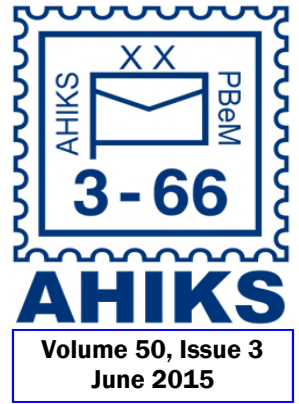




GOLDEN ANNIVERSARY VOLUME

Celebrating 50 Years of Service and Participation in the Wargaming Community



The Kommandeur: Conflict Simulation Comment and Analysis

From the President Kenneth Oates

This issue, we have a couple of announcements that will be of interest to all of our members who are actually playing our games competitively. We hope this stimulates more competition.

For those members who attend the World Boardgaming Convention in Lancaster, Pennsylvania, this year, the Iron Man makes a reappearance with Randy Heller as Master of Ceremonies (Master at Arms?). We had previously given him a budget of \$50 for the winner of the Iron Man competition, however the Executive Committee has increased this to \$100. Good luck to those who are fortunate enough to attend this event.

Our second contest is a raffle, and unlike another national level club I belong to, No Ticket Purchase Necessary! Just a few rules. **The Executive Committee approved this to be held only for 2015.** So, how do you get a "ticket"? It is open to any AHIKS member in good standing, except Executive Committee members, who will receive one entry for each game they begin in 2015, as recorded by the Match Coordinator. The raffle will be conducted in December, 2015, by the MC, since he has the records. The more games you play, the more chances to win! Win what, you ask? Good question! The lucky winner will receive a \$100 gift certificate to the game store of his choosing. Good luck!

Ken

From the Editor

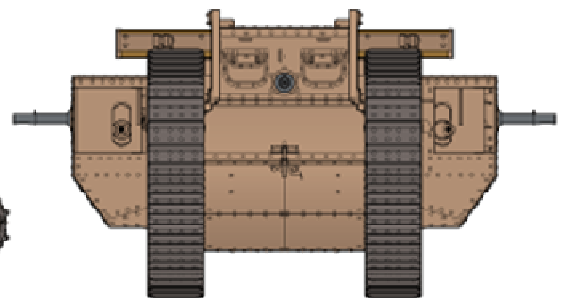
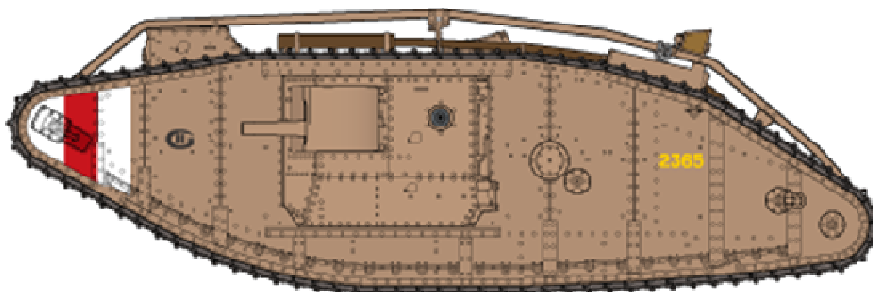
My travels this year are conflicting with the newsletter publication dates. I will be away in August, which will delay the next issue. The deadline will be August 14, but you cannot expect to receive your issue before August 20.

This is the time of the year that I ask for comments on the conventions you have attended. Bill Watkins normally comes through, but we would appreciate hearing from the rest of you.

Because I do not want to delay this issue any more and because I did not get to it before our trip, the results of the **Ma-reno** puzzle in the last issue will be delayed. I hope to finish it next week and inform those who submitted solutions at that time. I was pleased with a better turnout. There were eight entries; that was impressive because two of those sending in a solution did not have the game!

Recently we mentioned in this newsletter that Bob Best and I finished a game of member Paul Koenig's **6th Panzer Army**, published by Victory Point Games. As you remember, I whipped Bob soundly. I believe my margin of victory was 1/4 of a point. In the second game of the set, my Germans were all over the U.S. forces; by the second turn I had captured Eupen and was approaching Malmedy. Then Bob's reinforcements arrived. Bob has a *nasty* habit of reading all the rules. There is an innocent sounding rule that states if a German unit enters a city, he must garrison that city, or lose 10 points. Ten points is a lot in this game. So Bob took all of his reinforcements, forced the Germans out of Eupen and *did not* enter the city! Eupen has only three adjacent hexes in the field of play and I was unable to get back into the city. Ten points for Bob. He generously

(Continued on page 3)



Secretary's Notes Bob Best



Today is Thursday, June 4, 2015, and its time to prepare another Secretary's Column.

Member Mark Fassio is currently going through some rough chemo treatment in his bout with cancer. Please keep "Good Thoughts" for Mark for a speedy recovery. Mark, we hope you get well soon. Looking forward to our game later this summer!

We are also keeping "Good Thoughts" for Duncan Rice's sister and wife who will be going in for a kidney swap on June 8. We wish them both a speedy recovery. Duncan's Match Coordinator duties will go on hold for a few days around then, so if you need a match request be sure to give him a few extra days to get it processed.

I received an email from an AHIKS member the other day. The writer was inquiring as to why no one had approved his request to join the AHIKS Facebook page the previous week. In the email the writer implied (correctly) that there was very little activity on the AHIKS forum and the member felt that because he had not received an immediate approval for his request to join the AHIKS Facebook page that might also be indicative of the same lack of activity there.

There are two issues here as I see it. First, is that AHIKS is an all volunteer organization and the officers who administer the various functions of AHIKS have a life outside of the club. AHIKS is not a business! We as volunteers are not standing by waiting to handle club business. So, a request for service might take longer here to get accomplished. We have only two administrators for the AHIKS Facebook page, Duncan Rice and me. Factor in vacations, work, and family and it might take several days for someone to handle a member's request.

I am certainly not saying that you should not inquire if you have made a request and haven't heard back in a couple of weeks. Things do slip through the cracks from time to time, but we might need more than a few days to get to it initially.

The second issue as I see here is that the writer went to the AHIKS forum, decided there was little activity, and so he left!

He made no effort to post something on the Forum to see if he got any response. His only action after leaving the forum was to point out the lack of activity in an email to me.

The only person who can correct lack of activity on our forum is *you*! If you want to see more activity on the AHIKS forums, then post something! Don't wait around for someone else to post. Step up and write something. Give a game report, ask a question, or start up a game with one of your opponents there. That is how lack of activity is corrected. The officer corps cannot do it for you.

AHIKS Happenings

Your Executive Committee has decided to increase the donation to the Ironman Competition being run by member Randy Heller. AHIKS will now donate a \$100 gift certificate rather than the previous \$50 certificate that was already approved. Randy, we hope this helps out there.

We are also taking a look at the AHIKS by-laws and will be updating them in the coming months. We will publish a revised draft edition here for member input and voting. I will be chairing the by-laws review committee. If you have any input, email or write me at the address on page 12

The Executive Committee is also looking into awarding cash prizes in the form of gift certificates for games to members who are playing games through the Match Coordinator. Check out

Duncan Rice's column and our President's column for more details.

Duncan Rice, our Match Coordinator, plans to run a short-tonnage campaign game of **The Hunters** on the AHIKS forum. He has posted about it on the forum and he will be discussing it in his column here in this issue. Thanks Duncan, I'm looking forward to playing. Can I bring KKPT Wulf Kreuger back from retirement? :-)

The **Wooden Ships and Iron Men** multiplayer game being run on the AHIKS forum by Brian Stretcher has finished up. The French and Venetians were declared the winner when the British lost one of their frigates to a boarding action and a second British frigate was grappled and about to be boarded. The other two British ships were tied up by the Venetians and had no hope of escape. If you would like to see the final results of the match, Brian has written a final report on the game and it is posted in the On-Line game section of the AHIKS forum at www.ahiks.com. It was a Great Game! I certainly had fun playing and a BIG Thank You to Brian for running the game!

On Other Fronts

Omar DeWitt and I finished our match of Victory Point Games' **Paul Koenig's 6th Panzer Army** game. The Americans won both matches. (Omar and I split the two games). I must say that it was a most interesting game. As the Americans I was scrambling to stop Omar's Germans as they advanced down the narrow roads. Stacking blocks terrain, and units cannot move through stacks of units. That is an interesting way to capture the flavor of the Germans being held up on the poor road network in the Ardennes. **PK's 6th Panzer Army** is a low unit counter game played on an 11x17 inch map. Paul has included some interesting concepts into the game including defender's combat value being regulated by terrain type. Various modifiers also affect the combat values of both the attacker and defender. Omar and I played with all the optional rules including Peiper's Rampage on turns two and three. All in all a fun game, played with an excellent opponent! Thanks for a great game, Omar!

Brian Stretcher and I took the plunge and purchased Compass Games' **Balance of Power** that was just released. Brian has been interested in playing a strategic level World War I game as any of you might know who have been reading his column of late. I'm not well versed in the "hows and whys" of WWI, which might give Brian a big edge in a game, but we are going to give it a try. We are thinking of playing the 1914 scenario. We will most likely be playing it on the forum, so if you have an interest in the game or the time period, come on by and feel free to make comments or suggestions. The game should be starting in the next month or two.

My Personal Project: *Target for Today!*

And now for some crass commercialism! :-)

For those of you who might be following the design and development notes that I have been posting here periodically for **Target For Today!**, let me say that the game was finished up and sent to Legion Wargames in May. Randy Lein at Legion Wargames plans to list it in July/August time period in their customer pre-order games list.

Target For Today! is a solo game casting the player as a bomber pilot flying a B-17 or B-24 heavy bomber in the Day-

light Strategic Bombing Campaign in Europe. The game has its roots in the old Avalon Hill **B-17 Queen of the Skies** game. But, unlike **B-17 QOTS**, **Target For Today!** covers the entire USAAF strategic bombing campaign conducted by the 8th Air Force from England from 1942 until 1945. It also covers the 15th Air Forces' heavy bomber operations over Europe as well. The 15th Air Force was formed after the invasion of Italy in 1943 and flew from bases around Foggia Italy in the Mediterranean.

The player can fly any of several different B-17s, the E, F or G models, as well as the YB-40 which was the USAAF's attempt to provide a bomber escort for deep penetration raids into Germany before the long-range fighters came into being. The player can also fly the B-24D or J model heavy bomber.

There are six different campaigns that cover the entire USAAF's Daylight Strategic Bombing Campaign conducted by the 8th and 15th Air Forces included in the game.

The German fighter defenses are also well covered with several different models that were used in the real-life campaign. German jets are also included as are rules covering the elite "Abbeville Kids" from JG-26. There are a number of optional rules that cover everything from Lead Bomber Crews to early and late style bomber formations to a Squadron Game that allows the player to determine how his Squadron survives during a bombing mission.

Basic game single missions are quick and easy to fly, but the optional rules allow the player to add additional levels of realism and difficulty to the game system. Single missions can be strung together to allow the player to fly a tour of duty consisting of 25 to 50 missions depending wartime date being simulated. The object of the game is to survive your tour of duty.

The game lends itself to use of miniature aircraft for the aircraft modeler who also plays games. And the role-playing gamer should also find a great game vehicle to support a new or ongoing role playing game. A listing of historical 8th and 15th Air Forces' units is also included for the player who wants to merge his game with a real life background. A section covering the Anatomy of a Bombing Mission is also included so that the new player will have a background for what is happening in the game.

