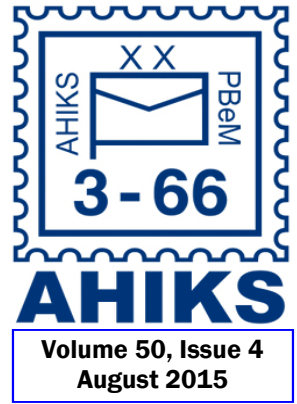




**GOLDEN  
ANNIVERSARY  
VOLUME**

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



## **The Kommandeur: Conflict Simulation Comment and Analysis**

### **From the President** Kenneth Oates

Two announcements this issue.

One of the early suggestions I received upon becoming President was to rewrite the AHIKS bylaws. The last revision was dated 1993, so it was time! That task has been completed and the final product will be included in the next issue. Many thanks to Secretary Bob Best for his efforts in making this accomplishment. He truly did an outstanding job and negotiated some compromises along the way.

This year, AHIKS reinstated the Iron Man Competition at the WBC in Lancaster, Pennsylvania. I will not spoil Randy Heller's full documentary of this event (see page 7).

It is also my duty under the AHIKS bylaws to announce that the position of Secretary will be vacant as of October 15, 2015. This position is the most important in AHIKS. Please read the job description carefully if you are interested, as it does require a lot of work. Bob has promised to give the next Secretary assistance and tutoring as needed, but be forewarned, anyone taking this position is filling big boots! Please let me know if interested by September 21, 2015, the end of the 30-day announcement period. My email address is on page 12.

I cannot express enough my gratitude for having Bob as Secretary the past three years, he has gone above the call of duty, time after time.

*Ken*

### **The Secretary's duties from the bylaws.**

C. Secretary shall:

1. Process new member applications from the AHIKS website or paper applications promptly and efficiently.
2. Forward any monies received for AHIKS to the Treasurer
3. Work closely with the Match Coordinator, and Match Rating/Roster, and Editor to process changes of address or any other vital data pertaining to any member.
4. Receive and keep the official tally of ballots for Society wide elections. Destroy such ballots 30 days after the results have been published.
5. As soon as practical after the cutoff date for a Society wide election, send notification of vote results and count to the President for reporting to the Officer Corps and Editor for announcement to the general membership.
6. Create and maintain files on subjects pertaining to the Society.
7. Receive and retain on file any files forwarded by elected or appointed officers.
8. Maintain an active and up-to-date roster of the Society membership. This is the only authorized active AHIKS membership roster.
  - a. Prepare and submit to the Executive Committee a complete updated active roster as new members are added or when deemed necessary. This roster shall be clearly marked CONFIDENTIAL and is for the use of the Officers only. Under no circumstances shall the full roster be made available to anyone not an officer. Disclosure by any officer of this roster shall be grounds for lifetime removal from the Society.
  - b. Periodically forward to the Editor for publication in The Kommandeur the active membership roster. Frequency is to be determined by the Executive Committee. Information to be published shall be limited to first initial, last name and member number.
  - c. Create and maintain an official backup active roster and inactive roster of members of the entire Society of AHIKS for Historical purposes.



## Secretary's Notes Bob Best

Today is Tuesday, August 11, 2015. This will be my last column as your Secretary. I must say that I have really enjoyed the seven years I have spent doing the Secretary's job for AHIKS. It has been a pleasure to have met and talked with many of you who have contacted me about gaming and AHIKS matters. I have enjoyed working with all the members of the Executive Committee and Officer Corps as AHIKS has progressed into the computer age. AHIKS has come a long way in the seven years I've been Secretary, and I am proud to have been a part of that, but there comes a point when it is time to move on, and I think I have reached that point. AHIKS needs "new blood" —members who are motivated and have fresh ideas to continue to move AHIKS forward. I am sure there are such members among you who will volunteer to help guide AHIKS' course in the coming years. Anyone who is interested in being active in charting AHIKS' course into the future should contact a member of the Executive Committee.

As for myself, I plan to remain a member of AHIKS. I'm sure you will continue to see my game and story reports posted on the AHIKS forum and of course I am on the AHIKS Facebook page too, so I will be posting there from time to time.

Thank you one and all for allowing me to be your Secretary. It has been a really *fun* seven years for me!

So, one last time: Happy Gaming to you all! :-)

Bob Best  
Secretary

### AHIKS Happenings

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

Joseph C. Beard	1815 Phoenix, Arizona
Dan Johnson	1816 Memphis, Tennessee
Douglas Kalinousky	1817 Kennewick, Washington
Peter D. Collins	1818 Kitimat, Canada
Forrest W. Pafenberg	1819 Arlington, Virginia

Gentleman, *welcome* to AHIKS!



## From the Ratings Officer

Dave Bergmann

Greetings to all AHIKS members. I trust you are enjoying your summer and all the good weather and outdoor activities that go along with it. We are certainly enjoying it in our area but look longingly to October when our rainy season begins. One is hard pressed to find anything but brown grass in yards now. Watering grass has virtually stopped or been greatly reduced. And now we are experiencing many sizeable and tragic wildfires. A friend of mine who has a house boat on Lake Shasta told me the lake is 100 feet down! Our draught is serious stuff out west.

I am putting the word out that I have requested Duncan Rice, our Match Coordinator, to modify the Match Assignment sheet to include a box for the name of the appropriate game publisher. He has graciously agreed to do that. The purpose of this modification of the form is to streamline our reporting to A.R.E.A. They require this information for each recording of a match, and this will avoid A.R.E.A. having to query me. I then in turn have had to send an email to the match participants for this information. Once I have a reply from the participants I would then forward it to A.R.E.A. You can see this adds quite a bit of reporting time for A.R.E.A. as well as me considering the number of rated matches AHIKSers play. In many cases the game title is proprietary, but in many others there are duplicate names with different publishers. And then some games have had multiple publishers as companies come and go. So your assistance with completing this part of the form prior to submission would be greatly appreciated. The "new" forms should have hit the street by now.

Thank you all.



## Book Review

### Confessions of an 84 Year Old Teenager

by Thomas N. Shaw

123 pages, some photos

ID: 16184691 [www.lulu.com](http://www.lulu.com)

Reviewed by Omar DeWitt

Many years ago, when I was just starting to edit *The Kommandeur*, I asked Tom if he would write an article for the newsletter on his experiences at Avalon Hill. He declined, apparently at work on this book.

This book is in essence an autobiography. The first half of the book is about Tom's main passion: baseball. I skimmed a good deal of that, but you baseball fans would find it more interesting.

In 1960, Tom joined Avalon Hill, and the next 40 pages describe his time there. It is not a smooth tale, it jumps around a bit. AHIKS is not mentioned, nor anyone connected to AHIKS. This is Tom's tale; what he remembers, what he thought was important, who introduced him to racquetball... You will find some things you did not know and elaborations on things you did know.

It is a small book, self published with some self-publishing errors. I bought mine through Amazon for \$14. Should you buy a copy? When an icon of your fascinating hobby speaks, you should listen.



## Unit Counter Pool News and Approach the Bench

from Brian Laskey

Well, after a many years absence I managed to attend the WBC this year! While I didn't game anywhere near as much as I had planned to, I had a great time seeing old faces and meeting new ones. It was especially nice to meet other AHIKS members and to be able to put faces to names. I will say though that the WBC has much changed since I last attended, at the time still called AvalonCon.

The "Euro" and fantasy games have exploded, the block/card wargames have greatly increased, several of the older classic wargames no longer have tournaments. The ASL crowd was absent, and it was clear that the average age of the grognards is definitely getting up there. However, it was also nice to see some of the older classics still getting a decent draw.

I was also amazed at the vast amount of new wargames of all types that are available and will be available in the near future. That to me is a very positive sign for the hobby, especially if we can get some of today's youth involved.

On the AHIKS front, I would like to heartily congratulate Jeff Miller for winning the Wooden Ships and Iron Men Tournament, Chuck Leonard for making the semi-finals in Squad Leader, and Art Dohrman for doing the same in PanzerBlitz! Thank you also, Art and Chuck, for keeping the AHIKS team, The Snake Eyed Bandits, afloat. I'd also like to very much thank Randy Heller for running the Iron Man event and to the following for contributing towards the prize list: Compass Games, Paul Koenig (PKG Games), War Diary Magazine, and Cory Wells. Congratulations to Tom Gregorio for taking the prize.

As for the AHIKS group picture, I did my best to get as many AHIKS members as possible to meet for it. While my original plan was to try and get a meeting together, that didn't work out, so we went with a simple group photo. I had posted a couple of times in FaceBook prior to the WBC looking for any

members that would be attending and quite honestly heard from only a couple of people. I also wore my AHIKS shirt 4 days of the Con (no not the same shirt) hoping to seek any members out, and in fact I found several members in attendance. So, if you missed out on getting in the picture, I do apologize, but I'm not sure what more I could have done under the circumstances.

