



**GOLDEN
ANNIVERSARY
VOLUME**

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



The Kommandeur: Conflict Simulation Comment and Analysis

From the President Kenneth Oates

We are heading into the last months of 2015. From the aspect of the Society, it has been an eventful year. In a future issue, all of these accomplishments will be presented in a detailed "State of AHIKS" message to the membership. Membership has increased, our visibility at the WBC has been reestablished, and other needed maintenance items have been accomplished for the Society to fulfill its responsibilities to its membership.

As on the national scene, elections will be forthcoming next year. It is not too early to start considering if you wish to come up from the ranks and take one of the elected leadership positions.

I had communication with a long-time wargamer, Jack Greene. He is reinvigorating his dormant game company. Check the Game News section for Quartermaster Games.

Speaking of games, this year has seen a terrific crop! Review the prior *Ks* for this year, and you will find all eras and levels of games available (one company has released no less than three games on the Normandy invasion alone!).

On my gaming front, I hope to start two new matches in the coming month, one on the American Civil War drawn from the SPI Blue and Gray Quad I, and a more recent GMT publication, **The Caucasus Campaign**. One or both may result in an AAR, depending on how well I keep notes. And I am looking forward to receiving the sequel to the tournament game covering the U.S. submarine war against Japan, **Silent Victory**.

Ken

From the Editor

Your editor will be traveling again, this time to Norway. Norway in December, you say! The hope is to see northern lights, but who knows? There is a military museum in Oslo that I hope to visit. Because of the trip, the next deadline will be early: November 23. Your issue will arrive early in December.

On page 12 of the last issue was a puzzle. What museum was the picture taken in? The display case enclosed an early box of Avalon Hill's **The Battle of the Bulge**. There were no answers, which may be understandable, because the museum is not readily available. It is the George Patton museum in California, which is off the interstate in a remote part of the state. So I will accept the \$500 prize and thank Bert Schneider again for the photo.

The next issue will include a short report on our visit to the National WWII Museum in New Orleans. It keeps growing.

I suspect that *Battles* magazine is slowly sinking under the waves. The issue promised in January has still not been shipped.

12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

- John D. Frei # 1820 Washington, DC
- Ralph S Gardner II # 1821 Glendale, AZ
- Jim Boston # 1822 Norfolk, VA
- Wes Coates # 1823 Mariottsville, MD
- Tom Krynicki # 1824 Lakeville, IN

Our returning member:

- Andy Johnson # 538 Aurora, IL

Upcoming Events

October 8-11, Essen, Germany
ESSEN INTERNATIONAL SPIELTAGE
<http://www.merz-verlag.com>

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

October 16-18, Calgary, AB Canada
FALLCON
<http://www.fallcon.com>

November 6-8, Pittsburgh, PA
GASPCON
<http://www.gaspgamer.com>

Nov 6-8, Surrey, BC
BOTTOSCON
scouterrob@telus.net or look on Facebook

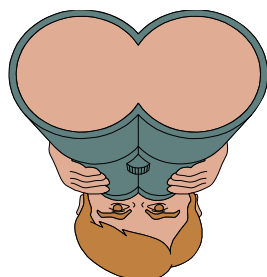
Nov. 6-8, Madison, Wisconsin
GAMEHOLE CON
<https://www.gameholecon.com/>

Nov. 6-8, Round Rock, TX
MILLENNIUMCON 18
<http://www.millenniumcon.info/>

November 18-22, Dallas, TX
BGGCON (BOARDGAMEGEEK.COM)
<http://boardgamegeek.com/bggcon>

December 11-13, Biloxi, MS
GEEKONOMICON
<http://www.facebook.com/Geekonomicon-136275946550942>

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>



Book Review

Iran At War—1500-1988

Dr. Kaveh Farrokh

Osprey 2011

Reviewed by Tom Oleson

I just scanned the early chapters. My main interest was the Iran-Iraq war of 1980-88.

I always ask if there is a game on the subject. There is at least one, designed by me, published in 10,000 copies in 1983 in Spain's rival to *Playboy*, *Numero Uno*. Probably the only war game illustrated with a drawing of people playing strip poker. One woman has already lost. The centerfold was a cute Swiss blonde.

Any other games on the subject?

Every chapter begins with a map, the same basic map every time. The uselessness of the 1980 map is shown by its including the Ottoman Empire, important earlier, long gone by then. It is of no help to the narrative, which however is very detailed.

This war has lessons for today.

1. Iran is no pushover. If and when we and/or Israel "teach them a lesson," it won't be easy.

2. Our second Iraq war was a bad idea, whether or not Saddam had Weapons of Mass Destruction, but included in that definition are chemical weapons, freely used by Iraq not only in this war, but against Iraqi Kurds, with leftovers still in Iraq to-day.

3. Iran had U.S. equipment from the Shah era, and clandestinely purchased spares and other armaments, but other than that, they were on their own. Amazing is the list of countries helping Iraq. Egypt and other Sunni states participated militarily to a limited extent. The USA and the USSR were very helpful, as were India and Pakistan. Countries as remote as Argentina sold arms.

4. The way Iran suffered from this unprovoked attack, it must be satisfying that they now control half of their former enemy. Maps of the earlier conflicts also show Iran controlling the Eastern half of Iraq, with its Shia population.

5. There were naval engagements in the northern Persian Gulf. In April 1988 enemy ships destroyed 2 militarized Iranian platforms in the Gulf, assisted by commando landings on them.

"Iranian navy was mortally crippled, helping Saddam. Iran's frigate force was halved to 2 ships, with 4 other ships and 2 sea platforms destroyed."

Iran's small air force, flying left-over U.S. jets, tried to intervene, but were damaged and chased away by far superior air power. Iran's ability to contest Iraq in the Gulf was dealt a heavy blow.

Who did it? The U.S. Navy, with Navy Seals landing on the platforms.

6. The U.S.A. was on the side of Iraq, also providing very useful satellite intelligence. Why then did we attack Saddam in 1991? Some say we urged him to invade Kuwait, but this makes no sense. The only logical explanation is that we disapproved. Perhaps after our help in the earlier war, he misjudged our reaction.

7. Saddam's security forces were brutally efficient, but 35 years ago "Iraq had a robust and prosperous economy." And today?



WBC Report from Bill Watkins

Saturday afternoon at the Bird-In-Hand Farmer's Market. I reach for my wallet to pay for our purchase. Shock. One of my American express cards is missing! I ask Peg if she's seen it. She says I didn't use it to pay for anything in the WBC Dealer's Room. Where else did I use it?

Oh yeah, I used it at the great Plain & Fancy Restaurant the previous night. I call. Yes, they have my card. We swing by to pick it up. The manager tells me I was very lucky nobody else grabbed it. I reply, "No, we were protected!" What do you mean? "Simple, I used the card to pay for dinner for two priests. We were definitely protected!"

The two priests were, of course, wargamers: Father Eric Tolentino, our AHIKS member, and his friend, Father Todd. I hope Eric has Todd signed up for AHIKS by now.

The good luck stayed with me through Saturday night. I upheld the honor of AHIKS by placing second in the **Leaping Lemmings** tournament! I got to leave our last Lancaster WBC on a high note. Goodbye Continental Inn and those wonderful breakfast buffets. Goodbye Rockvale Outlets, especially the Book Warehouse, where I loaded up on new Brad Thor and Jack Reacher books and even a history of the Taiping Rebellion at 70% off. Goodbye to the incredible Amish food at Katie's Kitchen and Fisher's. Goodbye to spending an afternoon filling up on the dozens and dozens of free samples at Kitchen Kettle and the sugar free chocolates at Grofe's and Asher's.

We weren't the only sad people at WBC. Attendance was way up, the percentage of female gamers was way up and everybody seemed more mellow than I've ever seen. Everybody I talked to had accepted that this was our farewell to Lancaster. They seemed determined to enjoy themselves. Nobody knows what's coming next year. My wife is furious. She spends her time at WBC shopping the outlets. That's going away. Room charges are going to be quite a bit higher than the Continental, and I doubt we'll see those breakfast buffets.

So, in the meantime... Tournaments were well attended. **Ticket To Ride** had 307 players, the highest they've ever had. **Pirate's Cove** was around 280. **Puerto Rico** was also around 280. Even the new **Splendor** drew 240. After the **Leaping Lemming** tournament, I stumbled into the **Slapshot** area just as they were starting. It is hard to estimate how many people were involved. My guess was close to 400!

I did my usual thing, whining to GMs about how I was just there to learn, so give me a top of the line opponent. Worked. For the second year, I drew designer Gilbert Collins in the fabulous **Mr. Madison's War**. My second opponent was a former spooky type who gave me a whipping. Boy, did I learn a lot!