Also included in **TFT!** is a real-life listing of the missions flown on a tour of duty by pilots and crews of the 367th Bomb Squadron, 306th Bomb Group. Most of you have likely seen the movie *12 O'clock High*, starring Gregory Peck. The movie storyline revolved around the happening in the mythical 918th Bomb Group. However the story of the 918th Bomb Group was based on real life events that happened in the real 306th Bomb Group in the early days of the Daylight Strategic Bombing Campaign. The movie producer altered the name of the real life 306th Bomb Group by multiplying the group numbers by 3 to come up with the 918th Bomb Group name in the movie. The 367th Bomb Squadron was one of the squadrons assigned to the 306th Bomb Group. The missions were taken from the 367th's combat diary for the first 25 completed missions flown by that unit.

There are a number of additional optional rules that cover many other real-life type events that our bomber crews faced during the campaign.

If this sounds interesting to you or if you are a fan of the old **B-17 QOTS** game, you ought to stop by Legion Wargames'

website at www.legionwargames.com and take a look at **Target For Today!**

Randy Lein at Legion Wargames says he will have the game description posted in customer pre-order section in July or August.

Meet the Member

There were no Meet-the-Member profiles submitted for publication in this issue. If you would like to introduce yourself to the membership you can send me your member's profile to 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 four new members join AHIKS since the last issue. I would like to welcome them to AHIKS.

James F. Kelly	1811	Belle Harbor, NY
James A. Vitti	1812	Victoria, B.C. Canada
Thomas L. Yoder	1813	Maineville, OH
Robert Rothman	1814	Brooklyn, NY

Gentleman, *welcome* to AHIKS!

Until next time, Happy Gaming to you all!



(Continued from page 1)

entered the city on the next turn, but he then drove me out of another city! **And** did *not* advance into it! I was able to get a 50-50 attack that would have allowed the Germans to re-enter the city. But, alas, I lost the battle. The point, here, is check out your opponent. Do you want one who reads all the rules? Or do you want one who always says, "OK." Keep in mind: Bob edged me out by probably 25 points!

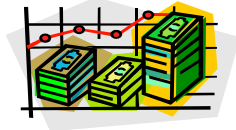
My overview of the game is that there are too many chances to win by just rolling the die. There is a die roll to capture fuel (2 points); there is a Leadership roll, and the winner can retrieve a dead unit (1 or 2 points). And, of course, there is the German garrison rule. It makes sense when the city is behind the front lines, but it changes the focus of the game when the city is on the front line. This does not play like any Bulge game I have played before. The Germans do not cut through the U.S. in early play, they slog through the U.S. lines. There are many, many rules, which will delight some gamers, but not me at my age. If you play the game, I would suggest amending the garrison rule.

Although his email address has not changed, Brian Stretcher has moved into his new home. Note the address on page 12. We know he will enjoy his new home and wish him the best.

As you will see on page 19, I am thinning out my military library. The items listed are available for \$1 each, to help with the postage. I'm sure I could sell the books for more than \$1, but the time and hassle are more than I want to spend. I am getting ready to get rid of some games I have not played in XXty years.

Treasury Notes

Brian Stretcher



Cutting the cord: an introduction to internet TV for wargamers

OK, one of you wrote to me and wanted this piece to see print, so here it is...

My wife and I took the plunge after Christmas and bought a Roku 3, a device that turns a dumb TV into a smart one, giving us access to literally thousands of online TV channels through our household wireless network. There are two questions that I know you are asking yourself right now: what does this have to do with wargaming, number one, and, what the heck can you possibly do with thousands of channels, when I don't watch any more than six or so of the 100 or so channels I already get through my cable or satellite provider?

It mainly boils down to two things that should be precious to every wargamer: time and money. If you can squeeze more time out of life (i.e., not waste too much of it watching TV), then you can spend more time playing the games you love. And, if it doesn't cost as much, then you have more money to pay for those games you love! Even better if you get more for what you do pay, and plenty of stuff to watch that is of interest to people who like military history or history in general. Pretty simple, *n'est-ce pas*?

I also offer this information to you now because I know that we are all getting older and therefore more likely set in our ways. Everyone loves to sit down at 8:00 on Wednesday nights to watch the latest *I Love Lucy* episode on their 19-inch black-and-white Zenith with the entire family, and you can't wait to watch that same episode again the one other time it is shown in the summer! Let's face it, we older adults have been conditioned to watch TV according to the providers' schedules, which is why it has always been considerable trauma when the wise network executives move your favorite Thursday 10 PM show to 8 PM on Mondays when you can't watch it. What's that? You don't have to sit and watch your favorite TV shows at the same time each week? You can watch an entire season of a show without annoying commercials? Yes indeed, the times are a-changin'! Ask any 20-something and they will happily smile at clueless you, while having no clue themselves as to what it means to be tied down to a schedule to watch what they want to watch. And that without lifting a finger to remember to program the VCR or Tivo or DVR or whatever. Now YOU TOO can watch endless hours of military history documentaries at your own convenience, all for the low, low price of an internet connection that you would pay for anyway and the price of either a smart TV or an internet player, such as a Roku, Amazon Firestick, or even a smart Blue-Ray player if you simply can't give up your DVDs. Any of those can be found at Best Buy or Amazon for less than \$100, and most of them will fit in the palm of your hand.

What about the money to watch the channels you want? Well, yes, it does involve a little bit of money, for some channels. A whopping \$9.00 a month for Netflix, which by itself will give you more than you could possibly watch in your lifetime. But if you need to have even more, you can spend about the same for Hulu+, which will get you more currently playing TV series (although not commercial free) and the same amount again for Amazon Prime for more movie choices (plus free two

-day shipping!). If you like first-run movies, you can usually rent them directly online through any of a number of providers, for about \$3 to \$5; no disks, no runs to the mostly defunct Blockbuster or trying to look through all of the movies on Red-box while someone with whiny children waits impatiently behind you. For about \$30 a month plus the occasional rental, you can have access to just about any programming you can think of.

Except live sports. Sorry, the cable and broadcast networks still have that mostly tied up by contract. If you have to watch every NFL game broadcast every Sunday, then you're out of luck, and you will have to stick with cable or satellite. For now. There are cracks in the dike, as some sports channels are available online by subscription, and there is an increasing amount of free content. The time will soon come when you will be able to watch just about any live sporting event online without having any sort of cable provider, although you'll have to pay; it's inevitable. Oh, by the way: if you live in or near a major metropolitan area, I remind you that you can still get all of the sporting events broadcast over the air with your digital antenna. For free.

A lot of the channels that come with your smart device are also free, although free programming often comes with, you guessed it, commercials! However, the movies with commercials that I have watched are still uncut, have fewer commercials than broadcast or cable, and they don't play the trick of having few commercials at the beginning and massive numbers every five minutes at the end. There are a lot fewer commercials with most streaming channels than you'll see if you go to the network websites to watch their shows. Yes, they are trying to groom us to pay for their content too.

For some examples, my wife and I paid for cable here in Western North Carolina after we moved from Ohio. It was kind of necessary here, since we are rather removed from the regional broadcast stations and the mountains have a tendency to restrict reception unless you have one of those towering antennas still attached to the top of your trailer. Plus, at the time we moved, a mere two years ago, internet TV was still pretty new, and we had little knowledge about it, dismissing it as something the kids could watch through their X-box. After the requisite promotional six months, we were paying a little more than \$100 a month for our bundle of cable TV and internet; no premium channels like HBO, just the basic or basic plus, whatever they call it. Probably around 100 or so stations, I would guess. Mostly crappy stations, with endless amounts of "reality" television. After the novelty wore off (we did not have cable in Ohio), we found we were still pretty much watching the same programs available on broadcast TV, with a few exceptions. And, after a few months, we had seen most of the interesting programs and movies that cable TV would offer, except of course the really good movies that would play at 5 PM in the afternoon or 3 in the morning, with a couple notable exceptions, like *Manhattan* on WGN. It took me a few months, but I think I did eventually see almost every episode of *Family Guy* between 11PM and midnight on Cartoon Network.

Then, after some research, we bought our Roku 3 in December of last year. Highly rated, and with the fastest processor available for such devices, we paid about \$90 for it, including shipping, through Amazon. A little more than \$100 now, depending on promotion. Very easy to set up, just plug it in to your TV with the HDMI cable (yes, your TV does need to be somewhat recent in order for this to work; the old analog box

sets will not do the job), and go through a short process to connect to your network. Doesn't have to be wireless, an Ethernet cable will work as well. Then we signed up to try Netflix for 30 days free. The rest, as they say, is history (yes, you can get the History channel for free, through Roku, with one-day delay between the broadcast and online availability, and there are no commercials with the online version, so your hour long show is only about 42 minutes or so online; I am looking forward to watching new episodes of *Vikings* online next year, essentially for free and without commercials).

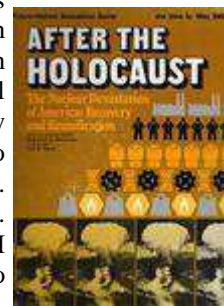
All this, and we pay \$48 for our internet connection and \$9 for Netflix a month. We no longer get the broadcast networks because of where we live, but most network TV programs are available one to eight days after they first air, depending on the network. FOX is a bit more militant about it than NBC, for example, but, whatever. Watching shows on your computer is a little more difficult than through a streaming device, but it is still possible to watch whatever shows you have been following, and all on your schedule, without paying for massive packages of channels you never watch, to support your neighbor's passion for NASCAR or SEC football. We don't watch a lot of sports, so no great sacrifice there. Besides, when something big does come up, we can go into town and enjoy the big game at the local Irish pub! As an aside, I can actually watch the NFL games broadcast in my local market on my smart phone, through the NFL Now app, but I can't broadcast it to the TV (Verizon blocks that, by contract, even if I can broadcast any other video from my phone to the TV). So any NFL games I watch this coming fall will be tiny, but my use for them was primarily as background while I did something else anyway.

Lastly, let me speak a little more about content of interest to wargamers. I mentioned the History Channel, and its companion H2. There is also the Smithsonian channel. There are war movie channels, although some of those might cost you, say, like 99 cents, documentary channels, military channels, and channels about firearms and other weapons, if you are in to that sort of thing. A lot of unusual offerings. Roku actually offers a wargaming channel, but it's about building miniatures, not board wargames, and it's not particularly professionally done. I will also point out that there are a number of original series that are only available online. Netflix has quite a few, and none of them we've seen has been bad. Many are far superior to the typical broadcast or cable fare.

To make the switch requires some re-aligning of your thinking about how to use TV and electronic entertainment in general. I have to admit that on most Sundays in the fall, I enjoyed turning on Sunday night football to have on in the background while I read the Sunday paper. It was habit, and I enjoyed it. But it was relatively easy for us to make the switch, cut the cord, whatever you might want to call it, since we were building a new house and updating our technology anyway. We liked the Roku player enough to buy a Roku TV for our pub. It works just like the Roku itself does, but it has the device built in. We also went with a completely wireless sound system, loading all of our CDs onto our computer so we can listen to them anywhere throughout the house, and we are learning to enjoy internet radio too, but that's a story for another time. Not too old to learn new tricks yet, I suppose. Now, about those e-readers...