On the business front, I would like to thank Marshall Candee, Ralph Ferrari, William Krasner, and Tom Thornsen for their donations to the Unit Counter Pool. If there is anyone I have missed, please let me know and I will fix that in the next K.

Once again, I would like to ask that anyone making a request from the UCP please include your member number and mailing address. This will not only make it easier to confirm your membership but to quickly get the item out to you if it is available.

From the Judge: I am compiling a current list of Specialists in case they are needed to advise the Judge on a ruling. Specialists are volunteers that serve in an advisory capacity, but their knowledge of a specific game is often invaluable in helping the Judge render a proper decision. If you would like to volunteer as a Specialist on a particular game, please let me know.

And finally, I'm sure you are all now aware of Bob Best announcing his "retirement" after seven years as the AHIKS Secretary. Though Bob will still remain a member of AHIKS, the dedication, wisdom and professionalism he displayed as Secretary will be sorely missed. I for one have enjoyed dealing with Bob over the years as both the UCP Officer and Judge, and I thank him for everything along the way. Enjoy your retirement, Bob, and I wish you the very best!

Be of Good Cheer!



AHIKS at the 2015 WBC.

Pictured from left to right. David Zimmerman, Kevin McCarthy, Jeff Miller, Chuck Leonard, Paul Koenig, Art Dohrman, Brian Laskey, Forrest Pafenberg, and Randy Heller.

## Treasury Notes

Brian Stretcher



### Cutting the Cord: Afterthoughts

So the fall broadcast TV season will soon be upon us. Do I care? No, not in the slightest. This is what happens once you get used to viewing your TV on demand. As I mentioned in my last column, there is so much out there available for a low price, without commercials, not having regular TV broadcasts is not a concern for us. And, we got to see plenty of the FIFA Women's World Cup this summer, either at the local Irish Pub or through invites from people who have cable. Not a problem at all. I move towards the fall football season with little concern. If I need to follow a game live, I will either use my computer to watch the little football move back and forth over the simulated field with play-by-play descriptions, rather like a visual radio broadcast, listen to an actual radio broadcast online, or watch live action through my Verizon phone on NFL Mobile.

We did recently sign up for Amazon Prime, which granted us access to most of the Amazon Instant Video library. A lot of what's on there is also available on Netflix, but there is some that is not, and we signed up primarily for the free shipping that comes with Amazon Prime. There being few big box stores here in our rural community, we do order a lot online, especially around Christmas time. The jury is still out on whether Amazon would be worth paying for if not for the free two-day shipping on most items, or if there is enough alternate content to justify the \$99 a year cost. After all, one can get free shipping on most items from Amazon, if you're willing to wait a week or two.

I jokingly mentioned getting an e-reader last issue. So I did. I bought a Nook Glowlight, a simple device for reading and buying books online only, without any sort of tablet function. I like it. A lot. I won't argue with anyone that a paper book is a great thing. I love paper books, and I still have a lot of them. I will probably continue to buy some special paper books from time to time. But schlocky paperbacks that are read once and either put on the shelf forever or until they are ultimately donated? Why, if you can store them all on a small portable device, or get them free electronically from the local library? I have read several novels since I got it a couple of months ago. Not all schlock, but some of them admittedly so; they are fun, quick reads. I have bought and downloaded "Castles of Steel" this week, a book on the naval situation in WWI. It's a hefty tome, at over 1,000 pages, counting all those notes. I'll let you know what I think when I finish it a couple months from now.

### On the Production Spiral

With the recent **Diplomacy** debacle over, and Bob and I having finished our forum **Starship Troopers** game and the **WS&IM** forum game being over, I have only a couple of games going on at the moment, including a slow Campaign Game of **Atlanta Campaign** with Bill Klitzke, and my perpetual **Third Reich** game with John Michaelski and Bruce Hatter. I am therefore working towards starting a few new one this coming September, after I return from kayaking around the San Juan Islands at the end of this month.

Tony Arena and I will be starting a Vassal game of **Pearl Harbor**, GDW's classic game on the Pacific Campaign in

WWII. I am somewhat familiar with the game, having played it solitaire a few times over the years, but I am a Vassal newbie. The game was designed by John Prados, and in some ways is reminiscent of **Third Reich** as a result, particularly the economic system. I have beaten WWII in Europe to death over the past years, so now on to the Pacific! We were going to try a game of SPI's **Battlefleet Mars**, but after reading through the rules, it became apparent that playing that game other than FTF would be difficult, as there are many simultaneous actions. Too bad, as it looked to be fun to play. Also too bad there were no takers on our quest to find a third player for **After the Holocaust** last issue. Maybe we'll try again on that one in the future.

Tony has also talked me into trying a multiplayer game of **Kingmaker**. As I do with **Diplomacy**, I have many fond memories of this game going back to high school, with the Warden of the Northern Marches hastening off to Bamberg, plague wiping out humongous armies camped out otherwise safely in London, and executing unfortunate Royal Heirs, all to get your last remaining Royal Heir crowned King (or Queen), usually while humming God Save the King (Queen). The system being entirely different, and no one ever out of the game completely, I am hoping for a bit more entertainment out of this game than the **Diplomacy** game.

Mike Kettman and I will be starting a forum (I hope) game of **Balance of Powers**, the new strategic WWI game from Compass Games. This will also be a Vassal match, as there is a module available for the game already, despite its April 2015 release. The match will be the introductory scenario, Home Before the Leaves Fall, which uses only the land game rules. As I mentioned in an earlier column, the game addresses many of the issues I discussed in my previous series about the ultimate strategic WWI game. We'll see how it compares. Look for it on the forum starting sometime in September.

### Reinforcements!

With **Balance of Powers** arriving on schedule, having apparently clean rules, and being graphically pleasing, I preordered another game from Compass Games that is supposed to be released in September. The game is **Blitz!**, a global WWII game that uses a simplified system derived from ADG's **World in Flames**. There aren't many single-map global scale games on WWII around, **Axis and Allies** the only one I can actually think of. While a reasonable game, **Axis and Allies** suffers from being more of a game than an historical simulation, even if it is fun. **World in Flames** is a great game in its own right but is in its gazillionth edition, so if you kept up with what's new in that game over the years you have probably taken out a second mortgage, and it's fairly big. With two full-sized maps and a good number of charts and pieces, the game is on the corps level. I'm looking forward to something that promises to be historically accurate yet manageable, and playable in a single lifetime. I will let you all know if it works by mail or email!

### Treasurer's Report

<b>Total balance, 5-30-15:</b>	<b>\$ 9,450.91</b>
<b>Dividend Earned 5-31-15:</b>	<b>2.03</b>
<b>Dividend Earned 6-30-15:</b>	<b>1.94</b>
<b>Dividend Earned 7-31-15:</b>	<b>2.01</b>
<b>Total balance 8-1-15:</b>	<b>\$ 9,456.89</b>

Passive income only again these past two months, with no expenses.

Until next time!



# Upcoming Events



**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/>

**Sept. 3-6**, Toronto, Ontario  
FAN EXPO CANADA  
<http://fanexpocanada.com/>

**Sept. 4-7**, Santa Clara, CA  
PACIFICON GAME EXPO  
<http://pacificongameexpo.com/>

**Sept. 4-7**, Sioux City, IA  
TRI-CON FALL 2015  
<http://tristategamers.org/>

**Sept. 4-7**, Fremont, CA  
CELESTICON  
<http://www.celesticon.com/>

**September 4-7**, Los Angeles, CA  
STRATEGICON: GATEWAY  
<http://www.strategicon.net>

**Sept. 4-6**, Sacramento, CA  
SAC ANIME SUMMER 2015  
<http://www.sacanime.com/>

**Sept. 4-6**, Olive Branch, MS  
MEPHIT FUR MEET  
<http://www.mephitfurmeet.org/>

**Sept. 4-7**, Sterling, VA  
TCEP 22: THERE WAS ONLY ONE CATCH...  
<https://barkingmad.org/>

**Sept. 11-13**, La Crosse, Wisconsin  
COULEE CON  
<http://couleecon.com/>

**Sept. 12-13**, Oshawa, Ontario, Canada  
FIELD MARSHAL GAMES CONVENTION  
<http://fmgcon.com/>

**Sept. 18-19**, Williston, North Dakota  
BAKKENCON GAME CONVENTION  
russ\_larson1@yahoo.com

**Sept. 18-20**, Topeka, KS  
TOPCON  
<http://topcon.us/>

**Sept. 25**, Baltimore, MD  
HIGH ROLLERS: A GAMER'S NIGHT OUT  
<https://www.indiegogo.com/projects/high-rollers-gamer-s-night-out/#/story>

**Sept. 26-27**, Peterborough, Ontario  
PHANTASM  
<http://phantasm.pfga.ca/>

**Oct. 9-11**, Great Falls, MT  
GREAT FALLS GAMING RENDEZVOUS  
<http://gfgr.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>

## Marengo Contest Results O.D.

Thank you for putting up with my being late with these results.

