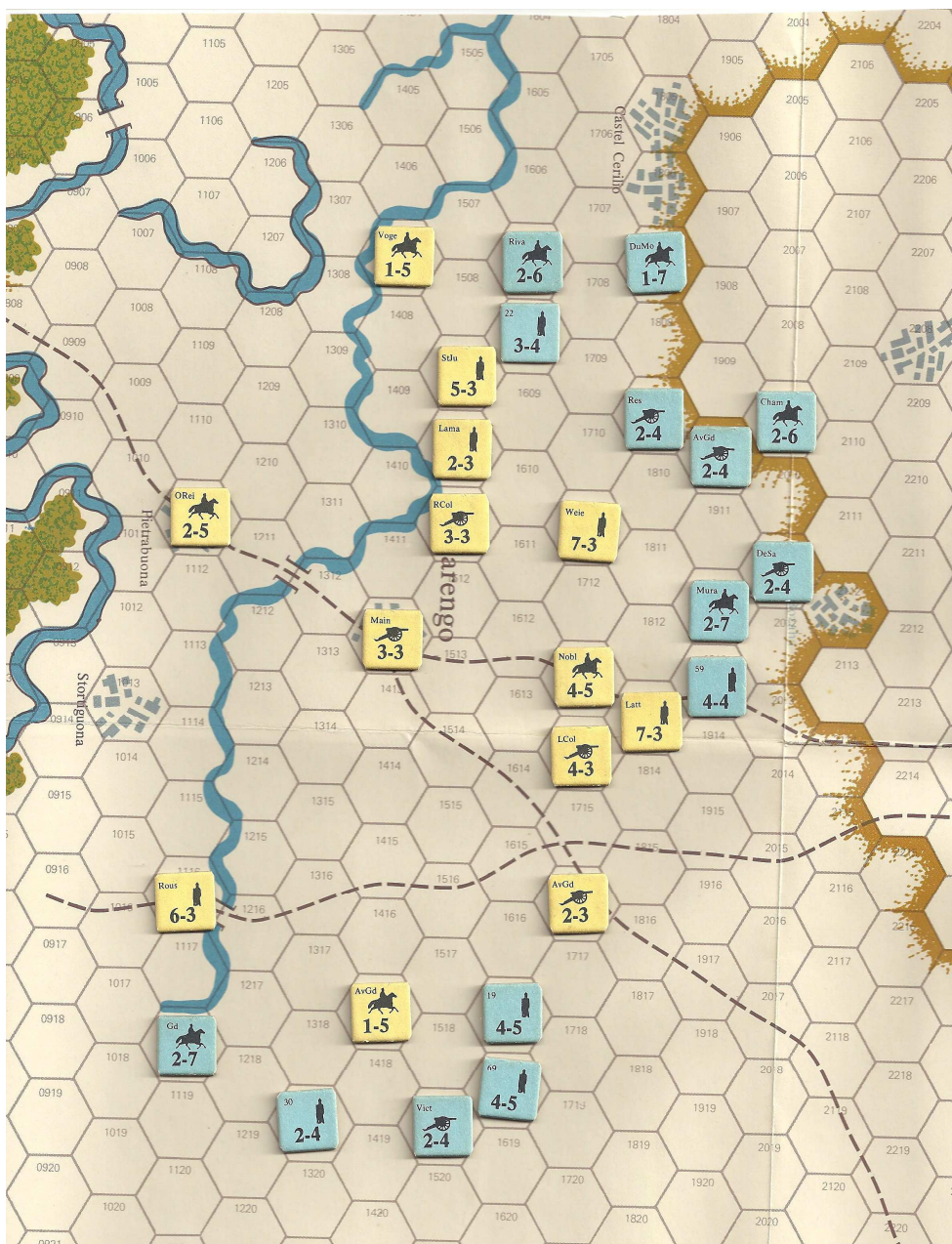
The game is SPI's Marengo

Napoleonic Contest

It is the French move in Turn 14. The French have exhausted their special Counterattack Bonus. If the French can end the move with at least 10 Strength Points within four hexes of Marengo, they will earn a draw. What is their best move?

Send your move and combat sheet to the editor by May 10.

The winner may choose any of the games on page 7 as the prize. The second-place winner may choose from the remaining games. If a book preferred, choose from that list. Alas, the lists did not translate well from Excel. Officers may enter the contest; any prizes they earn will be negotiated after other winners are satisfied.



| Book Title | © | Publisher | Author | Hardcover | Pages |
|--|-------|------------------------|------------------|-----------|-------|
| British Infantry of the Napoleonic Wars; | 1987; | Arms and Armour Press; | Haythornthwaite; | yes; | 104 |
| Campaigns of Napoleon; | 1966; | Macmillan Co.; | Chandler; | yes; | 1172 |
| Field of Waterloo; | 1970; | Pan Books; | Davies; | no; | 48 |
| Great Gamble, The: Nelson at Copenhagen; | 1972; | Simon and Schuster; | Pope; | yes; | 579 |
| Letters of Private Wheeler 1809-1828; | 1951; | Michael Joseph; | Ed. Hart; | yes; | 287 |
| Life in Wellington's Army; | 1972; | George Allen & Unwin; | Brett-James; | yes; | 358 |