Anyone for a bit of post-apocalyptic fun?

Tony Arena and I are looking for at least a third player and hopefully a fourth to join us in a multiplayer game of **After the Holocaust**, the 1977 SPI game that has each player running a different region of the former United States following a nuclear war. It is largely an economic game, being the only game I can remember that requires the players to fill out "1040" forms, but it also has a military component for those impatient players who want to spend their resources making war. If you are interested, send me an email. Tony mentioned playing by Cyberboard, I think. We would like to get started soon, so let me hear from you if you are interested!



The Battle of Lissa: The British lose again!

The forum **WS&IM** game has ended. The British managed to lose to their opponents for the third time in as many games as I have run. *Active* was overrun by a massive number of French sailors, leaving two British ships to face seven opposing ships, despite the Venetian's comical sailing ability. I declared mercy and ended the match, declaring the French/Venetian combo of the two Bobs, Bob Dowrey and Bob Best, the winners. Congratulations!

I wrote a post-mortem for the forum, and you can check it out there. Bottom line is that the French/Venetian force had a plan and stuck with it, even with some bungled moves, and the British failed to respond. The British also had some communication problems, consistent with the other British teams so far assembled. Interesting...

I am taking a break from running games for a bit, but may return to the forum soon!

Treasurer's Report

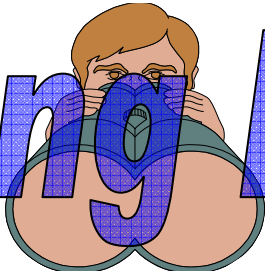
Here are the numbers:

Total balance, 3-30-15:	\$ 9,700.57
Charles Marshall, webhosting reimb.	253.71
Dividend Earned 3-31-15	2.06
Dividend Earned 4-30-15	1.99
Total balance 5-30-15:	\$ 9,450.91

Only passive income again these past two months, and our annual expense for maintaining our website. Much thanks to Charles for making that happen each year!

Until next time!

Upcoming Events



June 19-21, St. Louis, MO area (Collinsville, IL)

DIECON

<http://www.diecon.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

July 1-5, Morristown, NJ

DEXCON 18

<http://www.dexposure.com/dexcon18.html>

July 17-19, Taunton, MA

CAPTAINCON

<http://captaincon.com/>

July 17-19, Monterrey, Nuevo Leon, Mexico

ANIMEX

<http://ecreativo.com/img/ANIMEX2015.jpg>

July 16-19, Lancaster, PA

HISTORICON

<http://www.historicon.org>

July 30-Aug. 2, Indianapolis, IN

GENCON

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

August 3-9, Lancaster, PA

WORLD BOARDGAME CHAMPIONSHIPS

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

Aug. 7-9, Austin, TX

RTX

<http://rtxevent.com/home.php>

Aug. 8-9, Courtenay, British Columbia

INCON FAMILY GAMING CONVENTION

<http://inconcv.com/>

Aug. 13-16, Chicago, IL

CHICAGO NERD COMEDY FESTIVAL

<http://stage773.com/cncf/>

Aug. 14-16, Columbus, OH

MATSURICON

<http://maturicon.org/>

Aug. 15-16, Atlanta, Georgia

ANDOCON

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

Aug. 21-23, St. George, Utah

STGCON

<http://stgcon.org/>

Aug. 22-23, Yellowknife, Northwest Territories, Canada

PTARMICON

<http://ptarmicon.wix.com/ptarmicon>

Aug. 29-Sept. 1, Seattle, WA

PAX PRIME

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

Aug. 29-Sept. 1, Santa Clara, CA

PACIFICON GAME EXPO

<http://pacificongameexpo.com/>

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



Traveling Back 100 Years by Omar DeWitt

My nephew Brian and his wife Doortje (who works for the Dutch government) were kind enough to drive us around for a week. We arrived in Albert (pronounced, of course, Al-bear) around 2 PM. Albert is a short distance NE of Amiens, north of Paris. We checked in and put our bags in the room. Back in the car, Brian dialed up The Somme Trench Museum on his navigation device, and we drove into town. We parked around the corner and walked back to the museum. The museum is all underground. From the entrance, one walks down a long ramp. At the bottom to the left, a video is continually showing; it lasts about 10 minutes but is of only a little interest, being mostly shots of graveyards.

The museum is in a long tunnel and is fairly interesting. In display cases about waist level and two feet deep is corroded debris, apparently dug out of the ground after the war. It included rusted guns, rotted shoes, disintegrating helmets, partial bayonets, skeletons of tin cans, corroded bullets. Over this display were frames containing photos and explanations. Further along there were dioramas that were well done. The figures actually looked like men; female manikins did not seem to be used. The written descriptions of the dioramas were cogent.

The only display outside was 2 cannons, one from WWII!

We stayed at the Ibis Albert, which turned out to be a modest motel. Brian said it was the Motel 6 of Europe. The room was sparsely appointed. There were two fairly large but thin towels. There was a bath mat. Toilet paper and soap in a hanging container were present, as were two small plastic glasses. The room contained two beds with pillows, a TV, and a telephone. It was a clean room. It made checking out quite easy; if

one saw anything in the room as he was checking, it was his. Two people could fit into the bathroom at the same time, but neither could move.

After breakfast, we drove 20 km east to Peronne Cedex to visit their Historial de la Grande Guerre. We arrived a little before 9:30, and, fortunately, it opened at 9:30. Seven or eight people were waiting for it to open, and we followed them through the castle gates. A statue of a fatigued French soldier greeted us at the bottom of the stairs to the entrance. A humungous, rectangular WWI tank was positioned on the other side of the stairs. The museum was quite different from the one in Albert. This was bright, clean, and very neatly done. There must have been two dozen 12-inch monitors throughout the museum showing film from WWI on different subjects. Tall glass cases were on all of the walls showing memorabilia. On the floor were rectangular "pits" about a foot deep and maybe 10 feet by 15 feet. These contained displays of uniforms and the equipment that soldier would have carried. One was a hospital display; it contained a wooden leg that went almost to the hip. It was all very clean and neat. Many contemporary posters were hanging. "Buy a Bond. Stop the Hun." I couldn't help thinking about propagandists, who could (can) make just about anything look really good, or really bad.

While I can't make a clear suggestion that anyone make a special visit to either museum, this one is superior. Of course they are very close to each other.

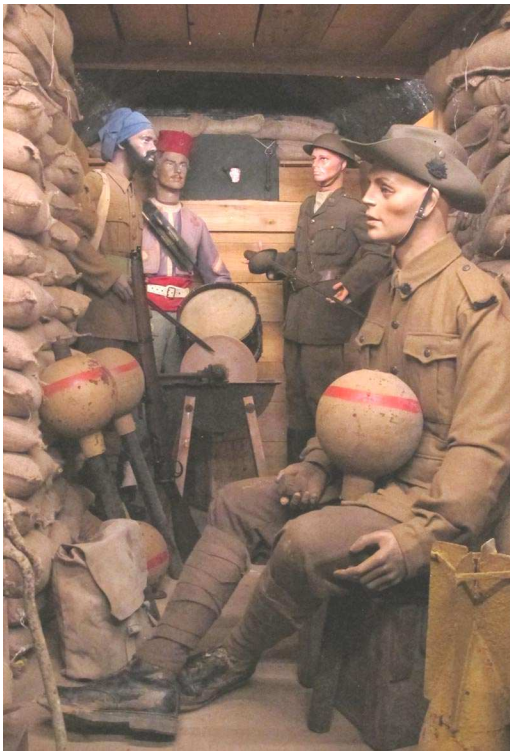
[In the next issue, we will travel to Verdun.]



Showing Shrapnel inside shells.



The Kommandeur



The Overseas Colonies

Both the French and British authorities called upon their colonies to join forces and fight in WWI. And so it was that soldiers came to the battlefields of Europe from Australia, New Zealand, South Africa, Canada, Morocco, Tunisia, Algeria, Senegal, and China... The Indian Army was also mobilised and fought with great distinction.

In this scene there are four colonies represented: at the front there is an Australian soldier; at the back on the left an Indian soldier is sharpening his bayonet, at his side stands an Algerian (Oran) and finally, on the right there is a Canadian soldier. He is holding a sword of the type used by the British cavalry in 1914.

The British army, just like the enemy, used trench mortars. The shells in the foreground were known as *toffee apples*. The British soldiers gave them this name because of their shape. However, the toffee apple was not really effective and was replaced by the *flying pig*, seen here on the ground next to the Australian soldier's leg. These trench-mortar bombs were thus named because they made a noise that reminded the soldiers of squealing pigs.

Sniper

The term "sniper" dates from the 18th century and originally referred to snipe shooting. (A snipe is a small game bird.) By the start of the 20th century, the word had come to mean a military sharpshooter.

On the outbreak of the First World War, Germany had the advantage in sniping terms, but as the war progressed the allies took the lead. The development of sniping in the British Army was largely due to the efforts of men such as Major H. Hesketh-Prichard. A pre-war big game hunter, he used his skill and experience to establish a training programme for British Army snipers. They were trained not only in marksmanship but also in camouflage and observation skills. In many cases, snipers in the field would work in conjunction with an observer whose job it was to spot for likely targets and to record fall of shot. Some men, however, preferred to work alone, relying on their own skills and instincts.

In spite of allied efforts, the threat from German snipers was never wholly eradicated. The last British Empire battle casualty on the Western Front, Private George Lawrence Price, was killed by a German sniper at 10:58 am on the 11th November 1918.

British Artillery Rounds Expended on the Western Front from 1914 to 1918

Type	Produced	Fired	Range
13 pdr	5,470,000	1,500,000	5,900 yards
18 pdr	113,000,000	99,300,000	6 to 9,000 yards
60 pdr	N/A	10,125,321	12 to 15,000 yards
QF 4.5 in Howitzer	29,200,000	25,000,000	7,300 yards
9.2 in Railway Gun	N/A	45,000	22,600 yards
BL 6 in Howitzer	N/A	22,400,000	11,400 yards