The set-up given as the problem came from an old game between me and Joe Horne, who was treasurer at the time. I, of course, was playing the Austrians and thought I had a fairly good defense. What I forgot was what most of you jumped on right away: the retreat direction is decided by the loser.

The way I determined the winner is probably flawed, but that is too bad. In each attack, I multiplied the number of combat factors times the odds of its being within 4 hexes of Marengo. Then these were added up. I expect that I made a few errors in this, and I don't want to hear about it.

The results I came up with are:

Gareth Scott 15.2  
 Mark Fassio 14.78  
 Bob Best 14.24  
 Brian Stretcher (using his own rules) 14.82  
 Brian Stretcher (using the game rules) 14.02  
 Ed O'Connor 11.76

John Trosky and Jeff Miller sent in submissions without having the rules. Many thanks for your efforts!

I suspect that if more members had the game that I would have received more entries. I thought everyone had the game! Many thanks, guys, for joining the contest.



From the game between Joe Horne and me:

- vs. St Ju (5-3) at 1-1  
 $[3 \times \frac{1}{2} = 1.5]$
- vs. Lama (2-3) at 2-1  
 $[2 \times \frac{2}{3} = 1.33]$
- vs. Weie (7-3) at 1-1  
 $[5 \times \frac{1}{2} = 2.5]$
- vs. Latt (7-3) at 1-2  
 $[4 \times \frac{1}{3} = 1.33]$
- vs. Av Gd (2-3) at 1-2  
 $[4 \times \frac{2}{3} = 2.66]$  retreat toward Marengo.
- vs. Av Gd cav (1-5) at 1-2  
 $[4 \times \frac{2}{3} = 2.66]$  retreat toward Marengo.
- Gd cav moves to 1113 [ 2 points]  
**13.98 points.**

Joe, of course, beat me.

There are other arrangements, none of them helpful to the Austrians.

## The 2015 AHIKS Iron Man Tournament from Randy Heller

The 2015 AHIKS Iron Man Tournament was played at the World Boardgaming Championships Convention held in Lancaster County, PA. The game played was the 8 game-turn tournament scenario of **Bitter Woods** the Battle of the Bulge, now in its fifth printing. The final round was played between former champions Tom Gregorio and Bill Morse. Tom played the German side while Bill played the American side.

Opening German combat results were generally above average, with all American forces in the South retreated, the bridge in front of Clervaux built, and Hofen captured in the North. Had Rocherath-Krinkelt been captured as well, the American Player would have been in trouble.

Bill counterattacked to capture Hofen in the North, defended in Mersch and Ettlebruck in the South, and held the escarpment in front of the fortification at Clervaux.

Tom's next move saw several Engaged results, which slowed his advance. However, the unit in front of Clervaux was retreated behind the river on a 4-1 (-2) combat, capturing the fortification for the German Player. In the North, Hofen was retaken.

The American Player placed air interdiction in Ettlebruck on his 16 PM game-turn and set up the classic triangular defense in the North to thwart the potential 17 AM Peiper breakout move.

At the end of the American 17 AM move, there were 4 eliminated U.S. units and some reduced German units, but none eliminated.

The 17 AM random event die roll of 9 resulted in "Rear Area Hysteria. The movement factors of General Hodges and Middleton are halved until the end of the American 18 PM turn."

By the end of the German 17 PM game-turn, Martelange and Malmedy had been captured. An unfortunate combat retreat into Bastogne allowed for a fortification to be built there, which would otherwise not have been possible.

In addition to building the fortification during the American 17 PM move, Bill chose to abandon Houffalize, rather than sacrifice a unit to remain behind to attempt to blow the bridges leading out of the town.

The 18 AM random event die roll of 4 resulted in German commandos being placed in the town of Verviers to block incoming American 18 AM reinforcements. By the end of the German 18 AM move, German units were 3 hexes from Parker's Crossroads (2417), and next to Bastogne and Stavelot. An Engaged in hex 1610 prevented the German forces from exiting Malmedy. There were 8 American units eliminated by the end of the 18 AM game-turn.

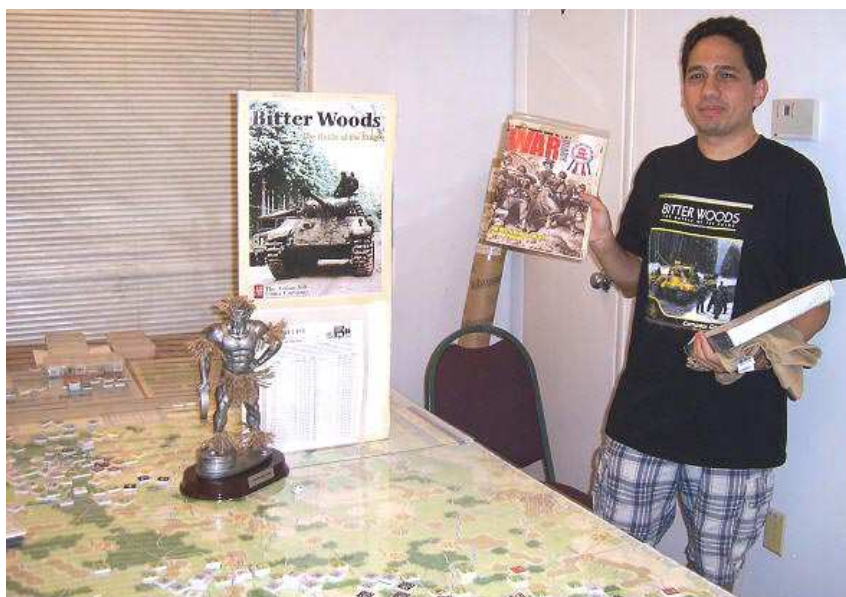
The American 18 PM move proved to be the turning point in the game. Up until then, the game board situation was favoring the Americans. Bill inadvertently overlooked the availability of German defensive artillery fire and misjudged the combat odds in an important counterattack in the North. The odds were 1-2 (-1). Bill die rolled a miserable 6 resulting in a 1A2. He was forced to retreat, opening up his second line of defense, which Tom quickly jumped upon.

This wicked combat result caused a quick unraveling of the American defense. By the end of the German 18 AM game-turn, Parker's Crossroads was captured, German units were next to victory point (VP) bridges on the Ourthe River, a fuel dump had been captured, and there were 13 eliminated American units.

Bill was able to recapture Parker's Crossroads on the American 19 AM turn, but his occupying force amounted to only one unit.

By the end of the final 19 PM game-turn, Tom had captured a fuel dump, eliminated the necessary 18 American units, captured Parker's crossroads, captured a bridge across the Ourthe River, and avoided the loss of more than 3 German non-infantry class units, for a total of 5 VPs. To win, required 4 VPs. The German Player, Tom Gregorio, clearly emerged as the victor and winner of the AHIKS Iron Man Tournament.

In closing, we would like to thank those who made generous contributions to the Iron Man Tournament prize list: 1. AHIKS, 2. War Diary Magazine, 3. Paul Koenig Games, 4. Cory Wells, and 5. Compass Games.



Winner:  
Tom Gregorio

In 1977 I was creating a wargaming timeline for Origins that year at Wagner College on Staten Island. I wrote to Charles Roberts and Sid Sackson to see if they could help me. These are their replies, which may be of interest to you. O.D.

**BARNARD, ROBERTS AND COMPANY, INC.**

**Publishers** • 6055 AMBERTON DRIVE • BALTIMORE, MD. 21227 • DCI 796-3455

April 6, 1977

Dear Mr. DeWitt:

Hope you will pardon this "typed by hand" response, but we're very busy and this method gives you a faster response.

The original TACTICS was designed by me in the spring of 1952 and was published by the defunct Avalon Game Company in 1954 - I have to you via UPS at SPI sent a box of this first edition along with the original instructions. In my possession, I have only one complete set and the prototype which I would rather not risk. About 2,000 of the original game were sold. All were sold by 1956 and the company lapsed.

In 1958 Avalon Hill was started and Tactics reissued as TACTICS II...at the same time, GETTYSBURG and DISPATCHER were introduced. I wince as I write it, but GETTYSBURG was designed in my bedroom in August, 1958 and was never test played before publication.

As to the hex grid - the Rand Corporation reviewed the original TACTICS and offered me a consultancy which I declined. Some years after that I was attracted to a feature article on Rand and, deep in the background of a photo of a war game in progress, I saw a hex layout. So I borrowed it and used it on all future games - the improvement over squares is obvious. All this happened, I believe, in 1959.