| | | | | | |
|--------------------------------------|------|------------------|---------|--------------------|-----------------|
| Battles of the Hundred Days | 1979 | Operational S Gp | Ziplock | Napoleonic | Kevin Zucker |
| Age of Napoleon | 2003 | Phalanx Games | Box | Napoleonic | Renaud Verlaque |
| Borodino 1812 | 2011 | Status Belli | Z | Napoleonic | ? Russian |
| Dresden | 1979 | SPI | B | Napoleonic | Bob Jervis |
| Eylau | ? | UK Wargames | Loose | Napoleonic | Ken Broadhurst |
| Eylau | 1979 | SPI | B | Napoleonic | Omar DeWitt |
| Eylau | 1980 | GDW | B | Napoleonic | Rik Fontana |
| Eylau, Napoleon at | 1990 | 3W | Mag. | Napoleonic S&T 138 | Ken Broadhurst |
| Napoleon at Bay | 1978 | TSG | Flat | Napoleonic | Kevin Zucker |
| Napoleon at War: Battle of Nations | 1975 | SPI | Z | Napoleonic | Edward Curran |
| Napoleon at War: Jena-Auerstadt | 1975 | SPI | Z | Napoleonic | Thomas Walczyk |
| Napoleon at War: Marengo | 1975 | SPI | Z | Napoleonic | David Isby |
| Napoleon at War: Wagram | 1975 | SPI | Z | Napoleonic | Irard Hardy |
| Napoleon at Waterloo | 1971 | SPI | Loose | Napoleonic | ? |
| Napoleon in Europe | 2001 | Eagle Games | B | Napoleonic | Glenn Drover |
| Napoleon: Waterloo | ? | Gamma Two | B | Napoleonic | Craig Besingue |
| Napoleon: Waterloo 3.1 | 1994 | Columbia Games | B | Napoleonic | Tom Dalglish |
| Napoleonic Wars, The | 2002 | GMT Games | B | Napoleonic | Mark McLaughlin |
| Napoleon's Art of War: Dresden | 1979 | SPI | B | Napoleonic | Bob Jervis |
| Napoleon's Art of War: Eylau | 1979 | SPI | B | Napoleonic | Omar DeWitt |
| Napoleon's Last Battles: Alliance | 1976 | SPI | Flat | Napoleonic | Kevin Zucker |
| Napoleon's Last Battles: Ligny | 1976 | SPI | Flat | Napoleonic | Kevin Zucker |
| Napoleon's Last Battles: Quatre Bras | 1976 | SPI | Flat | Napoleonic | Kevin Zucker |
| Napoleon's Last Battles: Wavre | 1976 | SPI | Flat | Napoleonic | Kevin Zucker |
| Preussisch Eylau | 1999 | Avalanche Press | B | Napoleonic | ? |
| Soldier Emperor | 2003 | Avalanche Press | B | Napoleonic | Rob Markham |
| Wellington-Penninsular | 2005 | GMT Games | B | Napoleonic | Mark McLaughlin |

Books continued:

Napoleon;1963;Mentor Books;Markham;no;304
 Napoleon 1812;1985;Harper & Row;Nicolson;yes;192
 Napoleon as Military Commander;1967;Barnes and Noble;Marshall-Cornwall;yes;322
 Napoleon at War;1984;Hippocrene Books;Petre; Ed. Nofi;yes;291
 Napoleon Options, Alternate Decisions;2000;Greenhill Books;Ed. North;yes;221
 Napoleonic Source Book;1990;Facts On File;Haythornthwaite;yes;414
 Napoleonic Wars: Illustrated History;1978;Hippocrene Books;Glover;yes;232
 Napoleon's Battles, A History of his Campaigns;1964;Dutton;Lachouque;yes;479
 Napoleon's *Grande Armée* of 1813; ;The Emperor's Press;Bowden;yes;? In wrap
 Napoleon's Men;2002;Hambleton & London;Forrest;yes;248
 Napoleon's Peninsular Marshals;1973;Taplinger Publishing;Humble;yes;228
 Navies of the Napoleonic Era;1980;David & Charles;von Pivka;yes;272
 Nelson's Battles;1965;Macmillan Co.;Warner;yes;254
 Peninsular War, The;1973;Hart-Davis MacGibbon;Parkinson;yes;208
 Recollections of Rifleman Harris;1970;Cassell;Ed. Hibbert;no;128
 Sea Life in Nelson's Time;1972;Sphere Books;Masfield;no;105
 Trafalgar;1959;Pan Books;Warner;no;192
 Waterloo, New Perspectives;1993;Brockhampton Press;Hamilton-Williams;yes;416
 Waterloo: Day of Battle;1968;Antheneum;Howarth;yes;239
 Wellington in the Peninsula 1808-1814;1962;Curtis Books;Weller;no NO cover;287
 Wellington, The Years of the Sword;1969;Weidenfeld and Nicolson ; Longford;yes;548
 Wellington's Masterpiece: Salamanca;1972;George Allen & Unwin;Lawford, Young;yes;335

Game Review: Anzio: The Fight for the Beachhead, 1944

by Mark Fassio

While browsing the web, I came across Armchair General Magazine's Games Review page. It was here that I discovered this game, designed by Michael Kennedy of White Dog Games. The boxed version costs around \$28; the bagged version about \$22.

The first thing we can say about this game is, "It's not your AHIKS / Tom Oleson's Anzio." The mapsheet is only about 16 x10 inches, and there are all of 20 counters per side. The map itself is a bit dark (black hex numbers on various shades of [dark] green) and the player-aid charts on the map are so small that you need the Hubble Telescope to decipher them. (Thankfully for the Visually Challenged, they're synopsized in readable print in the rules booklet.) The counters are beautiful.

They are thick (double the normal counter thickness), and they have laser-inked information on them, as well as figures of armor, Panzer Grenadiers, paras, etc. Each unit has a step-reduced side for combat results. You can only stack two-high, and they have to be the "A" and "B" sub-units of the same division (Commandos and Ranger counters are free to stack with anyone, however). In addition to the battle counters, there are also counters for the Weather (Clear/Rainy/Cloudy) and for 'supporting attackers.'

The game is a little different regarding sequencing for player turns. For a "follow the checklist" OCD person like myself, I found it easier to make up this "Cliff Notes" sheet to follow.