See page 12 for more on Perrone Cedex

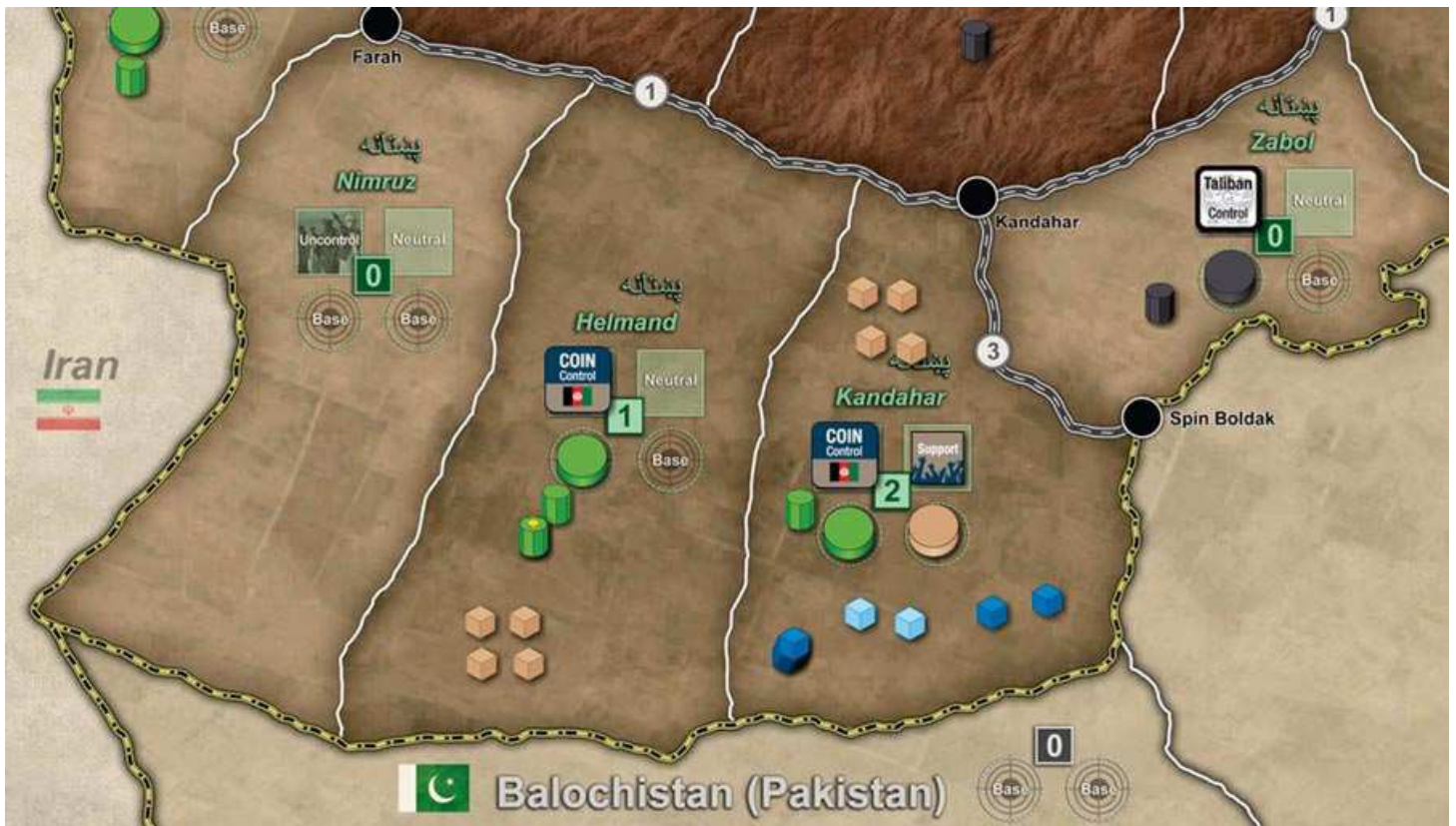
The Cabinet War Rooms (A.K.A. The Match Coordinator's Office) by Duncan Rice

I have decided to give the Match Coordinator's office a somewhat grandiose title. I hope this isn't a reflection of my own ego but a nice touch of flavor to AHIKS. My apologies to members who have had to wait for M.C. services. Life is rather busy these days and some duties, especially postal mail ICRK, are taking me longer than normal. I am present but I ask that you bear with me and give me good notice when you require service that you can anticipate.

A **Distant Plain** is still active with all four factions going strong after the first propaganda phase. The game is proceeding slowly, but we seem to have all accepted this because it's an unrated learning game. This picture shows the South of Afghanistan. My Coalition troops (beige pieces) have a strong

presence in country. They have recently cleared Helmand Province of Taliban (black pieces) and exposed some Warlord guerillas (green pieces). The Government (blue pieces) is training, and we await Taliban action. There is a good chance that after this game we will be playing **Fire in the Lake**, which is the Vietnam War version of the series.

A new **Hunters** tournament will be beginning. This will be a short tonnage tournament and players will have a choice between a Type VIIC and Type IXC boat. Five AHIKS members are already registered, and the game should begin two to four weeks after you read this. If you are interested, email the Match Coordinator's office immediately.



Open Match Requests from Duncan Rice

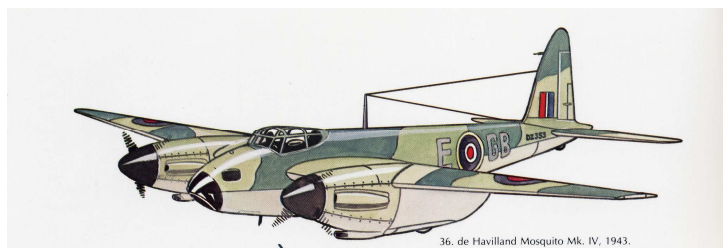
1776 3ed AH	Rod Coffey (1493) V	Stalingrad AH	Brian Britton (1582) V
Albion, Land of Faerie SPI	Tony Arena (1652) C	Stones River Decision Games	Mel Yarwood (36) P
After the Holocaust SPI	Tony Arena (1652) CM	Tactics II AH	Robert Rothman (1814) ES
Amateurs to Arms CoA	Rod Coffey (1493) V	Third Reich 4ed AH	Michael Mitchell (1086) ETV
Anzio AH	Melvin Yarwood (36) P	Third World War GDW	Tony Arena (1652) V
Anzio 4ed AH	Tom Walsh (1427) P	To Green Fields Beyond SPI	John Trosky (1554) CEV
Armada 2ed SPI	Tony Arena (1652) C	Twilight Struggle GMT	Chris Hancock (565)
Axis and Allies MB	Andre Polite (1799) F	Up Front AH	Andre Polite (1799) F
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	A Victory Denied MMP	Ed O'Connor (1243) V
Battle for Midway: Decision in the Pacific 1942 GDW	Melvin Yarwood (36) P	War of the Ring SPI	Tony Arena (1652) C
Battle Fleet Mars SPI	Tony Arena 1652 C	War at Sea AH	John Hoffmann (884) E
Bitter Woods AH	Melvin Yarwood (36) P	Washington's War GMT	Shannon McNamara (1639) V
Blue and Grey I, II	Melvin Yarwood (36) P	Waterloo AH	Pete Martin (0243)
Borodino SPI	Melvin Yarwood (36) P	Waterloo AH	Brian Britton (1582) V
Caucasus Campaign GMT	Tom Thorsen (470) V	Wooden Ships + Iron Men AH	Mike West (1163) EV
Chalons DG	Albert Bowie (299) EP		
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		
D Day AH	Robert Rothman (1814) ES		
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		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Frayser's Farm Decision Games	Mel Yarwood (36) P		
Fury in the West AH	Albert Bowie (299) EP		
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		
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		
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		
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 Campaign AH	Joel Ramsey (1762) EP		
Russian Front AH	Melvin Yarwood (36) P		
Saratoga GMT	Chuck Leonard (0711) ETV		
Sorcerer SPI	Tony Arena (1652) C		
Squad Leader AH	Melvin Yarwood (36) P		
Squad Leader AH	Andre Polite (1799) F		
Squad Leader AH	Tony Arena (1652) V		

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



36. de Havilland Mosquito Mk. IV, 1943.

The Saint-Chamond tank

Designed by Colonel Rimalho, this vehicle provided significant improvements compared to the Schneider tank which was used for the first time on April 16th, 1917 at Berry-au-Bar (Chemin des Dames).

It was longer, had far greater mobility and stronger armour. Its weapons were also more powerful, as it was equipped with a 75mm cannon in the front and had four machine-guns, but only needed two more crew members than the Schneider tank.

400 Saint Chamond tanks were ordered. A Panhard four cylinder petrol motor set a dynamo in action, providing the necessary energy for two electric motors linked to the tracks. These were held by three pairs of bogies on volute springs. The treads themselves were made up of thirty-six tracks.

After the first battle of this veritable "landship" in May 1917, it was necessary to raise the main body and to change the roof to a slanted version (from which German grenades could roll off).



Used on the Western front up to the armistice, the Saint Chamond tank had similar missions to the Schneider and also was used by the American Expeditionary Force in France.

Built by the Navy Forge and Steelwork of Homécourt Company.
Weight: 23,000 kg; armour: 17 mm; length: 7.91 m; width: 2.67m; height: 2.34 m.
Panhard motor, four cylinders 90 HP.
Speed: 8 km/h.
Crew: 9 men.

As AHIKS 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 AHIKS 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 117 Camellia Trail, 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: August 14, 2015.

GENERAL INFORMATION

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

Game News

Against the Odds

2014 Annual—**Set Europe Ablaze**. Unlike many board strategy games, the focus is not on movement and combat by military units but on political-economic strategy. The Axis player wants to extract as much raw materials and finished goods as possible, to aid the war effort, and the Allied player seeks to avert this. Allied tactics include sabotage, interdiction, and intelligence gathering. \$50

<http://www.atomagazine.com/Details.cfm?ProdID=138>

Avalanche Press

Panzer Grenadier, Conquest of Ethiopia is a complete boxed game in the Panzer Grenadier series. You do not need any other game to play any of its 40 scenarios. Design is by Lorenzo Striuli and Ottavio Ricchi. The game includes eight semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from **Panzer Grenadier (Modern)** and **Infantry Attacks**, too). Plus 517 playing pieces: smooth, scorchless, sootless laser-cut pieces. \$100

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

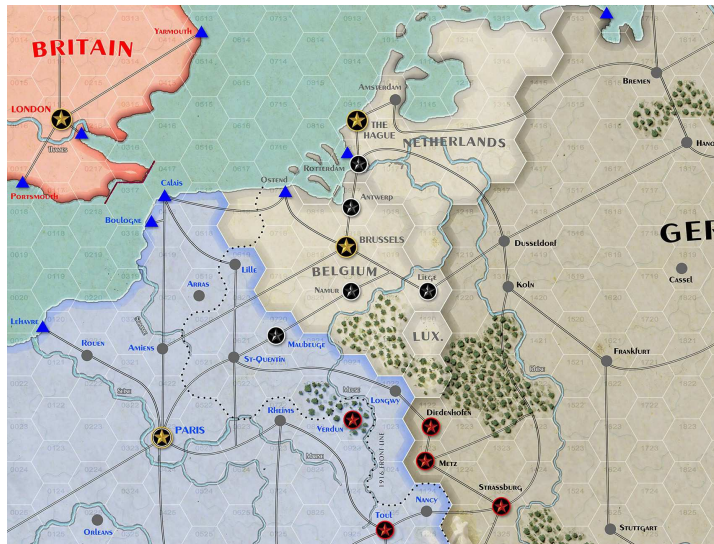
Panzer Grenadier, An Army at Dawn In early November 1942, American and British forces stormed ashore in French-ruled Morocco and Algeria, beginning a campaign to press the Axis into a small bridgehead around the ports of Tunis and Bizerte in Tunisia. The U.S. Army had its first exposure to combat in the European Theater, while fresh British forces joined the veteran Eighth Army against the Axis. French troops fought first against the Allies, then with them. The game includes four semi-rigid mapboards, with art by Guy Riessen. Plus 517 playing pieces: smooth, silky die-cut pieces. \$80

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

Compass Games

Balance Of Powers enables players to game the entire First World War in a hex-and-chit format at the army corps and naval squadron-level from the diplomatic crisis of July, 1914, through countless air, land, and naval battles until Europe reaches an armistice, which can occur as late as May, 1919. In addition to a three-map, four-year grand campaign, the game has several smaller scenarios, including single season, one-mappers, to accommodate every schedule and area of interest. The innovative map layout divides Europe horizontally rather than vertically to enable two-front struggles on a single map sheet. Taken together, the maps permit a degree of strategic speculation absent from operational-level games. For example, the British can invade the German or Adriatic coast instead of the Dardanelles. Balance of Powers also portrays diplomacy and economics. A haggle-based diplomacy system enables history buffs to recreate the land-swap politics of the period, or players can opt for a simpler, streamlined schedule of neutral entry with a dash of randomness added for surprise.