Yes, I still play with my sons once in awhile - my favorites are STALINGRAD and D-DAY in that order. The game of which I am most proud, incidentally, is MANAGEMENT. Sadly, it was not a top seller. I have, as a point of information, designed a "second generation" wargame over the years...whether it will ever be published is an open question.

You should see your own (SPI) article on me - Mr. Patrick did an outstanding job. You also have a pix from that article... I am not very pretty so have none available.

Tiny thought - would be happy to sell my autograph if proceeds go to United Negro College Fund.

Hope this helps - call if any question.

  
Charles S. Roberts



Sid Sackson  
Specialist in Games  
1287 Arnow Avenue  
Bronx, New York 10469

June 28, 1977

Dear Omar,

I am terribly sorry about the delay in answering you, but an illness earlier this year caused me to fall behind in everything and I never seem to be able to catch up.

I have just spent the morning going through my collection (which is in need of about two months of solid work to get it back into even a semblance of order - a foundation grant may make this possible - but I digress) and have come up with the following that might be of interest to your time-line display.

BATTAGLIA NAVALE - Example of an Italian naval war game.

CAMPAIGN - The Waddington game that you probably know.

SALVO - A new naval war game on a board.

CONFLICT - A simple war game put out by Parker in 1940.

COMBAT - From England. The topography is added to the board with plastic stick-on pcs. and can be changed endlessly.

ROME ET CARTHAGE - A simple, but beautiful war game from France.

In their house organ "90 Years of Fun" Parker describes early war games, some prior to the Spanish-American War. I also have some info on how they were played.

A book - "Das Kriegsspiel" by Dr. Hellwig (1803) describes a military game played on a "board" of 33x49 squares. Each square, however, is a cube with different faces, so the board can be set up in an almost infinite number of ways.

I am sure that there are more, but I think this will give you an idea of what I have available. The big problem is how to present the material. With a very few exceptions these games and books are irreplaceable and I wouldn't be able to let them out of my possession. If you could come here during business hours - including Saturdays - there is a convenient and inexpensive xerox shop nearby. You mention photographs, and if you have a camera that could take closeups of boards, etc., that would be much more satisfactory, since much of the material is in color.

Thank you for the kind words on "Beyond Solitaire" and "Beyond Words." I am happy that you and Sue enjoy them.

Again, Omar, I apologize for the delay in writing. I am looking forward to hearing from you - and of course I am looking forward to seeing your display at "Origins."

Sincerely,

Sid

# From the Editor

When Bob Best announced his resignation, I was sad. Bob has been the conscience of AHIKS since he took office. He read the constitution and bylaws and made sure we operated as we should. He was always very active and very prompt. He was, indeed, an excellent officer. And he *is* an excellent friend.

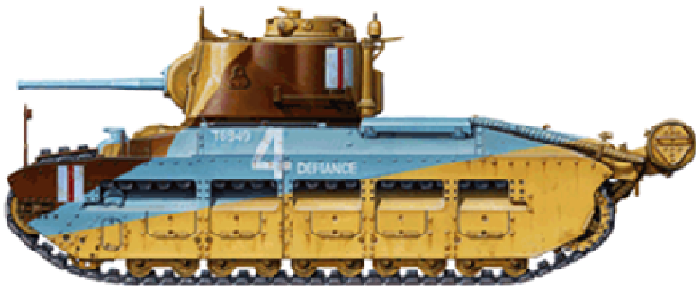
We need to replace Bob. The replacement need not be as active or energetic as Bob, but there are certain things that need to be done. Read the job description on page 1. If you have the slightest interest in helping the Society, Bob will be more than willing to get you up to speed. Please write an officer and express your interest.

In the last issue I printed six pages of books that I was trying to get rid of. I did send out a fair amount of the books, but to less than a dozen members. I assume there are fewer readers among the membership than I thought. I will leave this offer open until October, when I will donate the books to our local library. The deal is still \$1 per book for those members in the U.S. We will have to negotiate for other members. You may email me to reserve books, or you may write me. Officer information is always on page 12.

This issue was delayed because Sue and I were in Alaska. Although Alaska was the only U.S. possession invaded in WWII, there were no museums on the inside passage, only lots of water, many trees, some performing whales, and a couple of seals. Juneau, the capital, is a tourist town. Four or so giant cruise ships dock there most days; a Disney ship carried 3,400 passengers; how many were mice is not known. Every third shop sells diamonds, strange since they are not mined there. We did invest in a short totem pole.

The next issue will be on time. Deadline is September 30.

*Qm*



Matilda Mk.III Tank



An 88 in front of the Fermont site. See article starting on page 18.



A room at the Ouvrage de la Falouse fort. I was drawn to the telephone wires.



Another room at the Ouvrage de la Falouse fort.



Sightseers at Ouvrage de la Falouse fort.

## Open Match Requests from Duncan Rice

Albion, Land of Faerie SPI	Tony Arena (1652) C	Squad Leader AH	Andre Polite (1799) F
Advanced Squad Leader MMP	Dennis Sheppard (804) SEV	Squad Leader AH	Jim Williams (1276) EV
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	George Philles (697)
Anzio AH	Melvin Yarwood (36) P	Stones River Decision Games	Mel Yarwood (36) P
Anzio 4ed AH	Tom Walsh (1427) P	Sweden Fights On GMT	Richard Passow (1453) EPS
Armada 2ed SPI	Tony Arena (1652) C	Third Reich 4ed AH	Michael Mitchell (1086) ETV
Axis and Allies MB	Andre Polite (1799) F	Third World War GDW	Tony Arena (1652) V
Battles for Ardennes SPI	Thomas Ten Eyck (0826) EP	To Green Fields Beyond SPI	John Trosky (1554) CEV
Battle for Midway: Decision in the Pacific 1942 GDW	Melvin Yarwood (36) P	Tobruk AH	Dennis Sheppard (804) SE
Battle Fleet Mars SPI	Tony Arena 1652 C	Twilight Struggle GMT	Chris Hancock (565)
Bitter Woods AH	Melvin Yarwood (36) P	Up Front AH	Andre Polite (1799) F
Bitter Woods, Deluxe L2	Art Dohrman (1551) EV	A Victory Denied MMP	Ed O'Connor (1243) V
Blue and Grey I, II	Melvin Yarwood (36) P	War and Peace AH	Dan Johnson (1816) FV
Borodino SPI	Melvin Yarwood (36) P	War of the Ring SPI	Tony Arena (1652) C
Breakout Normandy L2	Art Dohrman (1551) EV	War at Sea AH	John Hoffmann (884) E
The Caucasus Campaign GMT	Tom Thorsen (470) V	Washington's War GMT	Shannon McNamara (1639) V
Chalons DG	Albert Bowie (299) EP	Waterloo AH	Pete Martin (0243)
Chancellorsville '74 AH	Charles Marshal (1573) E	Waterloo AH	Brian Britton (1582) V
Constantinople S&T 66	Richard Passow (1453) EPS		
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		
Empire in Arms AH	Time Dekker (1593)		
Eylau SPI	Albert Bowie (299) EP		
Federation and 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		
Last Chance for Victory	Bruce Gelinias (1668) VG		
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		
Pearl Harbor GDW	Tony Arena (1652)		
Republic of Rome AH	Tony Arena (1652) VM		
Richthofen's War AH	Scott Saunders (1664)		
Russia Besieged L2	Michael Paul (1578) P		
The Russian Campaign AH	Jim Williams (1276) E		
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		

### Match Codes

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

### Match Coordinator

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

## The Cabinet War Rooms

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

My first report regards the AHIKS Bylaws. Bob Best has been working diligently at bringing the Bylaws up to date. It's been quite a project, involving a lot of hours from Bob. We all owe Bob a huge thank you for his work. I have offered to take over the project, now that it's almost finished. There is nothing in this issue of *The K*, but I hope to have the new Bylaws ready for a general vote by the next issue.

My second report is about multiplayer games. I have been involved in a few lately. AHIKS has had two **Diplomacy** games, **A Distant Plain**, and is in a second tournament for **The Hunters**. This is a great way to be social and enjoy our hobby. There are a number of multiplayer games looking for opponents. Tony Arena is looking for players of **After the Holocaust**, **Crown of Roses**, **Federation and Empire**, **Gladiator**, **Gunslinger**, **Imperium Romanum II**, **King Maker**, and **Republic of Rome**. Let's give the guy some action. If you are interested, let me or Tony know.

Finally a call for Mel Yarwood. Mel, your match requests are three years old. I will be removing them in the next *Kommandeur*. Please write and update me on what you are interested in playing. As always, everyone else should be looking at their requests and keeping them updated. A good match request list depends on your communication with the MC office.