I managed to make a complete fool of myself in **Battles of the American Revolution**. My mulligan round opponent didn't know any more than I did. We declared him the winner. However, it appeared later that we had badly misinterpreted some rules, and I should have won or come bloody close! So, for my first official round, I asked Mark Miklos for the usual top opponent. I took my opponent aside, where Mark couldn't hear what I was saying. I told my opponent I was only involved for this round. Therefore, when we got close to the end, we should check scores. If I was ahead, we should adjust so that he would be the winner. He didn't say anything, except to note he'd try to teach me. It took two turns for me to discover my

opponent was *the* Don Hanle, designer of two of the series games. Feel stupid? Yup! He told me great stories, though.

Got lucky in **Puerto Rico**. Gave my usual story about wanting top opponents, so I could learn. My first set got me face to face with last year's champ! In my second heat, I got two top players, who gave me a running commentary and analyzed all my moves. Loved it!

My most exciting gaming experience at WBC? Believe it or not, it was the **Leaping Lemmings** final. That was one of the most intense gaming experiences I've ever had, right up there with the incredible **Here I Stand** game at GMT East a few years ago.

As usual, I wasn't expecting to go anywhere in the LL go-round. I went to a heat Tuesday night and made my usual "I'm Here To Learn And I don't Expect To Go Further" disclaimer. Since my heat included two ladies who had been in last year's final, that seemed a sure bet. However, when the scores were counted, my strategy of focusing on grabbing food pellets instead of heading for the cliff worked. I was in the mid-20s and comfortably ahead. Same thing in the semifinals.

There were three of us in the finals. The game was incredibly intense. It was cutthroat as all get out. Twice, I got the eagle dice and ended up eating my own lemmings. The other players kept dropping cards that seemed to wipe me out. However, the game was so tight, none of us had any idea until designer Rick Young did the final count. Third place, 15 points. Me in second at 16. The winner had 17! Rick said he had never seen anything like it. Worth the whole week.

What comes next? Lord knows. Peg keeps glaring at me and muttering that I'm going to be on my own next year. I can go to Pittsburgh for WBC, she'll go to Lancaster! Stay tuned!

Games To Watch

In my WBC review, I didn't mention new games. All the dealers were there. I bought all of Multiman's new ASL stuff and managed to spend money all over the Dealer's Room. And I got to try some new games at GMT East. I played the Horger's **Thunder Alley**. One of my cars finished first, but that didn't mean I won. Co-designer Mrs. Horger got her cars across as a group, thereby scoring top points. Excellent game. Mike Nagel and I had our usual insane game. This time, it was **Ludifolie's Berezina 1812**. We played and played. Mike finally started counting. He announced I had won. I'm still not sure why, but I don't think I'll be playing that one again. Not one of their better Jours de Gloire series.

But, there are two new games I am in love with. You know about **Cataclysm**. I've written about this WWII strategic game in these pages before. You know I think it's going to be an award winner, *if* it ever gets through GMT's P500 list. Puh-leeze, do us all a favor. Go and preorder a copy of this game. It's got to see the light of day. Designers Bill T. and Scott Muldoon have done a super job. Bill T. told me at WBC they are continuing to smooth the game. They recently made big changes to the naval warfare rules, simplifying it hugely. That was a good move. The game is fun, clever, and good for a night of gaming. Help!

We did see another absolute winner. At GMT East, Herman Luttmann got a couple of us to demo a new game titled **The**

(Continued on page 10)

The European Trip Concluded: We Meet Our Waterloo

by Omar DeWitt

We were in Lille, France, on our final day on the continent. Sunday was a day of thrills and excitement, not to mention frustration and confusion. Actually, the thrills and excitement were rather sparse.

We had checked the car rental offices in the rail station across the street from our hotel the day before, and found that most of them were not open on a Sunday! However, Eurocar opened at 9. We had our cameras and maps and walked across the street to the rail station, early of course. When Eurocar opened at nine, we were at the desk and asked for a car for the day. They didn't have any cars. What? How do they keep in business?

The only other hope was Avis, which opened at 10. With no other ideas, we waited around until 10. At ten, we were the first at the desk. Did they have a car? Yes! We also needed a navigation system. No problem! In English. OK! She gave us directions to the car, most of which I forgot immediately. The parking garage, just off the rail station, was easy to find, but we had some trouble finding the car. The picture of two old people doddering around a multistoried parking garage must bring tears to your eyes. The garage was used by people taking the train as well as car rental people. Eventually we wandered down two floors and found some signs over the cars that belonged to car rental companies. Then I saw Hertz, and then...Avis! Then we had to find the car. After wandering about some more, we accidentally came across an Avis employee and asked him to help us. He did this by taking the key, pointing it around, and pressing the "open" button. And, a car beeped and flashed its lights.

Yeah! We got in, settled down, and started to program the navigation device. We fiddled with it for some time until we decided we couldn't figure it out. Sue went out to find our Avis helper. He came back with her and fiddled around with the device. He could not get it to work. He went off and eventually came back with a portable navigation system. It turned out to be an old system, but it seemed to work. Sue programmed Wellington's museum in Waterloo, and we were off.

The rain was fairly steady, but there was not much traffic on a Sunday. In Waterloo we found the Wellington Museum and eventually found a parking spot. We walked back and bought tickets. Many years ago we had visited the battlefield but had not visited this museum. It was fairly interesting but



Wellington Museum,
Waterloo, Belgium

mostly various items from the battle and the time of the battle. The rifles and pistols shown were in good shape. And there was one cannon. The uniforms were mildly interesting.

For lunch we had a pastry; then we programmed the navigation device and drove to the battlefield. There were a lot of cars there, and it took a while to find a parking spot. We walked about in the rain and wind, but did not see very much. The lion's mound was obvious, but I was not about to climb it again in the wind and rain. Some did, however. The fairly large restaurant was busy. The building next to it, which we took to be the museum, was closed. The panorama of the battle was closed. Across the road some construction was going on. I could see a foundation nearby, and I assumed something would be built on that. Disappointing. I was ready to head back, but Sue suggested we walk a bit down the road.

After a short walk we saw steps leading down below the foundation we had seen. Then we saw steps down from the other direction. Then we saw a door. What I had taken as a foundation was actually the roof of a large museum. One has to credit these foreigners for not putting up signs!

We had already paid for entrance at the Wellington Museum, so we got our tickets and visited the museum. It looked new. At the entrance was an explanation of the recent past of the battle, including a guillotine. There were many manikins showing the various uniforms worn in the battle. Weapons, of course, were there, as well as letters, orders, paintings. Halfway through we saw a 15-minute 3-D movie of the battle while we were standing. It is a neat, clean museum, well worth visiting. Thanks to Sue's cunning, we actually saw it.



Guess who.



Diorama from the Waterloo Museum.



Waterloo Museum display.

Our navigation device could and did get us back to Lille, but it could not find the spot we were given to return the car. We didn't even remember the name of the street our hotel was on, although Sue remembered the name of the hotel. By recognizing buildings at a distance, Sue got us back to the hotel and train station. We decided to park and have Sue run into the train station to the AVIS counter where we rented the car and get directions to the drop-off point. We did that.

Sue was gone for some time but no policeman asked me to move on. Sue returned. I said, "Well?" Sue said that the clerk who rented us the car had no idea how to get to the drop-off point! Arghh. The navigation device they rented us and the clerk were both useless. Sue decided to go into our hotel and ask the receptionist for directions. She did that. With Sue pointing directions, we took off.

We drove around the block without seeing the street listed on our drop-off directions. I was thinking the best we could do would be to stop the car near our hotel, get out, lock the car, and go back to the hotel. By pure luck, we found our way back to the hotel and tried again. We took a street further on and Sue spotted a sign that read "Rental Car Return"! We followed the street, but the signs ran out. We had been about to give up when the signs reappeared!

FINALLY we were on the correct street. We even found the entrance and turned in. The road was closed. No one was around. We tried another entrance further down; we drove in, drove around some cars, and the signs pointed us back out to the street, which was blocked. We stopped. Discussed it. Sue got out and by some happenstance found an employee. He told her how to get by the barrier and back into the street, but he knew nothing of returning cars. Another entrance to the parking garage was a bit further on, and we entered again. No car rental signs were visible. It wasn't long before I parked the car, saying, "We'll tell them where it is, half full of gas, and let them figure it out."

We exited the parking garage fairly near the AVIS rental room. We gave back the key, left the parking slot number, said it was half full of gas, and complained about the navigation system and the difficulties we had had. We left.



Waterloo Museum pistol.

Next day's travel to London was not good. We got our tickets OK, but the train was delayed. We were told that a man had jumped

onto the tracks and been killed. The train left about three hours late. Then we were delayed getting into the station in London because all the tracks were full. I bought some pounds and we joined a long line that was waiting for taxis. It was nearly five before we got to the hotel.

The rest is non-military and you may skip it.