Industrial production is as simple as 1-2-3 to avoid excessive math while enabling players to comprehend the "cost" of their losses. In the end, victory hinges on control of terrain or accumulated demoralization. Designer: John Gorkowski. \$115 <http://compassgames.com/index.php/military-simulations/balance-of-powers.html>



Enemy Action: Ardennes is a new gaming system from John Butterfield. A card-driven and diceless system featuring three games in one box: 2 solitaire games and a two-player game. The first module, **Ardennes**, portrays the German offensive against the Western Allies in December 1944 - the Battle of the Bulge. \$145 <http://compassgames.com/index.php/preorders/enemy-action-ardennes.html>



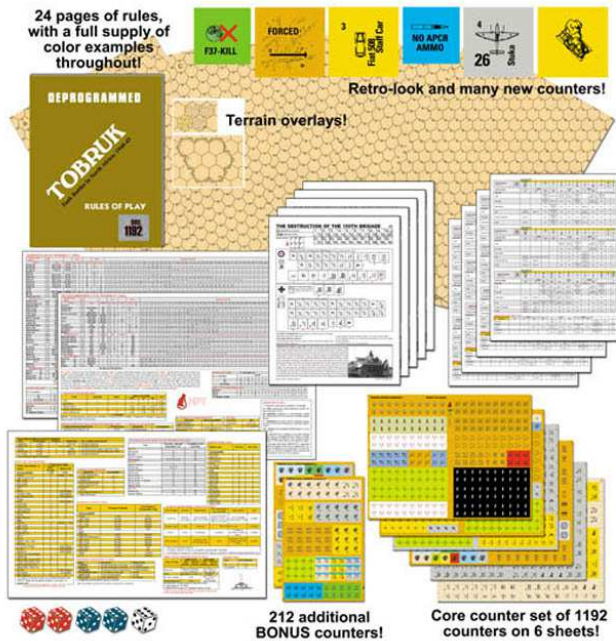
Critical Hit

Spanish Civil War 2015 Module 2. A set of 8 more scenarios, plus 2 additional bonus scenarios, are provided—bringing the final collection to 20 Spanish Civil War scenarios. You also get another set of the 2 full counter sheets, including all newly named SMC's. The scenarios are in color format, and you'll need the special rules and play aids from SCW1. \$60

http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=SCWASL2

Tobruk Deprogrammed BRL 1192 Core. In the early 1970s an innovator and ordnance expert named Harold came along and got his hands on a document unseen outside of military circles: BRL 1192. The data within became the core of the groundbreaking design that preceded every other major tactical-level system and won Board Wargame of the Year, after its release. Years later, an MIT-grad and devotee named Brian came along and saw the potential of reverse-engineering the 'programmed instruction' rules, and was himself, soon in the company of a publisher named Ray, that owned the original as his first board wargame. The result is something that brings back the approach to tank vs. tank warfare, and keeps the approach true—while





working in the enhancements, published and yet to be published, to create a truly unique system of recreating the war in North Africa and beyond. \$120

[http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=BRL1192DEPRO)

[Store_Code=criticalhit&Screen=PROD&Product_Code=BRL1192DEPRO](http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=BRL1192DEPRO)

GMT Games

Gathering Storm, both a game in its own right and a prequel to GMT's **A World at War**, covers the period from 1935 to the outbreak of World War II, whenever that might be. Like **A World at War**, **Gathering Storm**, simulates the military, economic, political, diplomatic, research and production preparations for the Second World War, allowing the players to explore what might have happened if:

Admiral Doenitz had convinced his superiors of the importance of submarine warfare in the impending war with Britain.

Germany had pursued the Z Plan earlier and more consistently.

The development of the "Ural bomber" had been pursued.

Poland had become a German satellite, rather than resisting German aggression.

Mussolini had given a lower priority to naval armaments, to the benefit of the Italian armor and air forces.

France had extended the Maginot Line.

de Gaulle's arguments to expand and strengthen France's armor units had been accepted.

Britain had rearmed sooner.

The Spanish civil war had been won by the Loyalists.

Atomic fission had been discovered earlier.

Covers the period from 1935 to the outbreak of World War II, whenever that might be.

GATHERING STORM

Prequel to **A World at War**

Simulates the military, economic, political, diplomatic, research and production preparations for the Second World War, allowing players to explore what might have happened.

P500

Plan Z

Expansion of the German Navy
Kriegsmarine

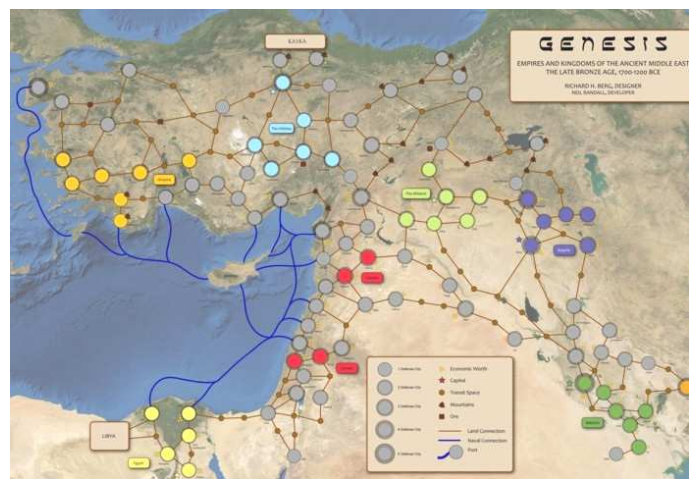
The Second World War had begun with a Franco-Italian conflict. Or a French pre-emptive attack on Germany. Or a Russo-German war, with Italy and the Western Allies neutral. War comes early. Or later, in 1940 or even 1941.

\$105 or P500 price of \$70

<http://www.gmtgames.com/p-467-gathering-storm.aspx>

Genesis is a campaign-level game covering the turbulent Late Bronze Age in the Middle East, where kingdoms rose and fell while establishing many of the systems and ways of life that underwrite Western Civilization. Much like its ancestor game, **Pax Romana**, **Genesis** is a game that provides the players with the historical *dramatis personae* and allows them to forge their own empires. It also has a great emphasis on the control of the important trade routes and commercial centers and the building of the spectacular monuments these civilizations left for posterity and wonder. A Richard H. Berg Game Design. \$69 or P500 price \$48.

<http://www.gmtgames.com/p-429-genesis.aspx>



Wing Leader is a new game system of large-scale aerial combat in World War II. Based on a unique side-scrolling view, in which altitude is clearly visible, players can recreate the great air battles of the war.



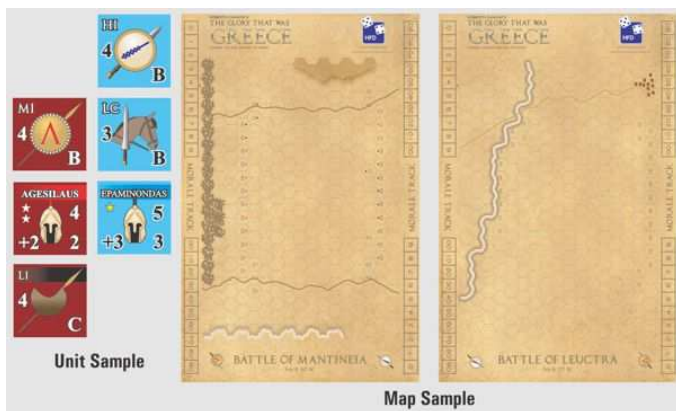
This first volume focuses on the fighting from 1940 to 1942, with scenarios for the Battle of Britain, Malta, Coral Sea, Midway, North Africa, and Stalingrad. Future games will expand the system to the late war.

Players fly squadrons and flights, attempting to intercept raids or fend off marauding fighters in fast-playing games that take between 90 and 120 minutes. Designer: Lee Brimmi-combe-Wood. \$69 or P500 price \$45.

<http://www.gmtgames.com/p-496-wing-leader-victories-1940-1942.aspx>

High Flying Dice Games

The Glory That Was Greece is a series of games depicting several battles from the ancient world. The games are introductory in level and complexity, designed for fun and competitive play, while also depicting the history of the battles. This first volume in the series depicts the battles of Leuctra (371 BC) and Mantinea (362 BC). Game Design: Roberto Chiavini \$15



One Shot Away: Lam Son 719 is an introductory level game of the first major offensive waged by the Army of the Republic of South Vietnam (ARVN) outside of its borders. Supported by US airpower, the offensive sought to destroy the Communist supply dumps along the Ho Chi Minh trail in Cambodia and Laos, as well as disrupt any offensive by the forces of the North Vietnamese Army (NVA) and its People's Army of Vietnam (PAVN), better known in the USA as the Vietcong. The offensive was also the first large scale test of President Nixon's policy of "Vietnamization" in which the bulk of the war effort was to be borne by the ARVN as the US forces were withdrawn home. Game Design: Paul Rohrbaugh. \$21

Legion Wargames

The Battle of Tanga, 1914 Invasion of German East Africa, by Dennis L. Bishop - Andrew Preziosi - George Pearson. Often referred to as 'The Battle of the Bees', the Battle of Tanga, an amphibious attack launched by British and Indian forces, established the burgeoning reputation of Colonel (later General) Paul von Lettow-Vorbeck by the manner in which he successfully defeated the British-led attempt to capture German East Africa. \$64
http://www.legionwargames.com/legion_tanga.html



Lock n Load

Rommel at Gazala is the 2nd Edition of Jim Werbaneth's simulation of the daring offensive of Panzerarmee Afrika against the British Eighth Army's fortified line near Gazala, Libya, in May and June 1941.

Rommel at Gazala is a quick-playing, accessible game. It is sufficiently easy for new players to enter into board wargaming, but with enough possibilities to offer significant replay value to newcomer and veteran player alike. Counter density is low, letting the players concentrate on strategy more than minutiae, and the pace is fast. There are also special rules to evoke the special flavor of the battle; armor superiority, the dreaded "88," fortifications, and of course the special capabilities of Erwin Rommel himself. \$35

<http://store.lnlpublishing.com/Rommel-at-Gazala>

Totensonntag 2nd Edition: Corps Command. On November 19, 1941, as the sun rose over a new day in the Libyan Desert, a clock was ticking in the headquarters of the British Eighth Army. They had done the impossible and surprised Erwin Rommel, the Desert Fox, slipping nearly five hundred tanks behind his lines. The opportunity to crush the Afrika Korps lay within their grasp...