Bert Schneider was traveling this summer. He took this photo in one of the museums he visited. If you can name that museum, we'll send you a prize. Send your answer to the editor.

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: September 30, 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

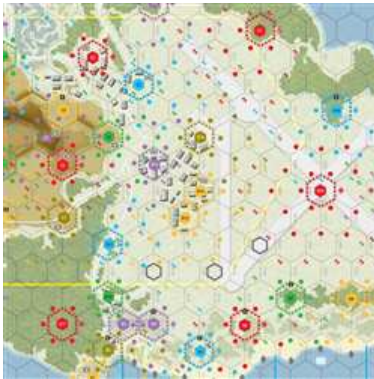
**Awakening the Bear Solo Expansion.** The Conflict of Heroes Solo System revolutionizes solo tactical play. Instead of AI units being individually programmed as in past games, our AI units utilize a unique Emergent Behavior and Agent Based Logic. Each situation is evaluated and the AI implements the best course of action using available resources and unit assets. Even veteran CoH players will be challenged to hone and adapt their playing styles in order to overcome the AI. Requires **Awakening the Bear** to play. \$45 <https://academygames.com/>

#### Decision Games

**D-Day at Peleliu** is a solitaire game simulating the amphibious invasion of Peleliu in the Palau Islands. The Marines assaulted with the primary goal of capturing the airstrip nestled amid jungle and overlooked by forbidding mountain terrain. Though Maj. Gen. William Rupertus, commander of the division, predicted a quick four-day victory, the battle was instead a two-month fight to the death against some 10,000 tenacious Japanese.

In **D-Day at Peleliu**, designer John Butterfield advances the solitaire system of his award-winning **D-Day at Omaha Beach** to the next level. You control the US forces against a Japanese defense determined to hold the island at all costs. An innovative no-dice combat system highlights unknown enemy deployments and the importance of using the right weapons and tactics. Event cards keep the action flowing and the rules simple while introducing historical detail.

Players familiar with **Omaha Beach** will recognize the hazardous amphibious landings, overlapping enemy fields of fire, uncanny enemy tactics, and the emergence of heroes and leaders as the battle unfolds. In **Peleliu** new features cover coordinated Japanese counterattacks, close combat, fortified positions in coral and mountain terrain, and the hellish canyons and peaks of Umurbrogol Mountain, ever after referred to by the Marines as "Bloody Nose Ridge." \$60 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1026>



**Wellington's Victory.** The classic SPI game covering the battle of Waterloo returns in this revamped version. Napoleon's French Army of the North faces Wellington's hodge-podge Army of the Low Countries, who are fighting for time while awaiting the arrival of Blucher's Prussian Army of the Lower Rhine. The maps use natural contours to show elevations, with terrain features including the critical chateaux, villages and farms, walls, woods, hedges, sunken roads, slopes, streams, and marshes. Most of the vividly colored counters represent combat units: infantry battalions, cavalry squadrons, artillery batteries, and engineer detachments. Many battalions have additional counters for specialist skirmishers, or additional counters to represent greater size. Individual leaders enhance unit

performance, while each army's high command is represented by key commanders and unit headquarters. The game mechanics have been streamlined; a single dice roll inflicts casualties and disorder. Units and larger organizations wear down over time and must be rested or risk a catastrophic collapse. Hidden movement allows each player to prepare surprises for the other. Multiple scenarios cover everything from the historical battle to a fight for an individual chateau. The French player may decide on an early start, or even on turning the battle into a demonstration. The Prussian arrival can occur early with fewer troops, or later with more, at the will of the allied player. It's all here, from massive cavalry charges to grand bombardments to skirmishing to wild melees, with the fate of Europe in the balance. \$160



<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=3033>

**Napoleon's Last Battles** (SPI update). A largely graphic update of the SPI classic game on Waterloo Campaign. A new Joe Youst map and iconic counters selected by our customers in a head-to-head contest. Two maps, two counter sheets. Chris Perello, developer.

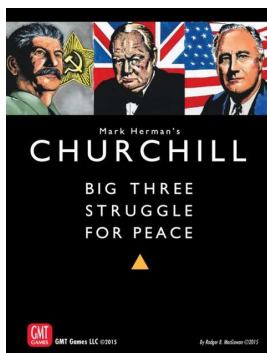
This game is a reprint and update of the classic SPI game from 1976. The map covers the entire campaign area, featuring the towns, roads, rivers, woods, chateaux, and ridges that affected the fighting. The colorful units in the game include infantry, cavalry, and artillery brigades, plus key leaders. The original game's scenarios are intact, covering the entire campaign or using just a portion of the map and counter set to cover each of the four principal battles fought historically: Ligny, Quatre Bras, Wavre, and Waterloo (or La Belle Alliance). The one-day mini campaigns and a Wavre variant from DG's 1995 reprint also return. A number of extra units have been added to make potential reinforcements available, to modify the original order of battle due to new research, or to give players the means to alter each army's counter mix. Optional rules present variants for several of the standard rules. \$60 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=3008>



#### GMT Games

**Churchill** is a three player game of Coop-etition where the players must cooperate to win World War II, while at the same time achieving a superior post war position over your allies. If the players collectively fail to defeat the Axis the Allies lose, but if the Axis are defeated, there is a victor of the peace that follows. There is also a two player and solo variant.

**Churchill** is NOT a wargame, but a political conflict of cooperation and competition. While the game focuses on 10 of the historical conferences from 1943 till the end of the war these



and much of this design should not be taken literally. Before and after each conference small groups of advisors and senior officials moved between the Allied capitals making the deals that drove the post war peace. Each conference sees one of a group of issues nominated for inclusion in the conference. The issues categories are: Theater leadership changes, directed offensives, production priorities, clandestine operations, political activity, and strategic warfare (A-bomb). Each of the historical conference cards independently puts some number of issues such as directed offensives or production priorities metaphorically put on the table, while the players nominate an additional 7 issues.

The game display for this is a circular conference table that the three players sit around behind their 'seat'. Each player has a staff deck of named personages, such as Secretary Stimson and Anthony Eden that are randomly drawn to make your conference hand. A pre-conference round of cards gives leverage to the winner who then moves an issue toward their side of the table equal to the value of the card played. Play then proceeds with the conference where each player in turn plays a card on one of the issues in the center of the conference table moving it the value of the card toward his side of the table. Each card is an historical personage and they often have bonuses if played on a particular category of issue. Contesting an issue has you move an issue away from an Ally toward your own. \$89

<http://www.gmtgames.com/p-423-churchill.aspx>

**No Retreat 4: The Italian Front** will be using a mix of all the previous **No Retreat!** game concepts/systems, including some from the solitaire module, to depict this long and grueling campaign with the minimum of fuss and the fastest possible play time. Each turn will represent one or two months (depending on the weather), but not every Turn will see major action! So during Frontline lulls very little combat, if any, will take place but for frontline attrition, so these turns will pass in a speedy manner. When a side decides to go on the offensive then that specific turn will see a series of moves/combat/activations (like was done for **NR2**); using a variant of the regular No Retreat "Target/Counterblow" rules and markers.



The important sea invasions will be shown in great detail, the German fortified positions also, and the long set-pieces battles (like Cassino or Anzio) will be represented correctly without bogging down game play. Like in **NR3** "Secret Campaign Plans" will make an appearance, with players vying to attain special high command objectives, thus getting bonus victory points if the game does not end in an early "Sudden Death" and continues to the bitter end. \$65 <http://www.gmtgames.com/p-466-no-retreat-4-the-italian-front.aspx>

**Triumph and Tragedy** is a geopolitical strategy game for 3 players (also playable by 2) covering the competition for European supremacy during the period 1935-45 between Capitalism (the West), Communism (the Soviet Union), and Fascism (the Axis). It has diplomatic, economic, technological and military components, and can be won by gaining economic hegemony or technological supremacy (A-bomb), or by vanquishing a rival militarily.

The 22" x 34" area map covers Eurasia to India and the Urals, with the Americas and the eastern British Empire represented abstractly. Military units are 1/2" blocks, of 7 types (Infantry/Tank/Fortress/Air Force/Carrier/Fleet/Submarine), in 6 different colors (Germany/Italy/Russia/Britain/France/USA). The mix of approximately 200 blocks allows great flexibility of force composition. There is a 55-card Action deck and a 55-card Investment deck, plus 30 Peace Dividend chits and 50 markers of various types.