We waded through the Piccadilly and Leicester Square crowds and ate at a steak house. London is always expensive. One has to accept it. The London crowds always amaze us and make us happy we live in New Mexico.

We had purchased several books of London walks and, after breakfast, started off toward the Victoria & Albert Museum. The breakfasts at the Holiday Inn have a good choice of food, well prepared, but the choice hasn't changed in the years we have stopped there. Grilled tomatoes, British/Canadian bacon, sausages, small mushrooms, fried eggs, scrambled eggs, something small and black, various breads and rolls, a pancake-making machine (rather new), yogurt, fruits, granola, and the common selection of sliced cold cuts and cheeses.

We walked down Piccadilly to Wellington Arch. The Wellington museum was closed. Down Knightsbridge to Thurloe Place Road. I wanted to buy a wallet because the foreign currency is wider than the U.S. currency and sticks above the wallet. Looking for stores as we walked, I noticed a Burberry store. I had bought a raincoat from them in the distant past. We were welcomed at the door by the door man. He directed us to the wallet salesman. They had a large selection, which I looked through. I asked if they had a three-fold wallet, and we were taken to another room and a drawer was opened; it was full of wallets. I saw one that looked good and happened to notice a number: 350. I asked, "Is this 350 POUNDS?" "Yes, sir, it is." In dollars that is about \$560. I explained that was more than I wanted to spend on a wallet. They let us leave; everyone was still smiling.

Further on we saw a Harrods store, many floors high and about a block around. We walked in and were directed to the men's department and then the wallet sub-department. There were always clerks standing around ready to help. We looked at their wares and finally decided on the cheapest of their Boss wallets, a mere £99 (\$160).

I found I could get the VAT refunded at the store. While I was going through the process, Sue was buying a card for friends' 50th anniversary. It took some time (difficulties) to get the £18 refund, and the store music was blaring away. I asked the clerk if she ever got tired of the music. She said, Yes. Especially at Christmas.

It was a pleasant day. The sun was shining and the weather was cool. There were a few trees along the way. We went on to the V&A Museum, which was open to the public. It was large. And fairly roomy. We looked at very little of the museum, but we saw sculptures, reproductions of some gigantic cylinders, a copy of David (we had seen the original in Italy), and a fair number of people. Our matinee was at 2:30 across the river, and we wanted lunch first, so we left the museum and started back the way we had come.

There are always a lot of people in London. Some of them know what they are doing. The others sort of wander around looking up; they will stop or start at a moment's notice. Makes walking a challenge. We did get across the Thames and we must have been casting about because a local man offered to help. Sue told him we were looking for the Old Vic Theatre; he



Field Marshal Slim in dark shadows.

gave directions, saying he lived quite near the theatre. On the way, we were held up for the shooting of a movie. The streets were wet, but that is all the action we saw. Some lights were about; people were standing around.

Sue picked up our tickets and we looked for a pub. I wanted a pint of bitter and a ham sandwich on crusty bread. The pub we chose did have beer, but the food was Asian! After lunch, we took a short walk up the street and then to the theatre to see "High Society." The play was done in the round and was enjoyable enough. There is always an intermission, and in the intermission small packets of ice cream are always sold. Of course one may visit the bar. Many customers return to their seats with a plastic glass of alcohol.

After the play we returned the way we had come. The movie was still being shot (on and off apparently) because a truck was watering the street again. We crossed the Thames again and turned right, following the map toward the evening performance. We passed a pub, The Red Lion, surrounded by fifty or so people drinking beer from pint glasses. Farther on we passed an official building of some sort with three larger-than-life statues in front of Alan Brooke, Montgomery, and Slim.

We stopped for dinner. In France we couldn't eat before 6:30. In London people eat all the time. Our restaurant choice was fairly full. In our line of two-person tables, the tables next to us were occupied by young couples. The woman at the table to my right was rather possessive, and had her man sit next to here on the bench along the wall. That made it a bit tight for Sue, who had all of our possessions next to her.

We did stop at a new museum near Buckingham Palace: the Guards Museum. It was rather a disappointment. Many uniforms and medals, some photos, and a prohibition on photography.



Afrika Korps Chess by Albert Bowie

A couple of months ago I was cleaning out my attic and found a box of Micro Armor. I've sold most of it, but kept some to create a set of chess pieces using the tanks of the North African campaign. The fun was in choosing which AFV to use to represent the various chess pieces. This is what I came up with.

King. The King is slow, only one square per turn. For the British, the Matilda seemed a natural, since as an infantry tank its speed was not much faster than an infantryman. For the Axis, I chose the JPz I. This was not much slower than other German tanks, but it wasn't well protected, which relates to another characteristic of the King, his vulnerability.

Queen. For this most powerful piece, I chose the most formidable tanks. For the Axis side, the Mark III Special, formidable because it had the L60 caliber 50mm gun. For the British I used the Crusader III, which, unlike earlier British tanks with their relatively puny 2 pounder guns, sported the more powerful 6 pounder.

Bishop. The Bishop has the ability to strike from afar. I have played games in which a player who was concentrating on one side of the board was discomfited when a Bishop came zipping out of the opposite corner. For the British, I used the American-made Honey tank. Although it had only a 37mm gun, it was reliable and fast compared to other tanks of the day, with a top speed approaching 40 mph. It could zip around! The Axis had nothing comparable, so I went with gun range. For this I used the Marder III, which mounted a modified Russian 76.2 mm gun atop the chassis of a Czech 38t.

Knight. The Knight is descended from the ancient cavalry piece. Cavalry are used, among other things, for reconnaissance. So the Knights are armored cars. For the British, the Daimler AC, which had a 2 pounder gun; for the Axis, the SdKfz 233 8-wheeled AC, which had a 75/L24 gun, but no turret. Knights are usually easily distinguished in chess sets because they have at least a horse head; for these pieces, the distinguishing feature is tires instead of tracks.

Rook. The Rook is a powerful piece, and is often represented by a tower or an elephant. So I chose the largest AFVs. For the Axis, this is the Mark IV, which for most of the campaign was armed with the 75/L24 gun. For the British side I used the American-made monstrosity, the Grant, which had 2 guns: a 37mm in the turret, and a 75mm in the hull.

Pawn. Pawns are slow. So for the British I used the Valentine tank, a slightly faster but more lightly armored vehicle than the Matilda. So far, I have used German vehicles for the Axis side, but the Italian forces made up a large proportion of Panzerarmee Afrika. I used the M13/40 Italian tanks for Axis pawns, as they were both slow and vulnerable.

The photo at the top of the next column shows the board after the 3rd move of the Ruy Lopez opening. In the center, 2 pawns (a Valentine and an M13/40) confront one another. These are supported by 2 knights (Daimler AC & SdKfz 233 AC). A bishop (a Honey) threatens to pin the Axis knight. To counter this, the Axis advances a pawn (another M13/40) to threaten the bishop.



The photo below shows my Afrika Korps chess set sitting atop my homemade Jetan set.

What is Jetan, you ask? According to Edgar Rice Burroughs, it is a game played on Barsoom (Mars), and is described in the book *The Chessmen of Mars*. The next two pictures show the Jetan set without the Afrika Korps chess set sitting on it.

In making this Jetan set, I was limited to the materials available at Hobby Lobby. And I didn't get it quite right; the yellow pieces are supposed to be orange. I think I was confused because Burroughs described Jetan as representing a war between the yellow race of the northern polar region with the black race of the southern one. *Mea culpa!*



Book Review

The Imperial Japanese Army—The Invincible Years 1941-42

by Bill Yenne

2014 Osprey Publishing

Reviewed by Tom Oleson

The title is somewhat misleading. The book is just as much about their navy and air force, and it goes into the later years when things went bad. There is not much about China. Later I will review a book about that, and the debacle of the attempt to invade India.

Reading these books I marvel at the power and efficiency of the Japanese military back then, compared to their relatively passive role today in world affairs.

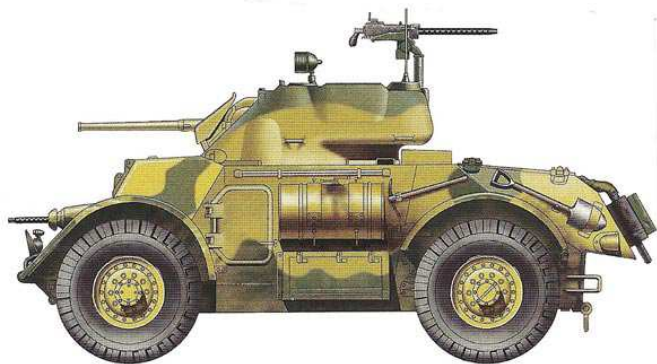
The part I found most interesting was the discussion of the possible invasion of Australia after the Japanese conquered most of Indonesia, with the crucial exception of southern New Guinea (that campaign is thoroughly discussed).