Anzio 1944 Sequence of Play

1. Weather check – prior to start of each turn
 - A. Movement restrictions if Rainy (infantry -1 MP, mech -2)
 - B. German Beachhead Bombardment Attempt, if Clear weather: **Before turn 1 start (only)**. Roll of "6" = flip one Allied unit
2. Initiative check – after weather and prior to each turn
3. Reinforcement Arrival – both set up simultaneously
4. German Movement Orders (if solitaire play)
5. Movement – **in sequence**. Initiative player first
6. Off-Map Bombardment
 - A. German Air Attack Modifier
 - i. If Clear weather: roll die on air attack table. If yes, then add "1" to Bombardment roll
 - B. Initiative Player first
 - C. Non-initiative player
 - If Clear weather: any unit on map can be target
 - If Cloudy / Rain: targeted unit must be adjacent

Germans = 1 bombardment / turn
Allies = 1 bombardment/first three turns; **starting Turn 4: Two**
7. Combat Phase
 - A. Initiative Player, then
 - B. Non-initiative player
 - Attacker points minus (-) Defender points
 - Can support with adjacent stack if **5 or more** factors
 - Use table below. **Adjustments Are Cumulative**
 - Roll first; then use DRMs**; then cross-index modified roll

| | |
|--|---------|
| If attacking stack includes one or more "Mech" units | +1 DRM |
| If defender stack contains one or more "Mech" | -1 DRM |
| If defender is in Mountain, City, or Forest hex | -1 DRM |
| If attack is across River or Canal | -1 DRM |
| If attacking stack is adjacent to non-attacked defender stack with at least one full-strength unit | - 1 DRM |
| For each supporting stack in a combat | +1 DRM |

You can see some of the subtle differences here. There are 12 turns and reinforcements and movement both occur before combat. So, theoretically, the Initiative player could close to engage the defender, and that player could withdraw in his phase, avoiding combat. This makes for a tense, “hold fast or give ground” option for the non-initiative player. The German has powerful armored units and more mobility, while the Allies have strong infantry and, if lucky with the rolls, crushing artillery support that can reduce German units with punishing effect. You can use adjacent friendlies to either participate directly in an attack (i.e., add in their combat factors) or use them to “support” your attack (giving you a +1 on the die roll for each stack of 5 factors that support). You may also attack the same unit more than once in a turn if you have the forces to do so. The battle results can always be a surprise, from total success to a maddening “No Effect,” even when you have a +10 superiority.

The German player wins if he captures and holds either Anzio or Nettuno for a turn after initial capture, or by holding one (or both) cities at the end of turn 12. The Allies must occupy the cities of Cisterna and Campoleone by the end of Turn 12 (or eliminate all German units) to win. Any other result is a draw.

I like this game. It’s quick, tense, and seems fairly balanced. The designer (Michael Kennedy) also incorporated solitaire rules that are “scripted,” i.e., you roll for the Germans and follow whatever attack or defense option (two of each) that pops up.

The eight (8) pages of rules and charts are easy to read, with historical photos and charts (and the German solitaire play inserts) intermixed with the rules. They could stand a bit of proofing—I needed to send a couple e-mails to the designer to ask about supporting units’ retreat options, reinforcement entry movement, and other nit-noys. That being said, they didn’t detract from playability.

Anzio: Fight for the Beachhead, 1944 is just one nugget in the gold mine of White Dog Games. You can see all the “eras” they cover on their home page:
<http://www.whitedoggames.com/>.

Anzio
 The Fight for the Beachhead, 1944

Rgr III
 ★
 4 3

8 - Page Rulebook
 17" x 11" Game Board
 41 Die-Cut Counters

Solitaire Rules
 Bombardment
 Weather
 German Air Attacks

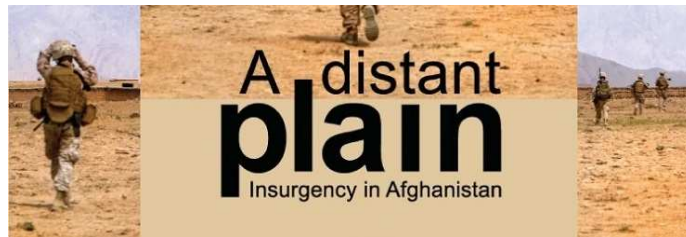
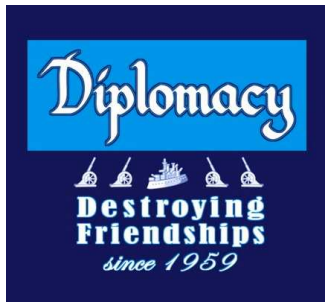
Campoleone
 Aprilia (The Factor)
 HG XX A
 8 6

Cisterna
 56 XX
 A 3
 6 3

Padiglione Woods
 Mussolini Canal
 Hwy No 7

War Info by Duncan Rice

There is a good amount of action on the multiplayer front these days. The **Diplomacy** picture is in jest of course. Our previous game was won by Peter Martin playing France. We are entering the spring of 1902 in the current seven-player game. Russia, Germany, France, and England are at five supply centers and emails are flying furiously. For both games I have received requests to join after the game has started. Recruitment is announced on the AHIKS forum, Facebook, and in *The K*. My best advice if you are interested in playing **Diplomacy**, or any of the other multiplayer games, is to keep reading *The K* and look for opportunities. Robert Granville deserves a round of applause for running the **Diplomacy** games. Thanks Robert!



The last multiplayer game running is **A Distant Plain**. The first propaganda round has come early, and I will get to my coalition redeployment as soon as this article is done. The game is a bit fiddly on your first play. Each faction has different victory conditions. Play is a bit like fixing your car. When you touch one thing it causes something else to come loose. Once you get the hang of it, the game is very exciting. I'm currently debating if I have the space and cash for **Fire in the Lake**, the Vietnam War version.

Here are some pointers if you are interested in multiplayer games. First keep an eye out. Games with an M on the match request list are multiplayer. Multiplayer games are usually announced in *The K*, on the AHIKS forums, and on Facebook. Second, if you are interested in running a game, *advertise!* Have I mentioned the AHIKS forums, Facebook, and *The K* enough yet? Make yourself seen and be proactive. AHIKS is about participation, and it's the membership that drives it. Pick a project and work it.

One final note. The MC column needs a title. If you have a suggestion send it to me.



The Hunters long tonnage tournament has come to an end. I was KIA and my boat sunk by a sub-pen bombing with a mere 49,000 tonnes to my credit. Martin Hogan was captured by the Royal Navy at 100,200 tonnes. Bob Best was incapacitated and given a desk job with an excellent 172,200 tonnes. Ken Oates scored 68,600 tones before being sunk. The winner is Martin Sabais. His is the only boat still in action as of December 1941. Martin made it to KKpt. He was awarded the Knight's Cross with Oakleaves. Martin sank an amazing 26 ships for 181,000 tonnes and is still at sea. We might do this tournament again. This time it would begin later and participants would be allowed to choose their boats. This isn't a for-sure thing, but, if you are interested, email the match coordinator and I'll put you down on the list.