The game starts in 1935, with all 3 Great Powers virtually disarmed: Germany has repudiated the Versailles Peace Treaty, initiating an arms race in Europe. With blocks, the nature of military buildups remain unknown to rivals unless/until military conflict breaks out. The game may end peacefully or there may be war. There are game sanctions for attacking neutral minors or declaring war on an opponent, and rewards for remaining peaceful (you get a Peace Dividend chit of value 0-2 for every year you remain at Peace). \$89

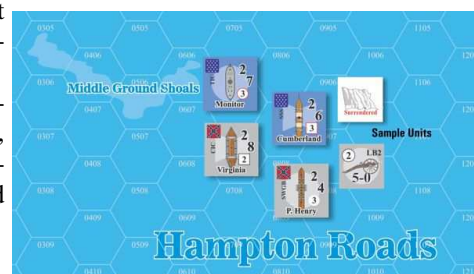
<http://www.gmtgames.com/p-422-triumph-and-tragedy.aspx>

### High Flying Dice Games

**Duel of Iron** details the battle of Hampton Roads fought on March 8 and 9, 1862. Union General George B. McClellan's steady advance up the James Peninsula threatened the Confederate capital of Richmond, and a Union victory here had the potential of ending the war. A massive fleet of powerful Union warships anchored the northern army's flank and protected their water-borne supply line.

On March 8 a strange looking Confederate steam ship, one that looked like a floating barn roof to a Union sailor who witnessed it, accompanied by other more conventional Confederate warships, sallied forth to do battle. The *CSS Virginia*, an ironclad warship built on the hull of the captured *USS Merrimac*, proved impervious to cannon balls fired from the Union warships and nearby land artillery batteries. Victory seemed within the Confederate's grasp when action ended on March 8, leaving two Union warships sinking and another badly damaged, with only slight damage to the Confederate vessels.

The fighting resumed on March 9, but the Union ironclad *USS Monitor* had



arrived during the night and its commander intercepted the *CSS Virginia* when it steamed out for battle. The battle between these two ironclad warships was violent, but ended in stalemate, and the Confederate's ambitions were thwarted.

Although inconclusive in military terms, this first fight between ironclad warships marked a decisive turning point in naval warfare. \$15

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

### Lock 'n Load

**The World at War** series has Cubans with SU-100s, South Africans with Oliphants, French AMX B-2s and T-80s with different armor factors, but there is one thing that **World at War** is missing—American tanks.

**Into the Breach** cures that. This expansion to **The Untold Stories**, explores the tank's battle on the front line in the first days of the war. Now you get to fight with lots of Abrams, Bradleys, infantry, and even Sheridans. On the flip side of the tank, you'll fight a mass of Soviets and Polish armor.

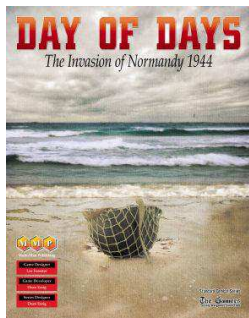
There are 12 scenarios, including an East German counterattack, West Germans on defense, and Americans defending in depth, screening main forces, attacking and counterattacking. **Into the Breach** requires **World at War: The Untold Stories**. Price unclear: \$23

<http://store.lnlpublishing.com/>



### Multi-Man Publishing

Like **It Never Snows** did for Operation Market Garden, **Day of Days** takes on the first 10 days of the Normandy landings at the company level. The Allied objectives are to land successfully and push far enough off the beaches to guarantee a rapid advance into France. The Axis player needs to either defeat the initial landings or plug them up to create a stalemate.



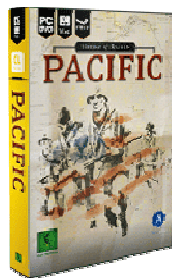
This game is both massive and extremely playable, giving players a unique appreciation for the issues involved at the beginning of the invasion. The importance of the initial air-drops, the real potential for brutal German counterattacks, and the need to get off the beaches quickly, all these come into sharp focus within the clean and fast-playing framework of the Standard Combat Series. Players can tackle the

US landings separately as single-map scenarios, the Commonwealth landings on two maps, and of course there is the Whole Enchilada. \$120

<http://www.multimanpublishing.com/tabid/59/ProductID/277/Default.aspx>

### Matrix Games

Set in Pacific theater of WW2, **Order of Battle: Pacific** features playable campaigns for both the US-led Allies and the Japanese Empire. Starting from the attack on Pearl Harbor, the dynamic campaign system allows players to alter the course of history and even win the war as Japan in the fictional "what-if" conquest of Australia, or lead the Allied forces from the struggle at the beginning of the war to ultimate victory with the invasion of Japan.



With a selection of over 500 unique looking and behaving units, players can build and manage their army and fleet throughout the campaign. Early units include the iconic M3 Stuart, Type 97 Chi-Ha, A6M Zero, and F4U Corsair fighters. As new technology becomes available, players eventually gain access to high-tech and prototype units such as the Nakajima Kikka and P-80 Shooting Star jet-fighters,

Montana and Super Yamato Class battleships, and T28, T29 and Type 100 I/O heavy tanks.

Commanders can be attached to specific units to provide unique bonuses to anything in their command range. While good use of unit types and tactics remains the player's priority, clever use of Commanders can tip the balance in an offensive operation or buy just enough time in defense to turn the tide to your favor. 1-4 players. For the PC: \$51.

<http://www.matrixgames.com/products/516/details/>  
Order.of.Battle.:Pacific

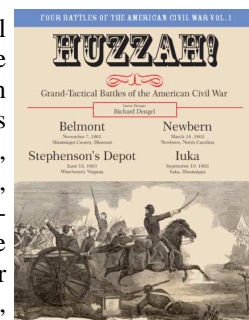
### One Small Step Games

**Huzzah!** Four Battles of the American Civil War Vol. 1. Designer Richard Dengel (Rebel Yell!) has returned with a new entry into the American Civil War pantheon of games with his new **Huzzah!** grand-tactical system. In partnership with One Small Step, we are bringing the first entry in the system to your gaming table this summer.

Vol. 1 contains four battles from the ACW: Belmont, Iuka, Newbern, and Stephenson's Depot.

**Huzzah!** simulates American Civil War combat at the tactical level. The system features encounters little known yet strategically fraught. These are fights that, had they concluded differently, might well have transformed a campaign, a reputation, or both. So, while the battles in were little more than a scrimmage when compared to, say, Gettysburg or Stones River, they were not insignificant, bearing weight well beyond what mere numbers suggest. This game is the first installment of what will become a series of games using the system. The next installment in the series will be a second quadri-game focusing entirely on the Wilderness Campaign. These four battles will also be combinable into a large campaign game. \$60

[http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=4&products\\_id=43](http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=43)



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### Perry Moore Games

**The Dvina River Offensive:** Final Blows in North Russia, August 1919. By August 1919, the British 45th and 46th Battalions, together with over seven river monitors and gunboats mounting up to 9" guns, over 25 aircraft (mostly DH9A bombers) were in place for the final blow on the Red virus known as Bolshevism. By this time, the French and Americans had all left. It was now a British show and one that was destined to leave a bloody nose upon the Reds. At least that was the plan! The Dvina River Offensive had it all: dogfighting aircraft, ground combat, naval surface action, naval bombardment, bombing, machine guns, artillery, river monitors and gunboats,

unpredictable river currents, water levels, sandbars, floating mines sent down by the Reds, foul weather, balloons. The offensive lasted four days. One part went extraordinarily well, another part nosedived into hell. Both sides get to enjoy this game!

There are two game maps, one covers the ground action and the other the air to air combat at a different scale (50 yd a hex). Aircraft are rated for speed, bombing, size, maneuver, altitude. Thus, the game is really two games: an operational ground game, a tactical naval and air to air combat game! \$23

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

UNIT SAMPLES			
Barge ID	Monitor	Aircraft	Size DRM
B4	M37	TB	+3
A	B	Short	1 4
Ship Draft Rating	Sec. Gun	Maneuver Rating	ID#
Left of Slash: Primary Gun Bombardment		Right of Slash: Secondary Gun Bombardment	

### Schutze Games

**NAM 65-75** is an historical simulation game that enables players to recreate the Vietnam War at a strategic level from US Marines landing at Da Nang in 1965 to the collapse of the south Vietnamese regime in spring 1975. \$40

<http://nam65-75.webs.com/>



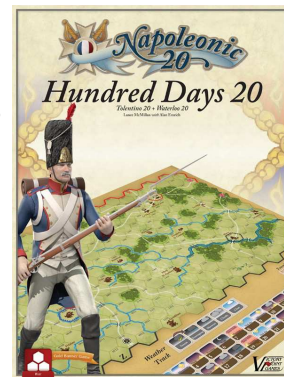
### Victory Point Games

The **Napoleonic 20 Series** features games of only modest complexity, each with a focused scope and low unit density (typically fewer than twenty pieces per side). The fast-playing turns feature compelling historical narrative told through random event cards and the ebb and flow of military units maneuvering and engaging in battle on the map. Replete with the surges, lulls, and "friction of war" that gives a great feel for the parry-and-thrust of a Napoleonic grade battle as armies close to bayonet-point to see which will break first.