Totensonntag is the expanded 2nd Edition of Peter Bogdasarian's **Totensonntag** from the award-winning **Corps Command**-system game. At stake: The First Battle of Sidi Rezegh, fought between the British Commonwealth's XXX Corps and Germany's Panzerarmee Afrika during Operation Crusader. Relive the battles, from the opening skirmishes to the hellish clash on Totensonntag, the Sunday of the Dead. \$35
<http://store.lnlpublishing.com/totensonntag-corps-command>

Heroes of the Colosseum Not one but two games! Inside **Heroes of the Colosseum** you'll find everything you need to recreate the blood sport of gladiatorial combat and also the excitement of chariot racing. On the gladiator side you'll find:

Rules to personalize your gladiators, making each truly unique.

A way to generate Non-Player Gladiators, opponents totally controlled by the game mechanics.

Two full color arenas, beautiful counters, and Roster Sheets to represent the gladiators and their equipment.

Quick to learn, but hard to master, combat rules that accurately reflect the gladiatorial way of combat.

An easy to use Campaign System, to track the success of your gladiators, as they rise in abilities.

The second game lets you race chariots at the Circus Maximus. Like your gladiator counterpart; your charioteer starts his journey to Fame & Fortune, on the Fringes of the Empire. With luck and skill, you increase in abilities and climb up the ladder to freedom. On the way, you will whip and bash all opponents who stand between you and your ultimate goal. \$55

<http://store.lnlpublishing.com/Heroes-of-the-Colosseum>



Ludifolie Editions

No Man's Land: Trench Warfare 1914-1918. By the end of 1914 the armies have dug in. Like a scar spreading across the face of Europe, trench-lines extend from the North Sea to the Swiss border. In the mud and cold, amongst rats and the smell of rotting corpses, millions of men will go over the top to capture the enemy trench and break through the front.

The 11 scenarios of **No Man's Land** will allow you to follow the evolution of WW1 trench warfare from many different perspectives: army organization, new tactics and weapons. You'll learn to master artillery barrages, poison gas, flame-throwers, shock troops, tanks, while overhead the dawn of aviation will provide precious help.

<http://boardgamegeek.com/boardgame/176478/no-mans-land-trench-warfare-1914-1918>

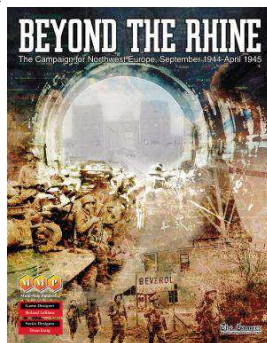


Multi-Man Publishing

Beyond the Rhine depicts the campaign for Northwest Europe from September 1944 to April 1945. It begins with the German Army reeling from a string of near-fatal defeats, and in full retreat to the safety of the West Wall, where it hopes to make a stand. The Allies, flush with victory, believe one more push will bring them home for Christmas.

Beyond the Rhine is a big game, with 3.5-mile hexes, 3.5-day turns, and counters for units from battalions up to divisions. At this scale the various Western Front battles—Market-Garden, Hürtgen, Bulge, Nordwind, Remagen, etc.—have an operational ebb and flow, but can also be viewed in relation to the whole front. This comprehensive game covers the entire Western Front. \$134

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/278/Default.aspx>



A Victory Lost A harsh, cold wind blows across the steppes of Russia. With a flurry of thundering explosions, the Russian offensive Operation Saturn begins. Can the Russians encircle and trap the extended German armies?

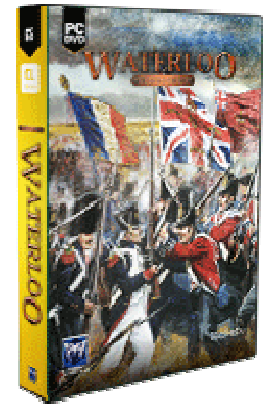
A Victory Lost was designed by Tetsuya Nakamura, who also designed MMP's **Fire in the Sky**, and starts with the Russian Offensive through Manstein's famous "backhand blow." \$36 <http://www.multimanpublishing.com/Products/tabid/58/ProductID/61/Default.aspx>

Matrix Games

Scourge of War: Waterloo (for the computer) follows in the footsteps of its American Civil War predecessors and takes the action to one of the most famous battles in history. It is by far the most detailed game about the final battle of the **War of the Seventh Coalition**.

The game boasts 20 historical scenarios (from the French, Prussian and British perspectives), 3 multiplayer scenarios, unlimited user generated sandbox scenarios, and a sandbox campaign, which adds a campaign layer to the game providing more context for sandbox battles. Download for \$50; boxed edition \$55.

<http://www.matrixgames.com/products/574/details/Scourge.of.War.Waterloo>



Nuts Publishing

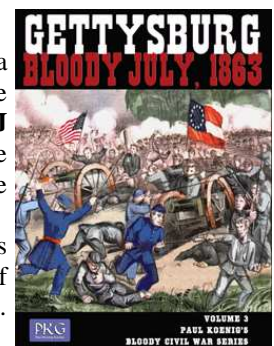
The Picrocholine Wars. The story of the Picrocholine Wars is one of the most well-known passages of the novel *Gargantua*, written by François Rabelais in 1534. Using a brawl between shepherds and millers as a pretext, Picrochole, King of Lerne, declared war on Gargantua's father, Grandgousier. A model of the enlightened monarch of the Renaissance, Grandgousier attempted to avert war by all means. But Picrochole, taking this as a sign of Grandgousier's weakness, invaded his neighbor's kingdom. Grandgousier calls upon his son, and Gargantua, at the head of an army of his loyal companions, inflicts a humiliating defeat on Picrochole, who flees on the back of a donkey. 13€

<http://www.nutspublishing.com/The-Picrocholine-Wars>

Paul Koenig's Games

Gettysburg: Bloody July, 1863 is a two-player brigade level simulation of the Battle of Gettysburg, July 1-3, 1863. **GBJ** is an old-fashioned beer and pretzels game that is not burdened with cumbersome command & control or supply rules.

Paul Koenig's Bloody Civil War Series is based upon the intermediate system of Avalon Hill's *Gettysburg* 1977. \$50 to \$44. <http://paulkoeniggames.com/>



VentoNuovo Games

Waterloo 200 is a new concept game covering the epic Waterloo battle fought in Belgium in June 1815. Developed on wooden blocks, over a colorful 86x64 cm mapboard. 60€ <http://ventonuovo.ventonuovo.net/WATERLOO-200/en>



Blocks In Afrika is a new concept game covering the whole North African campaign from 1940 to 1943.

Developed on wooden blocks and cubes system, over a 87x64cm full laminated multicolor map-board, there's not any paper component, but the Manual.

All the over 400 wooden/plastic components have been created by the best Italian artinsal industry and painted "A baratto," a technique usually adopted for painting car parts and accessories.

Historical Background: On June 10, 1940, the Italian Fascist Leader Benito Mussolini was convinced that it was the right time to join the war on the German side, before it would have been over.

Fascist Italy was absolutely not prepared to a World War, but Mussolini thought the war would have only lasted for some weeks and that some thousands casualties would have been required to provide him the chance to sit at the Peace Conference.

However, as soon as Italian troops crossed the French border, they encountered a fierce resistance by the determined transalpine army.



Things would go even worse as soon as the Italian Army would cross the Egyptian border to face a well trained and motivated British Desert Force.

Not to mention the bad "balcanic" idea of invading Greece... Only thanks to a major German commitment in the Mediterranean, things changed in favour of the Axis and the name of Rommel became a legend.

However, as soon as the American Power was thrown into the war by an infamous Japanese attack, the fate of the Axis was almost written and the defeat a matter of time.

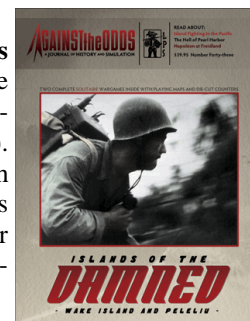
Blocks In Afrika recalls, in game form, the most decisive battles fought in the African Theater Front from the Italian drive to Marsa Matruh in summer 1940, until the collapse of the Italian Regime in September 1943.

Although based on history, players in command of the two factions can modify the evolution of World War 2 in the Mediterranean Theater. 80€

http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/VNG32

MAGAZINES

Against the Odds #43 includes **Islands of the Damned**, two separate solitaire games: **Given Up for Dead** (Wake Island) and **Utmost Savagery** (Peleliu). The **Islands of the Damned** comes with 176 large, full-color 5/8" die cut counters and two separate 17" x 22" full color mapsheets that contain displays and tables needed for each game. \$30 to \$50. <http://www.atomagazine.com/index.cfm>



Battles #10 is still being worked on. From now on, the magazine will be sold only issue to issue.

Modern War #18 contains **Green Beret: Vietnam** (solitaire) gives you command of a Green Beret team in the Central Highlands before and during the Vietnam War. Your duty is to lead your men on a variety of randomly generated missions (representing orders direct from high command), choose weapons and equipment that are best suited for the mission, decide on how to posture your team, plan your approach, and a method of extraction.

However, it is not quite that simple; you must choose weapons and equipment that do not expose your team, and do not cause unintended escalation (if the US military must divert regular combat units to your area to quell enemy activity, the value of the Green Berets will be called into question by the "traditionalists" at the Pentagon); your goal is to disrupt the enemy's freedom of action in your area of operations with a minimal "footprint" and minimal cost.



Components: One map (22"x34") and 176 counters. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW18>

Slingshot #300 Contains articles on:

The Empire is Dead, Long Live the Army (2), by Justin Swanton

Visiting Warwick Castle, by Peter Barham

Agricola Against the Ordovices (2): Agricola's Campaign, by John Hastings

Glasgow Armati, by Mark Grindley, John Bradley & Vincent Auger

Mesopotamian Warfare Notelet (8): Warriors of Ebla, by Alastair McBeath

'Alf a League Onwards, by David Kay

Authors' Forum, by Aaron Bell

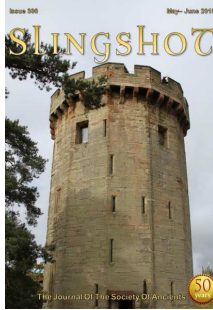
Three Against One: Modelling Metaurus, by Chris Hahn

Impetus in Buenos Aires, by Jorge Chedede

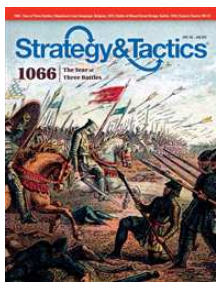
Living Memory, by John Hastings

Stories from the Jungle, by Mark Fry

<http://soa.org.uk/joomla/>



Strategy & Tactics #293 contains **1066: The Year of Three Battles** covers the crucial year in the history of England when three men vied for the throne: Harold Godwinson, king of Wessex, Haraldr Sigurdsson (known as Hardrada), king of Norway, and William, Duke of Normandy.



The game presents the three main battles of the campaign — Fulford (20 September), Stamford Bridge (25 September), and Hastings (14 October) — using the Battles of the Medieval World system. Each battle has its own map, with hexes approximately 55 yards across. Units represent around 200 men and are typed as infantry, archers, and cavalry. Turns are 30 minutes of real time. Combat features a simple odds-based CRT with special rules covering archery and cavalry charges. Key leaders are present and affect unit morale and rally. Each of the games can be played in two hours or less. Players also may choose the campaign scenario, fighting all three battles in sequence, with the outcome of each affecting the forces available in the next. \$35

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

ProductCode=ST293

VaeVictis #121 Includes the game **Stone's River 1862**. The game is also available separately (10€). English? Not known.