Australia was virtually defenseless. Most of their army had gone to North Africa, and Churchill wanted to keep it there. After the bombing of Darwin 2/19/1942, which they called their Pearl Harbor, the Australians feared invasion was imminent. Some lower level Japanese officers pushed for it, but the high command dismissed the idea as "gibberish," on the grounds that they were already spread too thin and that Australia was just too big.

Wargamers do not always reason as did the commanders back then, so I wonder if whoever is playing the Japanese in a game on this subject will also hesitate to invade Australia?

Very informative book. Good maps, useful OOB.

★★



This is a picture of a model I put together recently. It is a British armored car, **Staghound Mk.I**. They first saw battle in 1943 in the hands of British and Polish units in Italy. A total of 2,850 were built from Oct. 1942 to Dec. 1943 and were used by various armies.

My model is slightly different because I have trouble with the smaller bits. And I have to get around to painting it.

Book Review

"Bombs Away!"

by Harry Turtledove

Reviewed by Bill Watkins

Harry Turtledove returns to form!

I wasn't sure about Harry Turtledove's recent stuff. However, "Bombs Away!" is a grand new alternate world. Try it!

Turtledove's last one, "Joe Steele" puzzled me. The idea was wild: Joe Stalin is brought to the United States as a child. FDR is killed in a suspicious fire during the 1932 Democratic convention. Joe Steels becomes the party's candidate. He wins. He and his buddies begin imposing a dictatorship with a friendly face. Labor camps follow and the American military uses punishment battalions in World War II.

I found most of the novel boring daily detail. I wasn't going to recommend it. Then I read the last page. It hit me right between the eyes. It is very powerful. However, it would mean nothing by itself. You have to read the whole book.

"Bombs Away!" gets us back to the classic Turtledove. I think this is going to be the first in a series, and I will definitely be in line to buy the next installment!

Turtledove takes us back to Korea in 1950. Only this time the Chinese get it right. Tenth Corps is wiped out and the Marines never make it to Hungnam. Now what? Well, this all leads Truman to agree with MacArthur it's time to use The Bomb. They hit the Chinese cities that are the supply hubs for the forces in Korea.

Well, the Russians can't allow their allies to get blown away. So, they retaliate. Soon, the air is filled with crisscrossing B-29s and TU-4s. Cities are disappearing. Communist East European troops are being sent West. Pershing tanks are taking on T-54s in the ruins of German cities. He sets up a lot of story threads for future books in the series. He's got my interest.

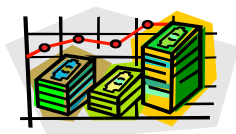
Turtledove makes it absolutely clear Soviet spies are getting their hands on our important secrets, something I've always thought would have been highly probable if we had ever ended up fighting the Reds in 1946. What does strike me as ahistorical is the number of nukes Stalin gets to throw around. *Strategy & Tactics* recently did a game on nuclear war in that period, IIRC; the Russians had 5 bombs at that time.

Aside from that, Turtledove does his usual excellent job of following the ripples extending out from one change in our time flow. For \$28, you get 432 pages of fun reading. Enjoy!

★★

Treasury Notes

Brian Stretcher



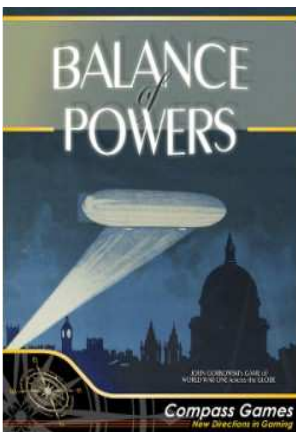
And the rain rain rain came down down down...

Apologies to Winnie the Pooh, but as I write this, Western North Carolina is suffering the side-effects of Hurricane Joaquin, with some 15 or so inches of rain expected over a three day period. That reminds me that prime gaming season is soon to arrive, along with the colder and drearier weather most of us will soon be experiencing. OK, you Californians will probably continue to bake in the sun, but for the rest of us some hunkering in our bunkers is just around the corner. Time to fix a nice hot cup of coffee or tea or pour your favorite libation and play!

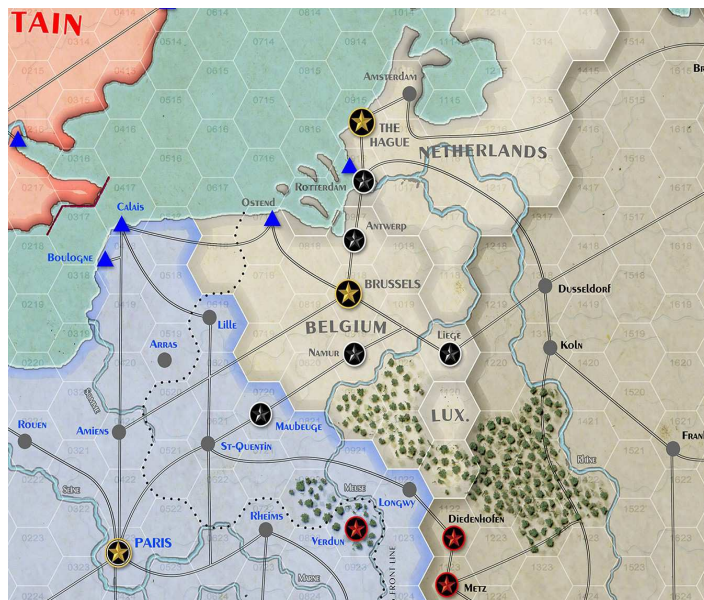
Please take a few minutes to check out the match requests in this issue; surely there is something there to tickle your fancy. I peruse this list just about every issue to see if there is something I have long forgot about that sounds intriguing. That's how Tony Arena and I hooked up over **Pearl Harbor**, since he listed quite a few golden oldies that I have always wanted to play, but either forgot about or figured no one was interested. You never know, someone else might be looking to play your favorite game.

Balance of Powers slightly delayed

As I mentioned last issue, Mike Kettman and I will soon be starting a game of **Balance of Powers**, the new strategic WWI game from Compass Games, that I now affectionately call **BoP**. Our start has been slightly delayed for a number of reasons, mostly mine, but I have the Entente Powers' setup, so we should soon be underway! If I can get the Vassal Program to do what I think it can do, you should be able to follow much of the action on the AHIKS forum, including views of the map and units as the fighting unfolds. Since combat is a function of movement in this game, you should be able to watch the game unfold pretty much in real time, as the combats occur. Join us as the



German Army stomps through Belgium and marches on Paris!



Coming up next issue

I have been plowing through the book **Castles of Steel**, about halfway through the 1,000 pages on my e-reader. I will be presenting a review of the book next issue, along with a look at some of the games I know that cover the same territory of WWI naval strategy and combat; I already have several of the games pulled from my library! If there is anyone out there who can offer me some information on Avalanche Press' **Great War at Sea** series, I'd like to hear from you as soon as possible; there is 25% off of most of those titles this month, including their **Jutland** game. I may need a copy.

Treasurer's Report

Here are the numbers:

Total balance, 8-1-15:	\$ 9,456.89
Dividend Earned 8-31-15:	2.01
Randy Heller, Ironman Reimbursement	- 78.00
Total balance 10-1-15:	\$ 9,380.90

Only passive income again through August. Please join me in thanking Randy Heller, a past AHIKS officer, for handling the AHIKS Ironman Tournament on our behalf at the BWC this year. He brought us in under budget, too! Great job, Randy!

Until next time!



JELICOE BBs	ANZAC-II 4-3	RIGHTEN ACE	GUARD 3-3	FOCH 5-3	L'ORIENT 3-3
BB-7 4-12-6	I BEF 1-4	ZEPPELIN 12-16	LK II 5/1-3	S-XIII 6-12-3	SCHNDR 3/1-2
SEASON	BRUSILOV 5-3	FOP'D ST 5/1-3	TIGRIS 2-4	CADORNA 2-2	PUTNIK 2-4
TRINCH BATTLE	SIB-3 2-3	[MINE] 4-x-0	SENUSSI 2	HB-G1 12-4	SS-1 3-x-5

(Continued from page 3)

Lamps Are Going Out. This game takes two of my less favorite gaming features and turns them into a huge winner! It is a World War I game, and it is strategic. Neither turns me on, but this game is a gem. Get up on Compass Games and preorder this one. It's coming out soon. Get it before it sweeps the awards!

Fred Manzo said he and Herman have played the game 200 times and still want to play it! Herman says the young German designer put his whole soul into this one: complex mathematical calculations to reflect the conditions. They said they've never seen the kind of effort in a wargame. And it's fun! The concepts are fun. Winning a battle hurts you badly. You sweat your resources. You hope you'll draw cards and improve your technology. However, you can't make giant leaps in tech. It won't work unless you draw advancements step by step, in a logical order.