Jack Gill's **Tolentino 20** focuses on the battle of May 1815 which occurred in central Italy during the period of the "Hundred Days" of Napoleon's brief restoration to the French throne. Murat's early gains were soon forfeit against the two advancing Austrian corps, but these two corps become separated by the Apennine Mountains. Like Napoleon's Waterloo campaign, Murat hoped to defeat each corps in turn before they could reunite.

**Waterloo 20**, 3rd Edition from Joseph Miranda is a game based on the Waterloo campaign of 15-18 June 1815. Two months after returning to France, Napoleon had an army of 280,000 men and was mobilizing half as many again for the next two months, but he was set upon by Allied coalition armies of nearly 1,000,000 soldiers who were preparing to move against France. The British (110,000 men) and Prussians (120,000 men) were closest, in Belgium, and Napoleon struck first before their numbers could be combined against him. With speed and surprise, he invaded Belgium with fully 125,000 men in a bid to defeat each of these armies in turn before they could unite. \$46

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

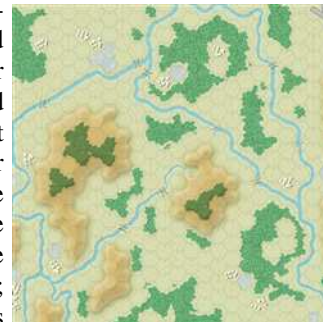


## MAGAZINES

**Modern War #18 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. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW18>

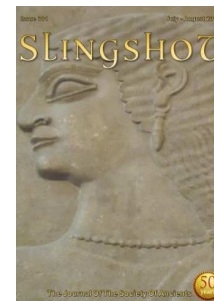


### Slingshot 301, July/August 2015

Containing articles on An Amazing 50 Years Battle Day Reports – Hydaspes 326 BC

with Armati  
with DBMM  
with Field of Glory  
with Sword & Spear  
with Scutarii  
with Command & Colors Ancients  
with Lost Battles

Another Battle of Thermopylae  
Slingshot Book & Figure Reviews  
A Digital Slingshot



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



*Strategy & Tactics* #294 contains **World War I**, a remake of the classic game from *Strategy & Tactics* #51, chosen by our readers during "March Mag-ness" in 2013. It covers the entire war in Europe, with the map now extended into the Middle East, to include Palestine, Mesopotamia, and Persia. Hexes are approximately 60 kilometers (36 miles) across, slightly more one the Middle East map section. Most units are armies (100,000 to 200,000 men), with some specialized corps like the Italian *Arditi*. Turns are six months long, with multiple movement and attack phases in each.

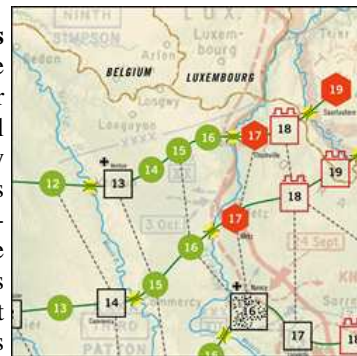
The key to the game is the Mobilization Point (MP), an abstract representation of manpower, weapons, supplies, and money. Each nation receives MP each turn based on the size of its economy, which gradually diminishes as the war progresses (unless enemy resources are captured). MP are used to build new units and installations, to absorb losses from combat, and to purchase special campaign markers which allow extended operations or grant temporary benefits in combat. Diplomacy rears its head as both sides woo neutral powers.

The main scenario covers the entire war from 1914-1918, with the action starting in the fall of 1914 using the historical set up. If players desire, the war can be extended into 1919. A second scenario covers the same period (including 1919) but allows free set up during initial deployment. Two short scenarios cover the opening phase of the war (two turns) and the final great battles to bring the war to an end (four turns). \$35  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST294>

*War Diary* Vol. 2, #1 Arrived here the day after the last *Kommandeur* was sent out. It contained **The Battle of Ball's Bluff** (October 21, 1861). The game looks nice, with counters ¾ inch on a side. The issue contains a nice 9-page interview with member Randy Heller. The articles are well written and illustrations abound.



*World at War* #43 **Patton's Third Army** is a solitaire game system where the player takes command of General George Patton's Third Army during the campaign across France in 1944. The game begins immediately following the Falaise Battle and continues through to 15 December, at which point Third Army was sent to fight In the Battle of the Bulge. Your goal as a player is to surpass Patton's original record, thereby possibly forestalling Germany's Ardennes Offensive and thereby gaining glory as a great general.



In the game, you control US and other Allied units assigned to the Third Army. The game system plays the Germans. You will have to deal with a wide variety of situations, from battling against fierce panzer counterattacks, to figuring out ways to extend your lines of supply.

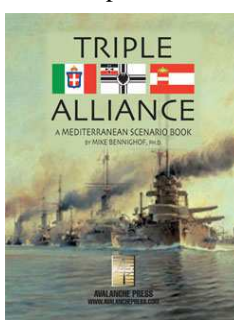
The game has two levels: the Standard Rules, which gives a quick wargame, and the Optional Rules, which give more realism for more complexity. \$35  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW43>

## BOOKS

### Avalanche Press

#### Great War at Sea, Triple Alliance

In December 1912, Germany, Austria-Hungary, and Italy renewed their 30-year-old military pact known as the Triple Alliance. In the months that followed, staff officers from all three fleets prepared detailed plans for operations against the French and British fleets in the Mediterranean in case of war. Yet when war came in August 1914, Italy refused to join her Alliance partners and those plans would never be used.



What if Italy had honored her Alliance obligations and joined the Germans and Austrians in a naval war against Britain and France? What if the Triple Alliance plans had been put into operation, with the Austrian and Italian fleets combining to challenge the French and British? The Great War at Sea in the Mediterranean is no longer confined to the Adriatic Sea, but now rages across the entire Mediterranean basin. \$35

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



## The Trip Continues: Verdun by Omar DeWitt

Verdun is about a three-hour drive from Peronne Cedex. If you ever drive in Europe, make sure you have a navigation system. They are absolutely marvelous.

We checked in at l'hôtel du Tigre, named after Clemenceau, the Tiger. After moving our bags to our rooms we were off to the battlefield. The museum in Verdun was closed; it is due to reopen next year. Another museum also being built and should be finished next year. We knew this ahead of time, but it was still a disappointment.

We drove to Fort de Douaumont, one of the largest French forts. Three words pretty much describe the fort: big, wet, empty. Water is continually dripping from the ceilings, forming thin stalactites and creating puddles of water on the rock/cement floor. We were allowed to walk along the corridor and look in the large rooms, a few of which were labeled. The rooms were stone with an arched stone ceiling. The rooms were about 20 feet by 35 feet and around 15 feet high. There were also smaller rooms; the bakery contained a solitary metal stove. Quite by accident I came across one of the large guns. One could not see the gun (which was high up), only part of the mechanism that raised and lowered it. There was lighting throughout the fort; it was not bright, but since there was nothing to see, it didn't matter. What was impressive was the sheer size of the place, and we were allowed in only a part of it.

Outside, we warmed up a bit, then walked up on top of the fort. All that was visible, of course, were the gun turrets and observation cupolas above the grass. There were many trees about, which would not have been the case 100 years ago.

During the war the Germans did capture the fort. Eventually, the French retook it.

We next visited Fort Vaux, passing a huge cemetery containing some 38,000 soldiers. Fort Vaux was also taken by Germans using flame throwers and gas; I have not checked to see if the French recaptured it. This was a smaller fort, and less wet. There was more to see. Two 75 mm guns were still there. Metal bunk beds that slept four on each of the two levels were present. We had used paper directions touring through Douaumont, but we opted to use audio here.

Each fort had a area where one paid the entrance fee. It also had for sale books, mugs, watch fobs, and the usual items. Most of the books were in French, of course.

Next morning at breakfast we saw a large bus outside and a large group of loudly talking, middle-aged French people inside, apparently a tour group. They seemed to find something interesting in Sue, who got a good looking over. The food available was rather sparse: cheese, croissants (of course), baguettes, jams, coffee, tea.

We drove west. There are many, many WWI sites around Verdun. The only trick is to find those of interest. Monuments and cemeteries held no interest for me. We headed for Vauquois Hill, about a half hour away. We



Monument on Vauquois Hill

followed the signs off the main road and took the 1½ lane road up to the site. In the parking lot at this remote site were two giant buses and a car! The buses were for high-school kids. We walked up the hill. At one point, a rail track with one load car was visible. The track ran into the hill; it apparently was used for the extensive mining operations that both sides were involved in. We read that the Germans were mining at three levels. The point was to mine under the opponent's trench line and then blow it up. At the top of the wooded hill, we could see the undulating ground—craters in the hillsides. A monument stood there as well. We had no guide to take us underground, so we walked back down the hill and drove to Varennes-en-Argonne.