Open Match Requests from Duncan Rice

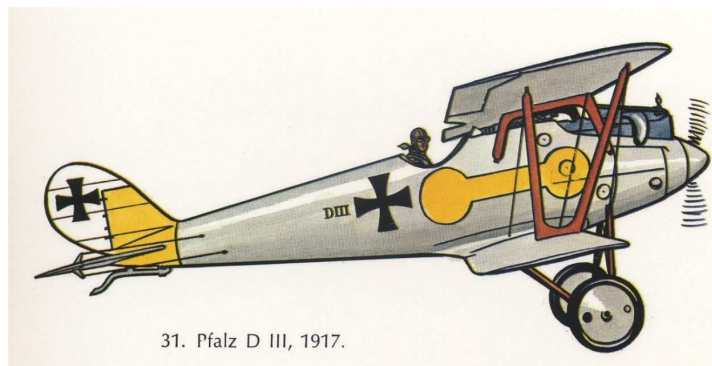
| | | | |
|--------------------------------|---------------------------|-----------------------------|-----------------------------|
| 1776 3ed AH | Rod Coffey (1493) V | Sorcerer SPI | Tony Arena (1652) C |
| Afrika Korps AH | Tom Walsh (1427) P | Squad Leader AH | Melvin Yarwood (36) P |
| Albion, Land of Faerie SPI | Tony Arena (1652) C | Squad Leader AH | Andre Polite (1799) F |
| After the Holocaust SPI | Tony Arena (1652) CM | Squad Leader AH | Tony Arena (1652) V |
| Amateurs to Arms CoA | Rod Coffey (1493) V | Stalingrad AH | Brian Britton (1582) V |
| Anzio AH | Melvin Yarwood (36) P | Stones River Decision Games | Mel Yarwood (36) P |
| Anzio 4ed AH | Tom Walsh (1427) P | Third Reich 4ed AH | Michael Mitchell (1086) ETV |
| Armada 2ed SPI | Tony Arena (1652) C | Third World War GDW | Tony Arena (1652) V |
| Axis and Allies MB | Andre Polite (1799) F | To Green Fields Beyond SPI | John Trosky (1554) CEV |
| Battles for Ardennes SPI | Thomas Ten Eyck (0826) EP | Twilight Struggle GMT | Chris Hancock (565) |
| Battle for Midway: Decision | | Up Front AH | Andre Polite (1799) F |
| in Pacific 1942 GDW | Melvin Yarwood (36) P | A Victory Denied MMP | Ed O'Connor (1243) V |
| Battle Fleet Mars SPI | Tony Arena 1652 C | War of the Ring SPI | Tony Arena (1652) C |
| Bitter Woods AH | Melvin Yarwood (36) P | War at Sea AH | John Hoffmann (884) E |
| Blue and Grey I, II | Melvin Yarwood (36) P | Washington's War GMT | Shannon McNamara (1639) V |
| Borodino SPI | Melvin Yarwood (36) P | Waterloo AH | Pete Martin (0243) |
| Caucasus Campaign GMT | Tom Thorsen (470) V | Waterloo AH | Brian Britton (1582) V |
| Chalons DG | Albert Bowie (299) EP | Wooden Ships + Iron Men AH | Mike West (1163) EV |
| Chancellorsville '74 AH | Charles Marshal (1573) E | | |
| The Civil War VG | Shannon McNamara (1639) | | |
| Combat Commander: | | | |
| Pacific GMT | Lee Massey (1382) VE | | |
| Crimean War SPI | John Trosky (1554) CEV | | |
| Crown of Roses GMT | Tony Arena (1652) VM | | |
| Dragon Pass AH | Tony Arena (1652) VC | | |
| Dresden SPI | Albert Bowie (299) EP | | |
| Elric AH | Tony Arena (1652) V | | |
| Eylau SPI | Albert Bowie (299) EP | | |
| Federation + Empire ADB | Tony Arena (1652) VM | | |
| Firepower AH | Bud Nicola (1802) EV | | |
| Flight Leader '86 AH | Paul Pearson (1638) EPV | | |
| Frayser's Farm | | | |
| Decision Games | Mel Yarwood (36) P | | |
| Gettysburg '61 AH | Bud Nicola (1802) EV | | |
| Gladiator | Tony Arena (1652) VM | | |
| Golden Horde/Kulikovo 1380 ATO | Albert Bowie (299) E | | |
| Great Medieval Battles SPI | Albert Bowie (299) E | | |
| Gunslinger AH | Tony Arena (1652) VM | | |
| Hell's Highway VG | Thomas Ten Eyck (0826) EP | | |
| Hitler's War AH | Tod Kershner (1789) VFL | | |
| A House Divided GDW | Joel Ramsey (1762) EP | | |
| Imperium Romanum II WEG | Tony Arena (1652) VM | | |
| Kingmaker | Tony Arena (1652) VM | | |
| Leipzig Decision Games | Mel Yarwood (36) P | | |
| Little Round Top AH | John Trosky (1554) CEV | | |
| The Longest Day AH | Tony Arena (1652) V | | |
| Midway AH | Scott Saunders (1664) | | |
| Mr Madison's War GMT | Rod Coffey (1493) V | | |
| Napoleon at War SPI | Melvin Yarwood (36) P | | |
| The Next War SPI | Tony Arena (1652) V | | |
| No Retreat! | | | |
| The Russian Front GMT | Tom Thorsen (470) V | | |
| Panzer GMT | Martin Hogan (1704) V | | |
| Pearl Harbor GDW | Tony Arena (1652) V | | |
| Republic of Rome AH | Tony Arena (1652) VM | | |
| Richthofen's War AH | Scott Saunders (1664) | | |
| Russia Besieged L2 | Michael Paul (1578) P | | |
| Russian Front AH | Melvin Yarwood (36) P | | |
| Saratoga GMT | Chuck Leonard (0711) ETV | | |

Match Codes

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

Match Coordinator

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



Murray Cowles has died. He was an officer in the European division of AHIKS while it was still functioning. Ken Nied wrote: "Murray was a fine gamer and a true gentleman. I remember a tense email match with him in **Breakout: Normandy** that came down, literally, to the last dice roll. I always made it a point to look him up at the various Avaloncons/WBCs that we attended.