<http://www.histoireetcollections.com/fr/jeux-d-histoire/3823-jeu-vaevictis-121-stone-s-river-1862.html>

Want a Book?

I am cleaning up my library after years of accumulating. The list is on the following pages. If you are interested, the cost to you is \$1 per item, to help with the postage. If you live outside the US, we will have to discuss postage. Send the money to me at the address on page 12.

Omar DeWitt

World at War #42 includes ***Pacific Battles: Shanghai*** is a wargame series of several campaigns in the Pacific Theater of Operations in World War II. The system emphasizes the operational level of these campaigns and deals with land and air operations. This is a two-player game. Shanghai is the third game in the series. It covers the entire land-air campaign for that strategic Chinese city, August to November, 1937. \$35

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

ProductCode=WW42



Yaah! Magazine is a new kind of magazine, *Yaah!* is an independent publication that covers all types of war and strategy games, regardless of publisher. Issue #1 includes two complete games, **Hastings** and **Stamford Bridge**, articles on today's hottest titles from writers such as Peter Perla, John Burt, and Ania B. Ziolkowska, and scenarios for the games you love. Preorder issue #1 for \$24.99 (a savings of \$5).

<http://www.flyingpiggames.com/yaah--magazine.html>



Title	Author	©	Publisher	Hard-cover	Size	Pages
Airborne Operations	?	?	Crescent	Yes	Large	?
Devil's Brigade, The	Adleman	1966	Chilton	Yes	Normal	259
Battle of Glorietta, The	Alberts	1998	Texas A&M	Yes	Normal	226
Forgotten Battle, The Overloon + Maas Salient	Altes	2001	Castle	Yes	Normal	226
Americans at War	Ambrose	1997	Berkley	No	Normal	252
Band of Brothers	Ambrose	1992	Touchstone	No	Normal	333
Wooden Fighting Ship in Royal Navy	Archibald	1968	Blandford	Yes	Large	174
Army at Dawn, An Vol. 1	Atkinson	2002	Henry Holt	Yes	Normal	681
Guns at Last Light, The Vol. 3	Atkinson	2013	Henry Holt	Yes	Normal	877
Atlas of Ancient and Medieval Warfare	Banks	1982	Hippocrene	Yes	Normal	154
Swordbearers, The Supreme Command WWI	Barnett	1963	Wm. Morrow	Yes	Normal	392
Marshall Cavendish Illustrated Encyclopedia of WWII 25 volumes	Bauer	1972	Cavendish	Yes	Large	140 each
Chinese Opium Wars, The	Beeching	1975	Harcourt Brace	Yes	Normal	352
Luftwaffe War Diaries, The	Bekker	1968	Doubleday	Yes	Normal	399
Victory in Normandy	Belchem	1981	Clarke Irwin	Yes	Normal	192
Gone for a Soldier; The Civil War	Bellard	1975	Little, Brown	Yes	Normal	298
Typhoon of Steel, Battle for Okinawa	Belote	1970	Harper & Row	Yes	Normal	368
World War II Quiz & Fact Book Vol. 1	Benford	1982	Harper & Row	No	Normal	230
World War II Quiz & Fact Book Vol. 2	Benford	1984	Harper & Row	No	Normal	246
War, A Short History	Black	2009	Continuum	Yes	Normal	184
Masters of the Art of Command	Blumenson	1975	Houghton Mifflin	Yes	Normal	393
Savage Wars of Peace	Boot	2002	Basic	Yes	Normal	428
Encyclopedia of War Machines	Bowen	1977	Octopus	Yes	Large	368
Medieval Siege, The	Bradbury	1992	Boydell	Yes	Normal	362
Marines of Autumn, The	Brady	2000	St. Martin	Yes	Normal	274
Forts and Fortresses	Brice	1990	Facts On File	Yes	Large	192
Five Ventures, WWII series	Buckley	1977	Her Majesty's SO	No	Normal	257
Tigers Are Burning, The [Kursk]	Caidin	1974	Hawthorn	Yes	Normal	243
History of Weaponry V.4	Canby	1963	Ill. Library	Yes	Normal	105
Lost Triumph; Lee's Real Plan at Gettysburg	Carhart	2005	Putnam	Yes	Normal	288
American Heritage Civil War	Catton	1960	Am. Heritage	Yes	Large	630
Glory Road	Catton	1952	Doubleday	Yes	Normal	389
Grant Takes Command	Catton	1969	Little, Brown	Yes	Normal	556
Mr. Lincoln's Army	Catton	1962	Doubleday	Yes	Normal	363
Stillness at Appomattox, A	Catton	1953	Doubleday	Yes	Normal	438
Devil's Horsemen, The [Mongol Inv. Europe]	Chambers	1985	Atheneum	Yes	Normal	190
Art of Warfare on Land, The	Chandler	1974	Hamlyn	Yes	Large	240
How Weapons Work	Chant	1976	Cavendish	Yes	Large	248
Fall of Crete, The	Clark	1962	Wm. Morrow	Yes	Normal	206
War in the Middle Ages	Contamine	1984	Blackwell	No	Normal	387
General Eisenhower of Military Churchill	Cooke	1970	Norton	Yes	Normal	94
Enemy at the Gates, Battle for Stalingrad	Craig	1973	Dutton	Yes	Normal	462
Fall of Japan, The	Craig	1967	Dial	Yes	Normal	368
Ariadne Objective, The [Crete, WWII]	Davis	2013	Crown	Yes	Normal	329

Official Military Atlas of Civil War	Davis	1978	Fairfax	Yes	Large	175 plates
Blood, Tears and Folly [WWII]	Deighton	1993	Castle	Yes	Normal	653
American Military History 1607-1958	Dept Army	1959	USGPO	Yes	Normal	558
Patton, A Genius for War	D'Este	1996	Harper	No	Normal	977
Vaagso Raid, The	Devins	1967	Chilton	Yes	Normal	222
Art of Deception in Warfare, The	Dewar	1989	David & Charles	Yes	Normal	224
Shiloh	Dillahunty		Gov. printing office	No	Pamphlet	46
Sino-Japanese War 1937-1941	Dorn	1974	Macmillan	Yes	Normal	477
Lee's Last Campaign	Dowdey	1960	Little, Brown	Yes	Normal	415
Fire & Stone: Science of Fortress Warfare 1660-1860	Duffy	1975	David & Charles	Yes	Normal	207
Ploesti 1943	Dugan	1962	Random House	Yes	Normal	407
How to Make War	Dunnigan	1982	Morrow	Yes	Normal	442
Compact History of Revolutionary War	Dupuy	1963	Hawthorn	Yes	Normal	510
Encyclopedia of Military History, from 3500 BC	Dupuy	1970	Harper & Row	Yes	Normal	1406
Victorian Military Campaigns	Ed. Bond	1967	Frederick Praeger	Yes	Normal	328
Gettysburg Nobody Knows, The	Ed. Boritt	1997	Oxford	No	Normal	270
What If?	ed. Cowley	1999	Putnam	Yes	Normal	395
What If? 2	ed. Cowley	2001	Putnam	Yes	Normal	427
Oxford Book of Military Anecdotes, The	Ed. Hastings	1985	Oxford	Yes	Normal	514
Third Reich Victorious, Alternate Decisions of WWII	Ed. Tsouras	2002	Greenhill	Yes	Normal	256
Life in Custer's Cavalry	Ed. Utley	1977	Univ. Nebraska	No	Normal	302
So Far From God, the US war with Mexico 1847	Eisenhower	1989	Random House	Yes	Normal	436
American Ships of the Line	Eller	1970	US Printing	Booklet	Normal	45
Riverine Warfare	Eller	1968	US Printing	Booklet	Normal	53
Cavalry, History of mounted warfare	Ellis	1978	Putnam	Yes	Large	192
Eyewitness History of Vietnam War	Esper	1983	Ballantine	No	Large	209
From the Jaws of Victory	Fair	1971	Simon & Schuster	Yes	Normal	435
Great Military Battles	Falls	1964	Macmillan	Yes	Large	303
Game of the Foxes, The	Farago	1971	McKay	Yes	Normal	810
Patton, Ordeal and Triumph	Farago	1964	Obolensky	Yes	Normal	885
Boiler-Plate War, The	Foley	1963	Walker	Yes	Normal	195
American Fighters of WWII V.1	Francillon	1968	Doubleday	Yes	Normal	64
Battle of Falling Waters, 1863	Franks	2013	Franks	No	Normal	99
Complete Book of Wargames, The	Freeman	1980	Fireside	No	Large	283
Roman Siege of Jerusalem, The	Furneaux	1972	David McKay	Yes	Normal	274
Invasion Rabaul (Book 1 of 3)	Gamble	2006	Zenith	No	Normal	304
Spanish Armadas, The	Graham	1972	Doubleday	Yes	Normal	288
Personal Memoirs of U.S. Grant	Grant	1982	Da Capo	No	Normal	608
Blenheim	Green	1974	Scribners	Yes	Normal	162
Great Migration, The: Crossing A. Sail	Greenhill	1968	HMSO	Booklet	Normal	32
Mao Tse-Tung on Guerrilla Warfare	Griffith	1961	Praeger	Yes	Normal	114
Sun Tzu: The Art of War	Griffith	1963	Oxford	Yes	Normal	197
Writer at War, A	Grossman	2005	Vintage	No	Normal	380
Empire of the Summer Moon [Quanah Parker]	Gwynne	2010	Scribners	No	Normal	371
Warfare in the Ancient World	Hackett	1989	Facts On File	Yes	Normal	256