In our demo at GMT East, I drew Germany. I took one look east and went "eek!" No Tannenburg today, kids. What do I do now? Well, I used my Germans to hold while my Austrian partner cut north. Worked. I got to sit with Fred in the demo area at WBC. The changes they've made are all for the better. I couldn't sit for Hermann's demo, but I think I know enough to say you're going to be happy with your purchase!

I intend to be first in line when Compass is ready to start pushing **Lamps** out the door. I assume you'll be right behind me!

★★

Book Review

Forgotten Ally, China's WWII, 1937-45,
by Rana Mitter,
Houghton Mifflin 2013
Reviewed by Tom Oleson

At the age of 8 the birthday present I wanted and got was "The Decline And Fall Of the Roman Empire," so I have read history for 70 years. I can't recall any book I learned more from than this one. I had no idea the Pacific war was so complex. Just a few examples:

Japan—Rivalry between navy and army. Conflict within the military, and between them and the government.

China—Lavish detail about the war. I had no idea Japanese set up a puppet regime capital in Nanking, headed by a prominent Chinese man with a 100,000 man army that mostly fought Communists.

USA—10,000 troops in Yunnan in 1944. Contrary to the celebrated film "30 Seconds Over Tokyo," Chinese were unhappy about Doolittle raid and gave a cool welcome for survivors reaching China, due to savage Japanese retaliation.

USSR—Support for the Nationalist until 1947 when they switched to Mao. Pilots were sent to fly aircraft supplied, together with other very important help during the war, before USSR declared war.

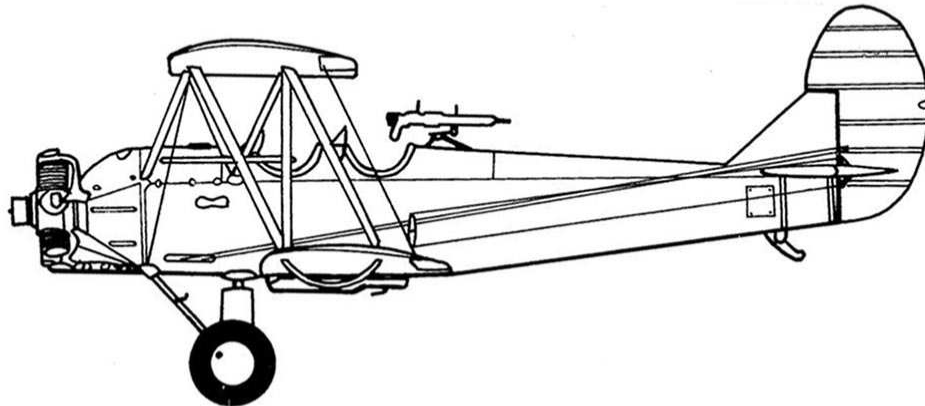
UK—Cut off Burma road supplies to please the Japanese, before they were at war with UK.

India—Lots concerning the Burma campaign, and the controversial visit by Chiang to New Delhi. Gesture of support for Indian independence by seeing Gandhi and Nehru. Churchill upset.

Highly recommended.

Richard Berg adds this detailed review: "Try :Shanghai 1937 by Peter Harmsen . . . disturbing."

★★



Polikarpov U-2VS (Po-2). Light bomber. First flown January 1928. Over 13,000 U-2s completed prior to June 1941. Production continued into mid fifties. Russian.

Open Match Requests from Duncan Rice

1815: Waterloo Campaign GDW	Tony Arena (1652) C	Stalingrad AH	George Phillies (697)
Albion, Land of Faerie SPI	Tony Arena (1652) C	Summer Storm: The	
Adv. Squad Leader MMP	Dennis Sheppard (804) SEV	Gettysburg Campaign CoA	Tony Arena (1652) V
After the Holocaust SPI	Tony Arena (1652) CM	Sweden Fights On GMT	Richard Passow (1453) EPS
Afrika Korps AH	Wes Coates (1823)	Third World War GDW	Tony Arena (1652) V
Amateurs to Arms CoA	Rod Coffey (1493) V	To Green Fields Beyond SPI	John Trosky (1554) CEV
Anzio 4ed AH	Tom Walsh (1427) P	Tobruk AH	Dennis Sheppard (804) SE
Armada 2ed SPI	Tony Arena (1652) C	Twilight Struggle GMT	Chris Hancock (565)
Axis and Allies MB	Andre Polite (1799) F	Twilight Struggle GMT	Michael Mitchell (1086) ETF
Battles for the Ardennes SPI	Thomas Ten Eyck (0826) EP	Up Front AH	Andre Polite (1799) F
Battle Fleet Mars SPI	Tony Arena 1652 C	A Victory Denied MMP	Ed O'Connor (1243) V
Bitter Woods, Deluxe L2	Art Dohrman (1551) EV	War and Peace AH	Dan Johnson (1816) FV
Bitter Woods Compass	Michael Mitchell (1086) ETV	War of the Ring SPI	Tony Arena (1652) C
Breakout Normandy L2	Art Dohrman (1551) EV	War at Sea AH	John Hoffmann (884) E
Caucasus Campaign GMT	Tom Thorsen (470) V	Washington's War GMT	Shannon McNamara (1639) V
Chalons DG	Albert Bowie (299) EP	Waterloo AH	Brian Britton (1582) V
Chancellorsville '74 AH	Charles Marshal (1573) E	Waterloo AH	Wes Coates (1823)
Churchill GMT	Tony Arena (1652) VM	Waterloo Campaign GDW	Tony Arena (1652) C
Clash of Giants, Tannenberg GMT	Jay Unnerstall (1264) EPS		
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		
Fox's Gambit			
The battle of Gazala HFD	Jay Unnerstall (1264) EPS		
Fury in the West AH	Albert Bowie (299) EP		
Gladiator AH	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		
Guildford GMT	Jay Unnerstall (1264) EPS		
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 AH	Tony Arena (1652) VM		
Last Chance for Victory	Bruce Gelinias (1668) VG		
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		
The Next War SPI	Tony Arena (1652) V		
Republic of Rome AH	Tony Arena (1652) VM		
Poland '39			
The Nightmare Begins XTR	Jay Unnerstall (1264) EPS		
Richthofen's War AH	Scott Saunders (1664)		
Rock of the Marne MMP	Ken Oates (1238) PEV		
Russia Besieged L2	Michael Paul (1578) P		
Salerno MMP	Ken Oates (1238) PEV		
Saratoga GMT	Chuck Leonard (0711) ETV		
Sorcerer SPI	Tony Arena (1652) C		
Squad Leader AH	Andre Polite (1799) F		
Squad Leader AH	Jim Williams (1276) EV		

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

The Cabinet War Rooms

(A.K.A. The Match Coordinator's Office)

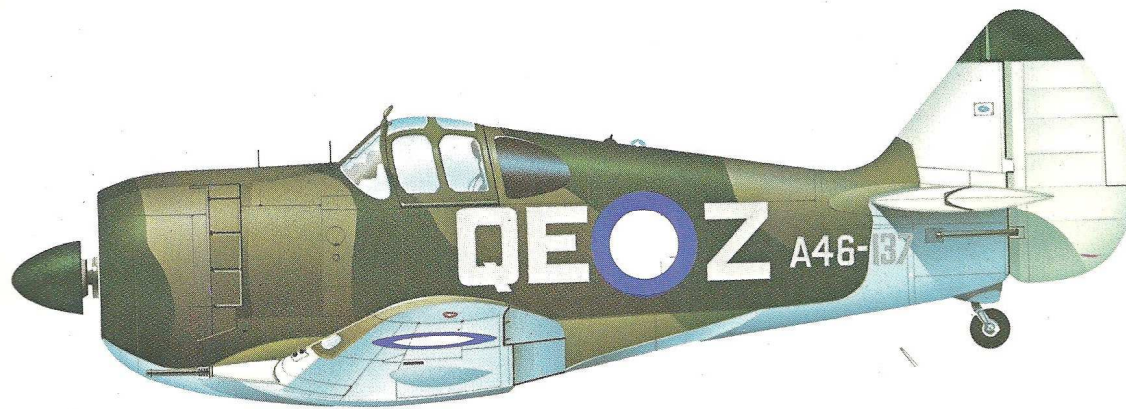
by Duncan Rice

This is a fairly important column so please take note. There are a couple of changes in how the match request list works. Starting with the next issue of *The K* new requests will be printed in red. This is to make it easier for people to scan the list and see what has changed. Thanks to Tony for that suggestion. Also, match requests will have a one year time limit. Any request older than a year will be removed from the list. The member will be notified of this. The request can be renewed, and you must contact the match coordinator to do so. This will keep the match request list from growing stale and eliminate the need for me to spend time sending emails asking if members are still available. My goal is function and efficiency.

Don't forget about the drawing taking place in December. For every game you begin, and follow through with in 2015 you receive one raffle entry for a \$100 gift certificate to the game store or company of your choice. Fifty two matches have been made so far this year, some are multi-player. Get in there!