"He will be missed."



As AHKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHKS become totally self sustaining. Give it some thought. Send Brian Stretcher a couple of dollars. Especially since there are no dues this year.

Brian Stretcher 73 Kalvi Court, Brevard, NC 28712

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PUBLICATION DEADLINES

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

Deadline for next issue: June 8, 2015.

GENERAL INFORMATION

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

Game News

Games

Academy Games

Conflict of Heroes--Solo Expansion should be shipping soon. Price is a secret. <http://academygames.com/>

Avalanche Press

Sea of Iron is a complete Second World War at Sea boxed game based on actions on the Baltic Sea between 1939 and 1945. Thirty scenarios track the operations and battles that took place or could have taken place between the fleets and air forces of Germany, Poland, Lithuania, Latvia, Estonia, the Soviet Union, Finland, and Sweden. In addition to their complete Baltic Sea orders of battle, the Soviets, Swedes, and Finns all have additional ships they planned or began to construct but did not complete. And of course we have scenarios for their use.



There are 140 “long” ship pieces and 420 standard-sized square ones representing smaller warships, transports, aircraft (many, many aircraft) and a handful of markers. This is a big game, at least in terms of pieces. The map is not so big: the Baltic Sea is pretty small and almost completely land-locked, with ports and airfields in abundance. Aircraft are very potent in this theater, and ships have very little room to hide. The map by Guy Riessen shows the full Baltic on a single 11x17-inch panel. \$80

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

Back in Stock!

Panzer Grenadier: Saipan 1944 (with Fourth Edition rules!)

Panzer Grenadier: Elsenborn Ridge (with Fourth Edition rules!)

Panzer Grenadier: Burning Tigers (with Fourth Edition rules!)

Second World War at Sea: Arctic Convoy

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

High Flying Dice Games

Greyhound vs. Bear, The Raid on Astrakhan, September, 1942

Greyhound vs. Bear is a quick playing minigame on the German raid on Astrakhan during World War II. The German raid on Astrakhan marks the eastern-most limit of the Axis invasion of the Soviet Union during WWII. What is remarkable is the small number of German units assigned to this sector, just the 16th Motorized Infantry (Greyhound) division, given the frontage and lack of substantial information regarding the Soviet's forces. It was due to this lack of intelligence about the Soviet's intentions and movements that the division's reconnaissance battalion, along with some sympathetic Cossacks, was sent out from Elista on September 13th.

The unit's four day raid took them 90 miles beyond the Axis occupied village to the outskirts of Astrakhan during which they destroyed a fuel train, gathered intelligence

about the nature of the Soviet's forces, and set off alarms in the region that sent STAVKA scrambling to deal with the threat. \$6 <http://www.hfdgames.com/greybear.html>

Iron Maul Entertainment

Siege Warfare is a customizable strategy card game set within the rich history of the American Civil War. Plan your tactics & engage in epic battles. Players take turns playing units, ground, tactics, effects, and resources, and may engage opponents in combat or play cards that interact with other cards, players, or decks. Combat is a major part of **Siege Warfare** and is generally how many games are won or lost. Players must choose their units and attack wisely to ensure victory.

https://www.kickstarter.com/projects/305064068/siege-warfare?ref=hero_thanks

Multi-man Publishing

Multi-man Publishing announces the creation of a new series of games, the Variable Combat Series (VCS). The Series opener is **VCS Salerno**, a game undertaking the nearly impossible task of depicting the 1943 Allied invasion of Southern Italy and places all of the invading forces on a single mapsheet.

In addition to the historical campaign, which spans 18 game turns, 3 alternate history scenarios are included. These scenarios were fully possible in the time span of the battle. They include Gavin's Gambit—a planned 82nd Airborne drop behind Salerno to help drive north; Long Shot for Barletta—an airdrop by the 82nd on the east coast with a mechanized rescue force landing in Taranto; and Race for Cassino—A British/ Commonwealth, Montgomery led, Salerno invasion and a US, Patton led, Taranto invasion with the same armies just fresh from Sicily, but now on a race north to break the German Winterline. \$42.

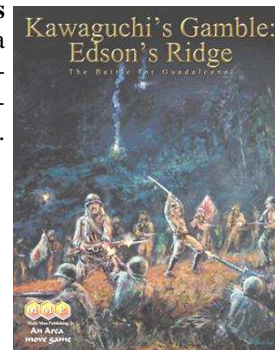
<http://www.multimanpublishing.com/tabid/58/CategoryID/24/ProductID/83/Default.aspx>

Kawaguchi's Gamble: Edson's Ridge covers the area of Edson's Ridge and the surrounding jungle just south of Henderson Airfield on the island of Guadalcanal during September 1942. The Japanese, as part of a complicated multi-pronged attack, sent three battalions, nearly 3000 men, charging towards the ridge protecting the airfield. Almost 800 Paramarines and Raiders defended the ridge with amazing courage and, despite suffering horrible casualties, kept from being overrun and saved both the airfield and possibly the Marine presence on Guadalcanal. The Japanese are often cited as having lost nearly 80% of their men attacking the ridge.

Banzai charges, important leaders, gas attacks, even hastily assembled riggers, are represented in the game.