An Officer and a Spy	Harris	2014	Knopf	Yes	Normal	429
Strategy	Hart	1967	Praeger	Yes	Normal	430
Armageddon, Battle for Germany	Hastings	2004	Knoff	Yes	Normal	581
Catastrophe 1914: Europe Goes to War	Hastings	2013	Knopf	Yes	Normal	628
Retribution, Battle for Japan	Hastings	2007	Knoff	Yes	Normal	615
Warriors	Hastings	2005	Harper	No	Normal	384
Great War, The A Pictorial History	Hill	2013	Atlantic	No	Large	96
History of Forts & Castles	Hogg	1988	Black Cat	Yes	Large	256
General Was a Spy, The	Hohne	1971	Coward, McCann	Yes	Normal	376
Gunfighters, The: Authentic Wild West	Horan	1976	Crown	Yes	Large	310
Outlaws, The: Authentic Wild West	Horan	1977	Crown	Yes	Large	312
To Lose a Battle: France 1940	Horne	?	Little, Brown	Yes	Normal	648
Death of the Battleship	Hough	1963	Macmillan	Yes	Normal	216
Wagram: The Apogee of the Empire	Hourtouille	2005	Histoire/Collect	Yes	Large	120
1066 the Year of Conquest	Howarth	1977	Viking	Yes	Normal	207
Voyage of the Armada, The: the Spanish story	Howarth	1981	Viking	Yes	Normal	256
Battle of Leyte Gulf, The	Hoyt	1972	Weybright & Talley	Yes	Normal	375
Firepower, 1630-1850	Hughes	1974	Scribners	Yes	Normal	174
Warfare in the Middle Ages	Humble	1989	Mallard	Yes	Large	192
Airwar V. 1	Jablonski	1971	Doubleday	Yes	Large	192
Yorktown Campaign + Surrender of Cornwallis	Johnston	1958	Harper	Yes	Normal	206
Art of War, The reprint	Jomini	1862	Greenwood	Yes	Normal	379
WWII	Jones	1975	Ballantine	No	Large	273
American Heritage WWI	Josephy	1964	Am. Heritage	Yes	Large	384
Someone Has Blundered: Calamities in Victorian Age	Judd	1973	Arthur Barker	Yes	Normal	187
Hitler's Spies	Kahn	1978	Macmillan	Yes	Normal	671
Hitler's Blitzkrieg Campaigns: 1939-1940	Kaufmann	1993	Combined Books	Yes	Normal	382
American Civil War, The	Keegan	2009	Knopf	Yes	Normal	396
Book of War, The: 25 Centuries of Writing	Keegan	1999	Viking	Yes	Normal	492
Face of Battle, The	Keegan	1976	Viking	Yes	Normal	354
Fields of Battle, War for North America	Keegan	1996	Knopf	Yes	Normal	348
First World War, The	Keegan	1999	Knopf	Yes	Normal	475
Intelligence in War	Keegan	2003	Knopf	Yes	Normal	387
Mask of Command, The	Keegan	1987	Viking	Yes	Normal	368
Price of Admiralty, The	Keegan	1988	Penguin	No	Normal	353
Six Armies in Normandy	Keegan	1982	Viking	Yes	Normal	365
Soldiers; An Illustrated History	Keegan	1985	Konecky	Yes	Large	288
Weapons of War	Kershaw	1972	BPC	No	Large	64
Winter Soldiers, The [1776]	Ketchum	1973	Doubleday	Yes	Normal	435
Great Weapons of WWII	Kirk	1961	Bonanza	Yes	Large	347
First Casualty, The (war correspondent)	Knightley	1975	Harcourt Brace	Yes	Normal	465
Medieval Warfare	Koch	1978	Dorset	Yes	Large	256
Ancient Art of Warfare, The: Two volumes	Laffont	1966		Yes	Large	540+543
"And I Was There"	Layton	1985	Wm. Morrow	Yes	Normal	596
Challenge for the Pacific	Leckie	1965	Doubleday	Yes	Normal	372

Guns of Cedar Creek, The	Lewis	1988	Harper	Yes	Normal	371
Incredible Victory (Midway)	Lord	1967	Harper & Row	Yes	Normal	331
War in the Air, The [Royal AF in WWII]	Lyall	1968	Morrow	Yes	Normal	422
Battle, A History of Combat and Culture	Lynn	2003	Westview	No	Normal	431
Reminiscences	MacArthur	1964	McGraw-Hill	Yes	Normal	438
Great Battlefields of the World	Macdonald	1984	Macmillan	Yes	Large	200
Double Cross [D-Day Spies]	Macintyre	2012	Crown	Yes	Normal	399
Man-of-War	Macintyre	1971	McGraw-Hill	Yes	Large	273
Guinness History of Land Warfare, The	Macksey	1973	Guinness	Yes	Normal	248
Military Errors of World War Two	Macksey	1987	Castle	Yes	Normal	252
Tank	Macksey	1970	Macdonald	Yes	Large	160
Cassino, Portrait of a Battle	Majdalany	1957	Longmans	Yes	Normal	270
Artillery Through the Ages	Manucy	1962	US Gov. PO	No	Pamphlet	92
Fields of Bamboo, The	Marshall	1971	Dial	Yes	Normal	242
Story of the Wild West, The	May	1978	Hamlyn	Yes	Large	155
Great Military Sieges	Melegari	1972	Crowell	Yes	Large	252
Crossroads of Modern Warfare	Middleton	1983	Doubleday	Yes	Normal	320
Forward to Victory	Montgomery		Hutchinson	Yes	Booklet	50?
History of Warfare, A	Montgomery	1968	Collins	Yes	Normal	584
Shaping of a Battle: Gettysburg	Montgomery	1959	Chilton	Yes	Normal	259
Eclipse	Moorehead	1968	Harper & Row	Yes	Normal	319
March to Tunis, The	Moorehead	1965	Harper & Row	Yes	Normal	592
Two-Ocean War, The	Morison	1963	Atlantic Monthly	Yes	Normal	611
Duel for Kilimanjaro [Africa WWI]	Mosley	1963	Ballantine	No	Normal	224
On Borrowed Time, How WWII Began	Mosley	1969	Random House	Yes	Normal	509
Bombers 1939-45	Munson	1969	Blandford	Yes	Small	163
Fighters 1939-45	Munson	1969	Blandford	Yes	Small	163
Gleam of Bayonets, The: Battle of Antietam	Murfin	1965	Mockingbird	No	Normal	319
Medieval Warfare	Newark	1979	Bloomsbury	Yes	Normal	190
Lee Considered	Nolan	1991	Chapel Hill	Yes	Normal	231
Gettysburg!	Nye	1963	Civil W. Times	Book- let	Normal	52
Outnumbered	O'Brien	2010	Fair Winds	No	Large	263
Bunker, The [Hitler's last days]	O'Donnell	1978	Houghton Mifflin	Yes	Normal	399
Last Stand!, Famous Battles	Perrett	1991	Arms & Armour	No	Normal	224
Roosevelt's Secret War	Persico	2001	Random House	Yes	Normal	564
Round Shot and Rammers	Peterson	1969	Bonanza	Yes	Large	128
Terror Before Trafalgar, The	Pocock	2002	Norton	Yes	Normal	255
Aggressors: Carrier Power vs Fighting Ship	Polmar	1990	Howell	Yes	Large	64
At Dawn We Slept	Prange	1981	McGraw-Hill	Yes	Normal	873
Battle of New Orleans, The	Remini	1999	Penguin	No	Normal	226
Forty Miles a Day on Beans and Hay [Indian Wars]	Rickey	1963	Oklahoma	No	Normal	382
Korean War, The	Ridgway	1967	Doubleday	Yes	Normal	291
Greek and Roman Naval Warfare	Rodgers	1964	Naval Institute	Yes	Normal	555
Bridge Too Far, A	Ryan	1974	Simon & Schuster	Yes	Normal	670
Last Battle, The [Berlin]	Ryan	1966	Simon & Schuster	Yes	Normal	571

LIFE Goes to War	Scherman	1977	Pocket	No	Large	303
French and Indian War, The	Schwartz	1994	Castle	Yes	Long	177
Landscape Turned Red, Battle of Antietam	Sears	1983	Ticknor & Fields	Yes	Normal	431
Strategy + Tactics of Great Commanders WWII	Several	1990	Dorset	Yes	Large	224
Yours to Reason Why	Seymour	1982	St. Martin	Yes	Normal	338
Alexander the Great at War	Sheppard	2008	Metro	No	Normal	256
Collapse of the Third Republic	Shirer	1969	Simon & Schuster	Yes	Normal	1082
Rise and Fall of the Third Reich, The	Shirer	1960	Simon & Schuster	Yes	Normal	1245
Ghost Soldiers, [rescue Japanese POWs]	Sides	2001	Doubleday	Yes	Normal	342
With the Old Breed	Sledge	1981	Ballantine	No	Normal	326
United States Navy in WWII, The	Smith	1966	Wm. Morrow	Yes	Normal	1049
World War II Day by Day	Sommerville	1989	Dorset	Yes	Large	320
Inside the Third Reich	Speer	1970	Macmillan	Yes	Normal	705
Chancellorsville: Lee's Greatest Battle	Stackpole	1958	Stackpole	Yes	Normal	384
Glossary of Construction, Decoration + Use of Arms + Armor in all Countries	Stone	1934	Brussel	Yes	Large	694
American Heritage WWII	Sulzberger	1966	Am. Heritage	Yes	Large	640
Lightning at Hoover's Gap, Wilder's Brigade	Sunderland	1969	Yoseloff	Yes	Normal	237
Lore of Ships, The	Svensson	1963	Crescent	Yes	Large	280
Jarhead	Swofford	2003	Scribners	Yes	Normal	260
Warriors of the Plains, The	Taylor	1975	Arco	Yes	Large	144
"The Good War", Oral History of WWII	Terkel	1984	Pantheon	Yes	Normal	589
Adolf Hitler [two volumes]	Toland	1976	Doubleday	Yes	Normal	1102
Infamy	Toland	1982	Doubleday	Yes	Normal	366
Last 100 Days, The [WWII Europe]	Toland	1966	Random House	Yes	Normal	630
First Salute, The (A View of the American Revolution)	Tuchman	1988	Ballantine	No	Normal	347
March of Folly (From Troy to Vietnam)	Tuchman	1984	Knopf	Yes	Normal	447
Stilwell and the American Experience in China, 1911-45	Tuchman	mint	Macmillan	Yes	Normal	mint
Barksdale's Charge; True High Tide at Gettysburg	Tucker	2013	Casemate	Yes	Normal	313
Battle of Chickamauga!	Tucker	1969	Civil W. Times	Book-let	Normal	50
Town Defenses in England and Wales	Turner	1971	Archon	Yes	Normal	246
White Flag Principle, The (How to Lose a War and Why)	Tzabar	1972	Simon & Schuster	Yes	Normal	150
Great Generals of Napoleonic Wars	Uffindell	2003	Spellmount	Yes	Normal	286
Special Marine Corps Units of WWII	Updegraph	1977	US Printing	No	Normal	105
Frontier Regulars (US Army and the Indian, 1866-90)	Utley	1973	Macmillan	Yes	Normal	466
Take That Hill! (Royal Marines in Falklands War)	Vaux	1986	Pergamon-Brassey	Yes	Normal	261
Diary of a Napoleonic Foot Soldier	Walter	1991	Penguin	No	Normal	170
Great Battle Fleets	Warner	1973	Hamlyn	Yes	Large	240
Sieges of the Middle Ages	Warner	1968	Bell and Sons	Yes	Normal	214
Combat Aircraft of WWII	Weal	1977	Macmillan	Yes	Large	238
Monitors of the U.S. Navy 1861-1937	Webber	1969	US Printing	Book-let	Normal	49
Iron Coffins (German U-Boats WWII)	Werner	1969	Holt, Rinehart	Yes	Normal	364

Small Unit Action in Vietnam 1966	West	1977	US Printing	No	Normal	123
Tanks and other AFVs of Blitzkrieg Era 1939-1941	White	1972	Blandford	Yes	Small	152
They Were Expendable	White	1942	Harcourt Brace	Yes	Normal	209
Beyond the Tumult [WWI prison escape]	Winchester	1971	Scribners	Yes	Normal	209
German Air Force Fighters of WWII V.1	Windrow	1968	Doubleday	Yes	Normal	64
Medieval Warfare	Wise	1976	Hastings House	Yes	Normal	258
Atlas of Second World War	Young	1974	Berkley	No	Large	288
War Game, The (Ten battles)	Young	1972	Crescent	Yes	Large	128
German Northern Theater of Operations, The 1940-45	Ziemke	1959	Dept. of Army	Yes	Normal	342
Battle of Egypt		1943	HMSO	No	Large	32
Compleat Gunner, The (1672)		1971	Scolar Press	Yes	Normal	no count
Military Vehicle Prints Series One		1964	Bellona	No	Pamphlet	8
National Geographic April 1961		1961		No	Normal	