I have been dealing with some personal things that did not go as well as expected but are now moving in the right direction. My wife and I are on a bit of a vacation right now and in recovery mode. Lots of sleeping in, book reading, playing Star Wars Old Republic Online, and refreshing my involvement in the local judo club (damned foolish for a 50 year old, but it's not a sport you leave easily). I should be getting back to a normal AHIKS administration schedule after October 7. Thank you for your patience.





Commonwealth CS-13 Boomerang II QE.Z (A46-137) of No. 4 Army Cooperation Squadron, No. 10, RAAF, Nadzab, New Guinea, February 1944.

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: November 23, 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

Against the Odds

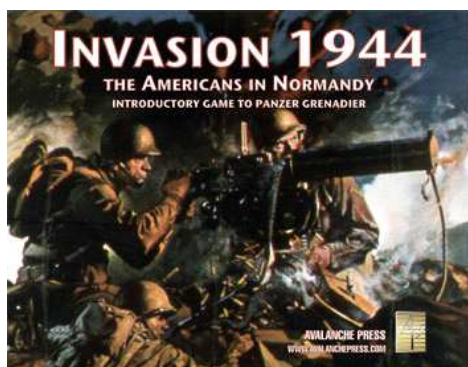
Get a free Pocket Battle Game with any purchase. Choose one of our Pocket Battle Games *plus* get die-cut counters, with any purchase from ATO. Good through December.
<http://www.atomagazine.com/index.cfm>

Avalanche Press

Panzer Grenadier: *Free* Playset! This little set includes everything you need to play an introductory Panzer Grenadier scenario: the rules and charts (in downloadable form), a scenario card, a set of 40 superb laser-cut, mounted *real* playing pieces, and an 11 x 17-inch *real* full-color map on heavy cardstock. It's free, but shipping charges do apply.

The rules and charts (both in color, like the ones that come in the games, and in black and white, for ease of home printing) you'll need come as a free download; you'll get an automatically-generated e-mail that explains how to download them (it's easy).
<http://www.avalanchepress.com/PlayPG.php>

Panzer Grenadier, Invasion 1944. **Panzer Grenadier** covers dozens of topics with thousands of scenarios. **Invasion 1944** is your gateway to that world.



Based on the battles waged by American troops in the days following the landings in Normandy, **Invasion 1944** is specifically designed to introduce new players to the Panzer Grenadier system. Each player commands the

troops, tanks and artillery of the U.S. Army and the German Wehrmacht, using leaders to activate and move forces.

There are twenty-one scenarios (separate battle situations) depicting the fighting, presented in graduated fashion – you only need to learn some of the rules to play the first few scenarios, then some more rules for some more involved scenarios, and so on. Panzer Grenadier is already a pretty easy game system to learn how to play, and with **Invasion 1944** it's even easier. \$45

<http://www.avalanchepress.com/game44Invasion.php>

Columbia Games

In **The Last Spike** players cooperate to build a continuous railway from St. Louis to Sacramento. Different routes are possible and some towns never get a railway link. Each player competes to accumulate the most money from land speculation before the "last spike" is played.

The game is fast paced. You must act quickly to grab the best land, but you also need to give your competitors a helping hand now and then so the railway gets built where you want it to go. Quick to learn, the game is great fun for both kids and adults.



The gameboard depicts the USA from St Louis west to Sacramento. Routes for the railway may include Omaha, Dodge City, Denver, El Paso, Laramie, Yuma, and Ogden. The eastern part is relatively flat, but there are some wide rivers to cross. West of Denver are the high Rockies where track building budgets soar.

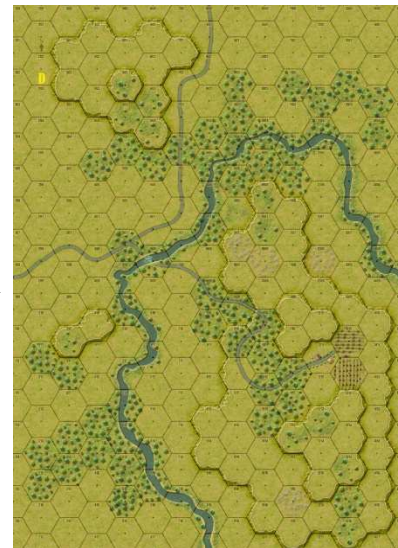
Last Spike was first published in 1976 as a family game; the 2015 edition has been re-designed to appeal to strategy gamers, eurogamers, train gamers, and is still suitable for families. \$40
http://www.columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product_id=2201



Compass Games

A Las Barricadas! On 18 July 1936, various generals in the Spanish army rose up against the government of the Second Republic. The failure of the coup as it had been originally planned gave way to a civil conflict between the defenders of the democratic government and the backers of the military coup. Machado's two Spains fought each other for nearly three years in a battle which reflected the political and social tensions affecting the world at that time. \$75

<http://compassgames.com/index.php/preorders/a-las-barricadas.html>



The Game Crafter

Secret Weapons of the Third Reich. Allies are marching to Berlin, will you complete the secret weapons to turn the tide of war?

The date: March 1938. The vast majority of Austrians cheer the Anschluss of their country by the German Reich. Central Europe is coming into Nazi hands and all the best European scientists will soon compete under the aegis of Heinrich Himmler, for whom no scheme is too wild or too improbable. But which team has the imagination, the courage and the drive to most successfully accomplish their goals?

Secret Weapons of the Third Reich is a game for two to four players simulating the arms race of World War II from the

German perspective. From secret submarine bases in Greenland to the mysterious Base 211 in Neuschwabenland, Antarctica, this game recreates the incredible tales of Nazi technology, from the famous V-1 buzz bombs and V-2 rockets to the unlikely flying saucers derived from the work of Nikola Tesla. Will players be able to deliver the Haunebu project to completion? Will Hans Kammler escape with his last battalion of flying saucers to the dark side of the moon? Will the secret submarine fleet sail to Antarctica to pursue the war after the war? Or could German scientists produce an atomic bomb to be dropped on New York by an electro-gravitational flying saucer or within the warhead of a futuristic intercontinental V-3? Would it even be possible to build a huge solar satellite gun to strike America? \$68

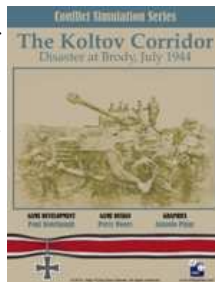
<https://www.thegamecrafter.com/games/secret-weapons-of-the-third-reich>

High Flying Dice Games

The Koltov Corridor, Disaster at Brody July, 1944. **The Koltov Corridor** simulates yet another disaster on the Eastern Front for the German Army in 1944. This time, in July from the 13th to 23rd, the German front at the Koltov area shattered from the weight of the Russian 3rd and 4th Tank armies breaking through a narrow 3-4 km gap in the German lines. As the 8th and 1st Panzer Divisions counterattacked, Russian aircraft filled the skies and wrought carnage upon the 8th Panzer.

Further north, a large German pocket was created, which attempted to break out. As German forces were tossed into the relief effort, the front shattered like glass. The 16th Panzer and 20th Panzer Grenadier Divisions could barely hold their positions as the two massive Russian tank armies streaked for the Vistula River! \$25

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



Zhukov's First Victory Battle of Nomonhan July-August, 1939, is an introductory level game of the battle between the Soviet Union and Japan's Kwantung Area Army in the summer of 1939. A series of border disputes between Japan's puppet state of Manchukuo and Soviet-controlled Mongolia since the spring escalated to an undeclared war.

The Japanese sent the 23rd Infantry Division, reinforced with tanks, engineers, artillery and backed by much of their air force, to teach the Russian garrison a lesson. The Soviets, unknown to the Japanese, also sent reinforcements led by General Zhukov. In a series of battles the Japanese gained some success in July, but were crushingly defeated in August. The forces of the Rising Sun would never again strike north, and instead cast their eyes elsewhere for a path to world domination. \$21

http://www.hfdgames.com/zhukovs_first.html



Legion Wargames

Vive l'Empereur Series—Vol. VIII, Quatre Batailles en Espagne Peninsular War, 1808-1814. The Vive l'Empereur Series is a simulation of the battles fought during the Napoleonic Era in Europe, between 1805 and 1815. The scale is the regiment, a good compromise between the brigade level (with no formations) and the detailed battalions. The scale is 250 m/hex and a turn is 30 minutes. Designed by Didier Rouy.

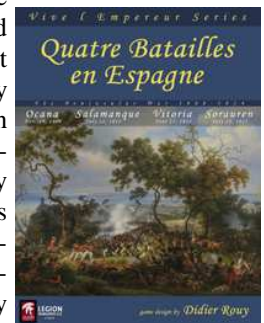
Vitoria, fought on June 21, 1813, was one of the most decisive battles of the Peninsular War. It was the last major battle between the allied British, Portuguese and Spanish forces and the French armies, and opened the way for the invasion of France. It opposed 60,000 French soldiers commanded by King Joseph to 80,000 allies superbly trained and equipped attacking on three sides. Looking like a one-sided battle, things are far from obvious for the Allies and many what-ifs make the situation very interesting.