There was a very large memorial there on two lots separated by a road. To my surprise, it had been erected by the state of Pennsylvania. Quite by luck, we found the museum we were looking for. It was quite near the memorial, and it was closed. It was open only on the weekends. That can't be a great surprise; the war was 100 years ago. High interest in the war has diminished.

Doortje had read about the existence of trenches nearby. Apparently, some trenches had been recreated and had been visited by 30,000 visitors! Sounded good. We drove east toward Verdun to the town of Chattancourt. Following the indispensable navigation device, we drove into the wilderness, down 1½ lane roads. When we reached this out-of-the-way spot, we found three cars! There was an information board, and we walked into the woods. A couple of minutes later we were standing in front of a statue commemorating the men who died nearby. Downhill a bit was another plaque, and then we were back at our car. No trenches.

A woman and two men were walking out of the woods past the bar over the road into the parking lot. One man had a shovel on his shoulder, which was puzzling. Had four people walked into the woods? Doortje speaks several languages, so we sent her over to ask them about the missing trenches. When I heard the two of them speaking English, I went over. One of the men said there were kind-of trenches on the left ring road. We decided to give it a try.

It was a dirt road running between the green trees. Nothing was obvious on the sides of the road. When we came upon an overgrown road running into the woods, we walked down that. The ground on both sides was not normal ground; it had been worked by men or shells, but there was no appearance of trenches. We walked back to the car. We did see one incidence of a real trench, and it had a real placard, explaining that the trench had been used to remove wounded men to the rear. The "trench" was a path between "trench sides" about three feet high. That was it for trenches. We never did find anything more about the trenches Doortje had read about.

On, back to Verdun, we stopped for lunch in Marre. We pulled into a driveway next to the sign for a hotel/restaurant. It was a driveway. Farther on we found the hotel and even found the restaurant in a separate building off to the side. A talkative table of French people were already in the restaurant, and they were there when we left. The waitress was a bit reserved initially, but she warmed up before we left and even took a photo of us.

South of Verdun is La Falouse. Where we found Ouvrage de la Falouse, built around 1907. It has recently been revamped



Ouvrage de la Falouse

by a local group of Rugby players, and they have done an excellent job. Most rooms have been furnished with furniture, equipment, and people-models. The models are very good—not



Kitchen in Ouvrage de la Falouse

made of manikins. It was a fairly small fort, one 75 mm gun and machine guns. It was not attacked in WWI, which helps its present appearance. It is very well presented and is worth a visit.

The short, stocky man in charge spoke English. In fact, all through the trip I assumed the locals spoke English, and usually they did.

On the way to Lille, I had two stops planned. The first was in Spincourt to see something of the German rear. Our trusty navigator took us to a store front in the town. Looking through the window, I could see nothing of a museum or anything dealing with German occupation. While mulling this over, a woman came to the door and motioned us in. She introduced us to a man who spoke English. He had something to do with the German site; exactly what was not clear.



Bunk room at Ouvrage de la Falouse

He got out a local map and circled two spots. One was a large German gun, the other was a R&R village. We thanked him and left the shop.

As we were leaving, a line of small children (kindergarten?) was entering the building we were leaving. They were proceed-

ing two by two, mostly holding hands. They looked very cute. Were they going to visit German WWI sites, too?

Following the map and signposts, we did find the large German gun. In the parking area was a car! The occupants were Dutch, and Doortje chatted with them a bit. One of them said his father had brought him to this site many years ago; he had brought his friend back to look at it. The gun had originally been made for a naval ship, but was converted to land use. It was lying on its side by the side of the road. A big gun, 305 mm. In 1920 it was declared a monument by the French government. In the woods behind it, were the cement pit in which it fired toward Verdun, two tunnels (?), and a few accessories, including a cement shell, so we could see what it fired. As we were leaving, two cars were approaching the parking lot.



Two pictures of the gun and one of its firing pit.

To get to the German village, we followed the signs. The Dutch men were driving away as we approached. There was another vehicle there, but we found that they were cutting down trees. The German village was in the dark trees, and it was still standing because the houses were made of cement. There was a cement center nearby, and the Germans were experimenting



with cement in wartime. It seems to have worked with housing because the buildings were in good shape after 100 years. Vegetation was rampant, of course, and trees had grown up all over. Because of the clouds and the trees, the area was quite dark. Some three men were cutting some large trees nearby. Not a lot to look at, but it was an interesting site.

Off to Fort Fermont on the Maginot line, a few kilometers north and not far from the Luxembourg border.

Our navigation device let us down. We ended up in a corner of an alley of Longuyon, with the device saying, "You have reached your destination." Was the device dumb or cunning? We reprogrammed the device, and it took us out of town. Occasional sign posts indicated we were on the right track. We went several miles (and more kilometers) until we arrived at the

fairly large parking lot around noon. There were no cars and no buses. Hmm. We walked over to the entrance, where there was a red and white bar over the road. A sign board on the left indicated, after careful reading and re-reading, that on Fridays, the fort opened at 3 PM. Merde. It would take four hours to drive to our hotel that night in Lille; if we waited until 3 and took an hour in the fort, we would not get to Lille before 8. Unacceptable.



We did walk around the red and white bar and down the road to the fort in the light rain. In front of the fort were a couple of guns. There was the infamous German 88, which I do not remember seeing before. After taking a few photos and looking around, we walked back to the car and drove in the rain to Lille. Disappointing.

Our next day at Passchendaele was a good day. It was sunny and the museum was excellent. How does one describe a museum? Physically, it was in a large, old house. The displays included photographs, paintings, posters, and, of course, military hardware. At one point there was an entire wall of different artillery shells, all in different colors for their different purposes. In the dim light, my camera was shooting photos at 1/20 or 1/30 of a second. I hope they are not too blurry. The entire museum was neat and well presented. Some areas were even well lit! The tour ends when one is sent into the trench outside. The trench is about 7-8 feet deep with wooden wicker sides, made out of woven branches. Some sides were corrugated metal. In places there are slightly higher platforms to fire from. A few dugouts are present. Quite interesting.

In the next issue: our visit to Waterloo.



German helmets at Passchendaele



An assortment of metals.



Armament, including a trench warfare rifle.



Various grenades, including rifle grenades.



Gas masks.



Artillery shells of different uses.



Probably a flare gun.



Bunk in a trench dugout, obviously for an officer.



Trench with firing step.

### Historical and Tactical Notice on the Battle of Vauquois

You are on Vauquois Hill, 870 feet above sea level. In 1914 a village, with its church and cemetery, stood where now there are only mine craters and shell holes. In front of you is a plan of the village as it used to be, showing the streets. Only a few scattered stones remain.

On 4 September 1914 the Germans took Vauquois unopposed by the French. On 16th the position was retaken by the French but on the 24th it fell again to the Germans after fierce fighting which cost their 82nd Infantry 50 dead and 150 wounded.

The Germans, who had set about carefully fortifying the village, came under heavy fire from the French, who mounted their attacks from the 'Bois Noir.'

During the offensives launched by 14 French companies on 28th and 30th October, and 8–10 December 1914, some ground was gained in the direction of the village but that was all. The French needed to recapture the hill because of its value as an observation post. As long as the Germans held it, they could keep the railway line, which runs to the SW from Sainte-Menehould to Verdun, under constant threat of bombardment in the region of Aubreville. If the Germans had lost the hill, they would have had to abandon the positions that they had already defended at great cost along the 'Haute Chevauchee.'

The next assaults were made by the French 10th Division.

The attack on 17 February 1915 was a disaster, with the French losing 800 men killed or wounded. During further assaults carried out under heavy fire on 28th February and 1st and 2nd March part of the village was captured with the loss of 3,000 more casualties.

During the next few days both sides fought to gain control of a few feet of wall or trench, until the enemy lines were only a short distance from each other. Their approximate positions can still be seen among the ruins. In spite of constant shelling, the use of chlorine gas and flame-throwers, neither side could advance or force a retreat.

In a desperate bid for victory, both sides now set about waging war underground because the shelling raging on the surface made ground fighting impossible.

The Germans dug underground galleries at three different levels. These still exist but for reasons of safety they are not accessible. They are 45, 90 and 135 feet below ground level and they open out to the front lines. The French dug similar galleries but these have long since caved in.

Some of the galleries passed right under the enemy lines. Between 1916 and 1918 they were used by both sides to lay mines which, as they exploded, brought down and buried entire units. The biggest of these mines—60 tons of explosive—was laid by the Germans on 14 May 1916. It killed outright more than 100 men of the French 46th Infantry and blew the crater the furthest away to the west, on your left.