Kawaguchi's Gamble: Edson's Ridge is five turns long, each turn is a variable length of alternating impulses. The game length between experienced gamers is 2.5 to 3 hours. \$44

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/75/Default.aspx>



Hakkaa Päälle! (Advanced Squad Leader Module 14) provides the ASL player with the complete order of battle for the Finns, including every major vehicle, gun, and squad type that saw combat during World War II. Chapter H distills years of research into pages of detailed notes on the guns and vehicles involved. Included along with three new Finnish squad types are the revised Chapter A rules to handle them. Finnish ordnance and armor throughout this period are represented from the single Landsverk armored car that was the only combat-worthy Finnish AFV at the start of the Winter War, through the end of the Lapland War, when Finnish armor included captured Russian AFVs and *Sturmgeschuetz* purchased from Germany. Modern tanks like the T-34/85 or StuG IIIG were in the distinct minority, however, and the Finnish player will often find himself equipped with obsolete tanks such as T-26s and T-28s when facing the enemy.

The Soviet Union was Finland's chief adversary, and **Hakkaa Päälle!** also contains new vehicles and Chapter H notes for the Russians. Fan-propelled sleds (aerosans, both armed and not), *ad-hoc* armed LANO trucks, early war versions of the T-26 (the two-turreted T-26 M31 and the flamethrower-armed OT-26, among others), up-armed T-28s, and the experimental SMK and T-100 tanks are all included. Additionally, a number of Lend-Lease Vehicles (Lee, Matilda II, Valentine VIII, Churchill III, etc.) now see Russian counter form. To simulate the lackluster performance of the Russian forces during the Winter War, SSR-invoked rules for Russian Early War Doctrine are included.

Player aid dividers include the National Capabilities Chart with the new Finnish squad types and other updates, backed by the standard OBA flowchart. Also enclosed are new rules for Prepared Fire Zones and Light Woods, transforming the battlefield for mapboards old and new. The heavily wooded mapboard 52 completes the package. \$96

Hakkaa Päälle! is not a complete game. Ownership of the **Advanced Squad Leader Game System** is required for play.

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/308/Default.aspx>

Nuts Publishing

To The Last Man!—The Great War in the West, is a full-featured game of grand strategic land battles focused on the western front in World War I playable in three hours or less.

In an historical yet uncomplicated fashion, **TTLM!** simulates the most important front of World War I in an exciting card-driven wargame.

Designed, developed, and meticulously researched over the past 20 years, **TTLM!** elegantly subsumes historical capabilities into card play, army sizes, production limits, and so on. For example, each nation's army configuration is unique, effortlessly highlighting doctrinal and technological differences.

TTLM! also allows players to explore the many "What ifs?" of the Great War. What if France invaded Belgium? What if the UK remained neutral? What if the Kaiser shifted forces for an invasion of Russia? You name it, it's here—and all based on extensive historical analysis. Designed by Tim Taylor. 65€
<http://www.nutspublishing.com/To-the-last-man!>

Napoleon Games

Napoleon Against Russia contains five battles from the critical phase of the Campaign, when the Russian Army finally gave Napoleon the decisive battles he so greatly desired. His first maneuver starts out well—with the French poised to slip into Smolensk behind the Russians. However, the opportunity to bring an end to the campaign will remain unfulfilled. After that, Moscow became the default destination of the Grande Armée. As Napoleon stated, "The wine has been poured and must now be drunk."

Battles Simulated:

Smolensk, A Battle Postponed, 16-17 August

When he recognized that the enemy had withdrawn into the city, the Emperor's plan was stymied. He either had to seize Smolensk on the 16th, without waiting for the arrival of the entire army, or cross the Dneiper River east of Smolensk. Instead he waited for the Russians to make a mistake, and gave them time to pull out.

Valutino, Rearguard Action, 18 August

When the Russians did give him an opportunity to catch the First Army disunited after a confused night march, Napoleon had already returned to Smolensk, expecting nothing more than a rearguard action. Hence he was not on the scene to coordinate the actions of his Marshals, who, left to themselves, were unable to crystallize a victory out of the opportunity.

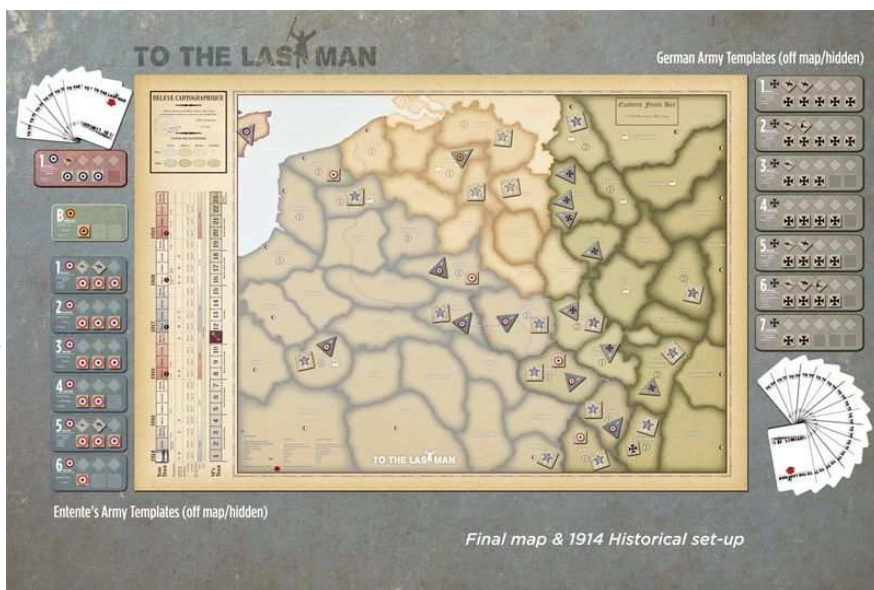
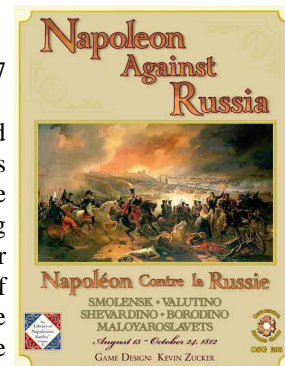
Shevardino, Fight for the Redoubt, 5-6 September

The preliminary battle opened with the arrival of the French cavalry who immediately attacked Konovnytsyn. On the 6th, more French forces arrived including the IV Corps and the Polish Corps. The French captured the Shevardino redoubt at a cost of 4,000–5,000 French and 6,000 Russian casualties.