Ocaña, fought on 19 November 1809 was a major Spanish defeat that ended any chance of success in the Spanish Junta's autumn campaign of 1809. The largest Spanish army under general Areizaga, more than 55,000 men, moved toward Madrid but allowed Marshal Soult and King Joseph to concentrate around 30,000 men. A brutal clash occurred at Ocaña, and a French cavalry movement on the flank rolled the Spanish line.

Salamanca, fought on 22 July 1812, was a turning point in 1812. The battle saw the Anglo-Portuguese army under the Duke of Wellington defeat Marshal Marmont's French forces among the hills around Arapiles, south of Salamanca. Both armies, 50,000 men each, have been marching and counter-marching for days trying to outflank each other. Wellington eventually caught the French in an over-extended position and struck at the center. A very well balanced battle, where a better concentration gave the advantage to Wellington.

Sorauren is the last battle of the counteroffensive by Soult's reorganized army of Spain in July 1813. It was part of a series of engagements in late July 1813 called the Battle of the Pyrenees in which a combined British and Portuguese force under Sir Arthur Wellesley held off Marshal Soult's French forces attempting to relieve Pamplona. Attacking a thin red line in a very good defensive position, the French were eventually pushed back, but the battle could have turned very differently. \$96

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



Lock 'n Load

The **Lock 'n Load** game system enters the Pacific theater. **Heroes of the Pacific** details America's brawl with Japan during World War 2, and includes twelve frantic firefights from America's audacious island-hopping campaign. You will lead desperate Marines struggling ashore on Tarawa, face a counter-attack of HA GO tanks at the Peleliu airfield, fight for Kitano Point on Iwo Jima, and more.

It isn't, however, all about the Marines; **Heroes of the Pacific** comes chock full of the U.S. Army's finest, as well as the Imperial Japanese Army, all drawn with the painstaking detail our fans have come to expect. It's squad-level combat at its most exciting. \$65

<http://store.lnlpublishing.com/heroes-of-the-pacific-lock-n-load>

Ludifolie Editions

Les Quatre-Bras and Waterloo 1815 is a complete game in the Jours de Gloire series. It covers the battles which occurred on June 16th and 18th, during Napoléon's offensive in Belgium against the armies of Wellington and Blücher.

Les Quatre-Bras 1815 involves Ney and a single French corps attempting to secure a strategic crossroad defended by detachments under the Prince of Orange and Wellington.

Waterloo 1815 is the most famous and the most decisive battle of the Napoleonic era. The Emperor's last gambit was to achieve a great victory before Wellington and Blücher could unite their armies.

The game includes an A1 map (backprinted), a color player aid, 434 counters and markers, and 8 bags for the counters.

Rules and Charts are available in English or French (two different versions). \$40

<http://boardgamegeek.com/boardgame/175464/les-quatre-bras-waterloo-1815-empires-final-blows>

Matrix Games

Battle of the Bulge is a fast-paced WW2 game for the computer where precise movement and detailed planning make the difference between a vain attempt and a brave operation.

Set during what the historian Antony Beevor called "Hitler's Last Gamble," **Battle of the Bulge** provides an immersive experience on a tactical/operational level, putting the player in command of the Allies or the German forces fighting each other in several scenarios in one of the most brutal and wild environments of Western Europe: the snow-covered forest of the Ardennes.

You don't only have to face a direct military confrontation, you have to learn how to manage your supply routes, being careful not to rely on easy solutions! A quick breakthrough into enemy lines could lead your units being isolated with a high risk of being outflanked by enemy counterattacks.

Time will be another factor not to underestimate. In **Battle of the Bulge**, scenarios have a time limit with several "semi-historical" events affecting your conduct of operations in different ways.

Take control of iconic elite units on both sides, such as the 101 Airborne Division or the Kampf Gruppe Peiper, and replace the losses on the hottest spots of the frontline!

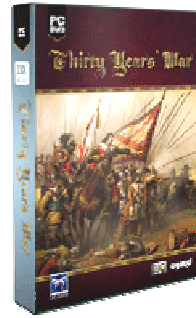
Challenge Bradley, Dietrich, von Rundstedt and other historical commanders with an *ad hoc* re-written AI, each with different play styles to choose.

Alternatively try to outsmart your friends, whatever their favourite gaming platform, in simple multiplayer encounters or test your skills with the new Tournament feature, providing infinite replay value to the game! \$18

<http://www.matrixgames.com/products/577/details/Battle.of.the.Bulge.Mac>

Thirty Years War is a new game designed by developer HQ covering one of the darkest ages of European history. For the PC.

The Thirty Years War is the series of conflicts between Catholics and Protestants in the Holy Roman Empire and its



surroundings, between 1618 and 1648. In this strategy game, players will take control of one of the opposing sides and fight for the control of the Empire. From the Bohemian rebellion to the Swedish intervention led by Gustavus Adolphus, from Denmark to the Palatinate, you can now recreate the Campaigns of Lützen, Nördlingen and Rocroi. In **Thirty Years War** you will coordinate the movements of several armies, take care of their supplies and

fatigue and seek for the best conditions to engage in combat, undertake sieges or retreat to recover if needed; with the ultimate goal of gaining supremacy over Central Europe.

Together, these features, combined with the proven Ageod engine, make **Thirty Years War** a great choice to delight both players interested in this era and novice alike. \$40 <http://www.matrixgames.com/products/575/details/Thirty.Years.War>

One Small Step

2WW: The War in Europe is a grand-strategic game utilizing armies or army groups, air forces, and fleets. The game covers the entire conflict in Europe, North Africa, and the Middle East. There are two players or sides in the game. The Axis controls Germany, Italy, and all friendly minor countries. The Allied player controls France, Great Britain, the Soviet Union, and the United States when it enters the conflict.

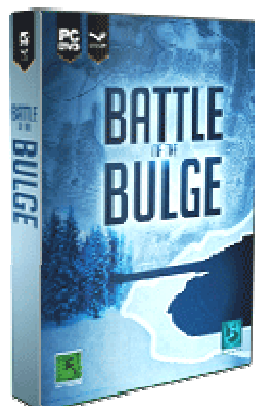
Small in size, big in scope, **2WW: The War in Europe** is playable in an evening, yet has enough depth to satisfy most grognards. From the war in the desert, to the battle in the Atlantic, it's all here. \$55 http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=44



Folio Series 5: Lone Jack Both sides saw the other as "invaders," so the fight quickly escalated to one of extreme violence. The fight seasawed up and down the main street of Lone Jack, and when the rebels fired the Cave Hotel, a Yankee stronghold, their advantage appeared decisive. Foster now wheeled his only two artillery pieces forward, blasting the gray attack with double-shotted canister.

The Confederates owned the field as well as the dead. They quickly gathered the remains of the fallen, already spoiling under the torrid sun. Friend and foe alike they buried beneath the arching shade of the lone jack oak. \$29 Designer: Richard Dengel.

http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=52



Folio Series 6: Middle Creek In a fight that largely determined the fate of eastern Kentucky, two small armies clashed along the swollen tributary of Middle Creek. An officer of some promise, Humphrey Marshall, generated the CSA. A relatively unknown commanded the USA by the name of James A. Garfield.

At the end of the day, Marshall had no choice but to withdraw. His supplies were thin and he was fearful of his army deserting. The battle unmade his reputation and he was barely heard from again. The Federals, conversely, celebrated a victory. Colonel Garfield earned a brigadier's star, and took the first step along the road that eventually led to the White House. \$29 Game Design: Richard Dengel

Paul Koenig's Games

Now Available from PKG is **Paul Koenig's Fortress Europe (PKFE)**. More than 20 years in the making, PKFE is adapted from Avalon Hill's **Fortress Europa**. But this is no mere reprint of a classic; PKFE is an entirely NEW game with a new, much larger map that goes all the way to Berlin. To expand its scope, the game ends in May 1945, not March, for example. The orders of battle are different, with new units added and others altered to reflect historical realities. There are many additional rules concepts, such as the effects of combat engineers and expanded use of Allied Overstrength divisions. There are also many more optional rules. Finally, all of the scenarios have been thoroughly redesigned and playtested, making them all well-balanced.