Borodino, The Russian Army is Saved, 7-8 September

In the climactic battle, Napoleon has been criticized for making a simple frontal assault. With our large map the French player will have plenty of maneuver room to try and outflank the Russian army to the south, or even to the north. He will also have the option of attacking the north flank as Kutusov expected. \$108

<http://napoleongames.com/napoleon-against-russia.html>



One Small Step

Shining Path by game designer Brian Train. The game covers the Sendero Luminoso insurgency against the government of Peru, 1980-1995 (though it is still sputtering away today). Guerrilla fronts and cadres engage in a vicious insurgency against the government's corrupt and untrained security forces. Chrome includes narcoterrorism, the MRTA (a rival guerrilla movement), and United States support. One 17x22" area-movement map of Peru, 140 double-sided, die-cut counters, abstract troop and time scale. Originally from the Microgame Design Group, now with updated rules, counters and map. \$23

<http://ossgamescart.com/index.php?>

[main_page=product_info&cPath=6&products_id=48](http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=48)

Plastic Soldier Company

The Great War is the latest adaptation of Richard Borg's Command & Colours system, bringing the epic battles of World War I to the gaming table.

<http://www.pscgames.co.uk/>



Revolution Games

On the stifling hot morning of August 9, 1862, Maj. Gen. Thomas "Stonewall" Jackson's corps of Confederate veterans encountered a lone Union division under the shadow of Slaughter's Mountain (also known as Cedar Mountain). The isolated Union division belonged to Maj. Gen. Nathaniel Banks, Jackson's rival during the Valley Campaign and an opponent who the great Stonewall had consistently defeated. The Confederate troops were some of the best in the Rebel army, they outnumbered the Union force and were under the command of one of the iconic generals of American history. What could possibly go wrong?

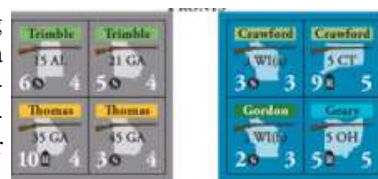
Stonewall's Sword: The Battle of Cedar Mountain is a medium-sized wargame (176 counters and a 17" x 22" map) that allows you to explore the reasons why things almost went horribly wrong for the Confederates that day. The map scale is 140 yards/hex and each unit counter represents an infantry regiment or artillery battery. The game system features the Blind Swords chit-pull mechanic, which thrusts players directly into the fog-of-war of an American Civil War battlefield. Players are never quite sure of when formations will activate – neither the enemy's units nor their own! Event chits, each tailored to the conditions that existed at the battle, provide players with opportunities to create out-of-sequence attacks, rallies and a myriad of other actions. Players are thus constantly challenged with each chit-pull to produce a plan of action that will best exploit the current circumstances on the field. This unpredictable player interaction creates not only an exciting gaming environment but also accurately simulates the confusion, intensity and unusual circumstances of the Cedar Mountain battlefield.

The game system also features a simple Brigade Orders mechanic that forces players to assign activated brigades one of four orders – Attack, Defend, Maneuver, or Regroup. The assigned order sets the parameters for the activated units and dictates how they can move, what type of combat (if any) they can perform and if they can rally. This establishes the "tone" for the units in the upcoming turn and reflects the effects of command orders without the need for complex rules or order writing.

In addition, certain "what-if" options have been included, allowing the Union player to possibly get Ricketts' Division to arrive sooner than it did historically or the Confederate player to have Jackson snap out of his "stupor" earlier in the day. Both of these possibilities can be influenced by the players through the allocation of their Command Event chits.

Stonewall's Sword attempts to be a unique gaming experience – one that elicits a fun gaming experience in unison with a realistic representation of the Battle of Cedar Mountain. \$33

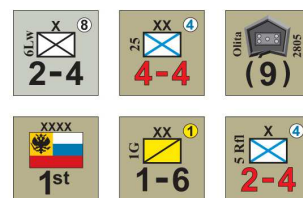
<http://www.revolutiongames.us/>



Schroeder Publishing Wargames

Tannenberg, The Introductory Game for Der Weltkrieg Simulation Series \$20

<http://spwgame.com/games/tannenberg/>



Victory Point Games

Prussia 20 features two complete games covering key battles fought in Central Europe during the 1806-1807 War of the Fourth Coalition: Jena 20 (2nd Edition), and Eylau 20!

Jena 20 (2nd edition) (October, 1806) highlights the stunning French victory which shattered the vaunted Prussian army at the twin battles of Jena and Auerstadt. With the Prussians realizing they have already been out maneuvered, their army is desperately trying to re-position itself while the French attempt to encircle and destroy them. Can the Prussian rear guard under Hohenlohe hold off Napoleon's Grand Armée long enough at Jean to allow Brunswick's main body to crush Davout's lone French corps which blocks their path to safety, or will the "Iron Marshal's" veteran 3rd Corps stand firm against three times their numbers and seal the Prussian's doom?

Fought in some of the most severe weather conditions imaginable, the confused and indecisive battle of **Eylau 20!** (February, 1806) stands as a testament to the misery and horror of warfare. In the dead of winter, Russian General Levin August von Bennigsen halted his exhausted army at a small deserted crossroads village and prepared to give battle. For two days, in sub-zero temperatures with heavy snow falling almost continuously, Napoleon's troops battered themselves against the unyielding Russian lines to little avail. Is the historical bloody and inconclusive draw the most likely outcome, or can you do better than the actual commanders and manage to eke out a victory in the terrible "Battle in a Blizzard"? \$44

<http://www.victorypointgames.com/prussia-20.html>



Wallachia 20 features two complete games covering a pair of important major battles fought during the Russo-Turkish War of 1806–1812 for control of the key Danube river port of Rousse in the province of Wallachia.

Rousse 20 simulates the earlier of these two engagements, fought on 22 June 1811. In this battle Ottoman forces advanced northwards, towards the present day Bulgarian-Romanian frontier. Russian infantry and cannons were able to stall the polyglot Ottoman army, and although they managed to eke out a marginal victory their commander, General Kutuzov, chose to yield the key town of Rousse to the Ottomans, convincing them they had won a great victory. The Czar was not pleased.

Slobozia 20 focuses on the latter battle of 2 October 1811. In this engagement Kutuzov conducted a surprise march which cut off and surrounded the bulk of the Ottoman army, trapping it on the northern (Bulgarian) shore of the Danube. The result was a decisive Russian victory that permitted negotiations to end the war. This had the dual advantage of allowing Russia to transfer key reserves to oppose Napoleon's invasion of Russia in 1812, and also prevented Austria from contributing more forces to support the French invasion.

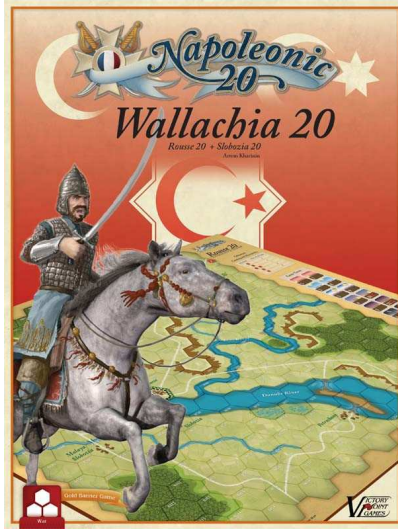
Introduced to the Napoleonic 20 series are the Ottoman Turks, whose army is a vast collection of irregular and unreliable troops, supplemented by a few Janissary regulars. **Slobozia 20** also features this series' first naval unit, a Russian gunboat flotilla on the Danube River. As a bonus, **Wallachia 20** includes a campaign game, where players first fight the Battle of Rousse and its results affect the situation in the second game at the Battle of Slobozia. \$37
<http://www.victorypointgames.com/wallachia-20.html>

Wargame Vault

Fire Team Vietnam from Battlesproject Maps is coming soon. A game at team /squad /platoon level during the Vietnam War (rules, counters [US and NVA 1965], and Geomorphic Boards). The maps (geomorphic) will contain the various types of grounds of Vietnam. The counters represents teams (2 to 6 men), leaders as well as vehicles, armor, helicopters, of US Army and NVA in 1965. FREE
http://www.wargamevault.com/product_info.php?products_id=146863&it=1&SRC=newsletter_freebies

Worthington Publishing

Holdfast Korea 1950-1951 uses simple mechanics with a highly interactive turn sequence that keeps gamers engaged for 2 to 2.5 hours of play. The game units are blocks with labels, and a low unit density on board means the game does not bog down. The core rules are 4 pages expanded to 8 with detailed graphics and explanations, meaning you can be up and playing with 15 minutes of rules reading and a short set up.



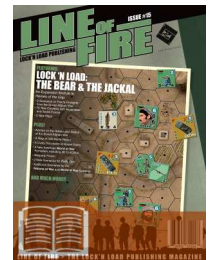
Korea is called America's "forgotten war." There are very few games on the topic and none quite like this. The US Army, US Marine Corp, ROK Army, NKPA, and CPA forces are all represented. Air power, armor, and the naval might of the UN forces are represented simply. Rail movement, amphibious landings, and surprise attacks are in here too. \$65
<http://worthingtonpublishing.com/?product=holdfast-korea-1950-1951>



Magazines

Line of Fire #15 \$45

<http://lnlpublishing.com/index.php?route=product/search&search=line%20of%20fire%20%2315>



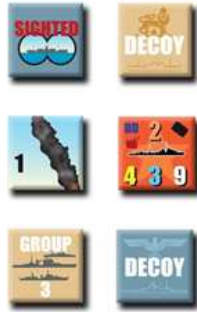
Modern War #17. Dien Bien Phu (solitaire) is a wargame covering the decisive battle of the First Indochina War in which elite French Expeditionary Force units defended an air-land base against the communist Viet Minh. The game covers the critical period of Viet Minh assaults and French counterattacks of March to May, 1954. Historically, the Viet Minh won the battle, overrunning the base. This led to the collapse of the French position in Indochina and eventual US involvement in Vietnam.

In **Dien Bien Phu**, you play the French while the game system controls the Viet Minh. The objective is for the French to hold out long enough for the fortress to be relieved, or even gain a decisive victory by breaking Viet Minh morale.

While a solitaire game, **Dien Bien Phu** can also be played by two or more players, each taking charge of different aspects of the French defense. \$35
<http://shop.strategyanadtacticspress.com/ProductDetails.asp?ProductCode=MW17>



Strategy & Tactics #292 **North Cape: Convoy Battles in the Arctic, 1942-45** is a simulation of the convoy battles fought in the Barents Sea during World War Two. The game is played in several scenarios, each of which simulates one of the historical convoy battles in the Arctic. Each side must attempt to find and locate enemy positions and complete their missions. The objective in the game for the German player is to sink the largest number of enemy merchant ships possible. For the Allied player, the objective of the game is to bring the greatest number of merchant ships to the Soviet Union. \$35
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST292>



World at War, #41 Special Edition

Mare Nostrum is an operational level wargame of the struggle for the Mediterranean and North African theaters of operation during World War II from the German intervention in early 1941 through the Allied liberation of Sicily in 1943. There are four main scenarios of varying length.

This was a combined naval-air-land campaign, in which all elements of military power were utilized. Grounds units are mostly divisions, air units represent six to twelve squadrons (depending on the quality of the aircraft and air force), and naval units represent one fleet aircraft carrier, two or three battleships, four to six cruisers, six-twelve destroyers, or various numbers of other ship types.

The map covers the entire Mediterranean littoral and Middle East, from Gibraltar in the west to Basra in the east. The live area of the map is divided into land and sea zones, with fortresses and certain islands treated as separate areas-within-areas. Turns represent one month of real time.



The game system is based on *S&T*'s award winning **Red Dragon Rising**. Players conduct actions which encompass discrete combat, logistical, intelligence, and other operations. \$60
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW41>

Normandy Campaign map \$8 22" x 17"



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MAP-001T>

Vae Victis #120 includes the game **Colmar 1945**. 15€
<http://vaevictis.histoireetcollections.com/>
 [The euro has dropped to around \$1.10 now.]