PKFE includes one 26" x 38" map, more than 500 laser-cut counters, five full-color Player Aid Cards, and a 38-page full-color rulebook. \$64 <http://paulkoeniggames.com/>

Red King Games

Alfred the Great: War in the West Country 876 AD. Ivar the Boneless, the Great high King of the Vikings, is dead, killed in Ireland in 873 AD and his Lothbrok kin, Halfdan and Ubbe had traveled north to fight the Picts and the Britons of Strathclyde, And then to Ireland, to reclaim the land lost by Ivar. This left Guthrum and his fellow Kings Anwend and Oscetel to mount another attack on Wessex. \$7.50 <http://www.wargamedownloads.com/item.php?item=1367>

Revolution Games

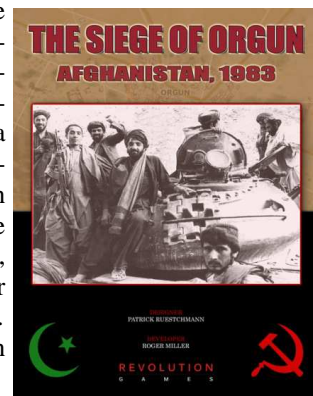
Last Battle: Ie Shima, 1945, is a two-player game that simulates Operation Indispensable, the American invasion of the Japanese island of Ie Shima (Iejima or 家島), April 16 to 22, 1945. \$28 <http://www.revolutiongames.us/>

The Siege of Orgun. Orgun, Afghanistan, 1983—a strategic val-

ley in the Paktika Province close to the Pakistan border. A large group of Mujahideen (800 strong) assaults fortified positions, including an airfield and a 19th century fortress, protected by a regiment of the Afghan Army reinforced by Soviet forces.

The game has an Area-Impulse system: fast and well-known combat resolution and activations. Interactive play with limited downtime between players. This is a card-assisted system for the element of surprises, helping to fit in the historical events into the game (Soviet counselor, night assaults, radio jamming...). Low counter density. Minimal usage of markers. Designer: Patrick Ruestchmann \$33

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



Shenandoah Studio

Battle of the Bulge is a turn-based simulation of the largest battle the U.S. Army ever fought. Lead Axis panzers to the strategic Meuse River, or command the desperate Allied forces. Pinch and zoom in on a single unit, or out to see the entire battlefield. Play face-to-face against a friend, online through Game Center, or match wits with computer opponents. Designer John Butterfield distilled the urgency and drama of the battle into an elegant, fast-paced game system with fast turns and deep strategy. Platforms: PC, Mac, iOS Universal and Steam. \$20 <http://www.shenandoah-studio.com/desert-fox-battle-el-alamein-reviews/>



Strategmata

Farmers vs. Empire is a set of two wargames in one box. The first, "The Second Boer War 1899-1902," is a strategic wargame. The second, "Bloody veld: Battle of Magersfontein, 11 December 1899," is a tactical wargame.

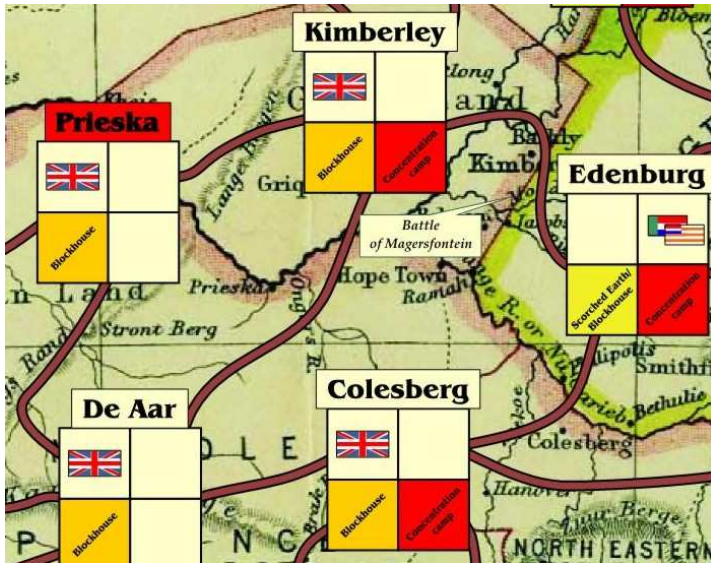
The Second Boer War 1899-1902, Author: Krzysztof Dytczak. The game presents the struggles that took place during the Second Boer War between 1899 - 1902. The game consists of four turns and each is divided into 22 rounds. The first and second turns of the game reflect the regular phase of the war. The third and fourth turns are constructed



differently, because they represent a specific phase of guerrilla warfare.

The game uses the point-to-point system, six-sided dice and a deck of battle cards. The game map represents Cape Colony, Natal, Orange Free State, and Republic of Transval. Each game phase corresponds to 3-9 months of real time. Military units (infantry, cavalry, artillery, tribals, machine guns, trains) are represented by abstract battle cards.

The introduced game events directly relate to historical events, directing the moves of players during the game. Battle cards are used to resolve combat in situations when contact between commanders of military formations is established. Depending on the phase of the game or the commander involved the combat may be a battle or a skirmish.



Bloey veld: Battle of Magersfontein 11 December 1899

Author: Sławomir Łukasik. The game uses the standard hex-and-counter system, and ten-sided dice. British infantry is represented by half battalions, cavalry by regiments, artillery by batteries.

Each game turn is divided into phases:

- 1) Command phase – players use their Commanders-in-Chief and dispatch riders to give orders to subordinate commanders.
- 2) Activation phase – after determining the initiative, players, using the Activation Markers, choose the brigade to activate. Activated units, move, fire, commence melee combat (only British units), reorganize, and recover morale. The opponent can react by firing or counterattacking (only British units).
- 3) Reorganization phase – players reorganize broken units. British units may perform fire attacks and melee attacks. Boer units can only fire, but they start the game masked, moreover, some of them can benefit from the trenches. It makes it difficult for the British player who cannot shoot at masked units from a distance. Fieldworks allow the Boers to minimize their losses.

The game treats the concept of zone of control differently from other games – it gives up the obligation to stop moving the unit in the enemy ZoC. The ZoC is a phenomenon that allows firing or close combat, and it is dependent on the unit's formation and the range of its firearms.

<http://www.strategemata.pl/?farmers-vs.-empire,14#>

Wargame Vault

Action All Fronts are rules for company level World War 2 land battles. Each model represents an individual soldier or vehicle. The rules do not use a specific figure size but rather let the player choose what size and measurement system they want to use. We would recommend figures between 28mm to 15mm in size.

Action All Fronts are written to enable gamers to play recreations of historical battles, and to play their own scenarios, or even ambitious WW2 campaigns for control of Europe, etc. As such, the armies are all intended to be balanced enough for any army to play any other army, even if the two were not historically pair-matched e.g., Britain vs. Soviet Union. This leaves any debates about historical accuracy where they should be—between the players.

The rules feature:

- * Limited visibility, which limits the enemy player to shoot only at what has been spotted rather than being able to target anything on the table.

- * Alternate unit activation instead of one army then the other army. Overwatch fire is included.

- * Heroes to allow for those soldiers whose actions go beyond those expected from the majority. Including some details of those real-life soldiers whose exploits won them their country's highest military awards. \$22

<http://www.wargamevault.com/product/152080/Action-All-Fronts--world-war-2-land-wargames-rules?site=wgw>

Ferdinand of Brunswick features 10 historical miniatures scenarios covering the fighting in western Germany in the Seven Years War. These scenarios are designed to be played in an evening (around three hours) with a clear winner after the last turn. You need a reasonable number of figures. For example the most French infantry battalions required is sixteen. Some scenarios cover an entire small battle such as Mehr. Other scenarios cover the most important portion of a major battle, such as the evening attack at Vellinghausen. In others, I selectively reduced the forces in a battle. For example at Krefeld, I used about 66% of the actual number of battalions. The most famous battle, Minden, is not included because I simply could not find a way to make the French cavalry's frontal assaults on the Allied infantry an interesting/balanced scenario. Trying to do the entire battle would require way more troops, time and terrain than most gamers can muster. Victory is decided by Victory Points (VP) which assures there is a clear winner. The VP are based on what the respective armies were trying to accomplish. Each scenario was playtested four or more times and was designed to be played using any battalion based set of rules. The listed board size is for 15mm figures. However these can be played with 25mm figures by expanding the board appropriately.

\$15 <http://www.wargamevault.com/product/154788/Ferdinand-of-Brunswick?term=ferd>

Table Air Combat is a fast, simple air combat game that can be played on any flat surface. All you need are some six-sided dice and some coins to provide weight for the aircraft counters. Everything else can be printed from this ruleset.

Each player has a flight of four fighters, represented by two counters. Aircraft counters move by means of curved "performance rulers" that represent the aircraft's historical cornering ability and maximum speed.



Each performance ruler is unique to each aircraft, and contains all the speed, cornering, and weapon information needed. TAC is designed for portability; The entire game can fit in a plastic bag. Even the largest battles can take place on a fast-food restaurant table.

Each aircraft is sold separately. Only pay for the ones you want, and print out as many copies as you need to create your own epic WWII air battle.

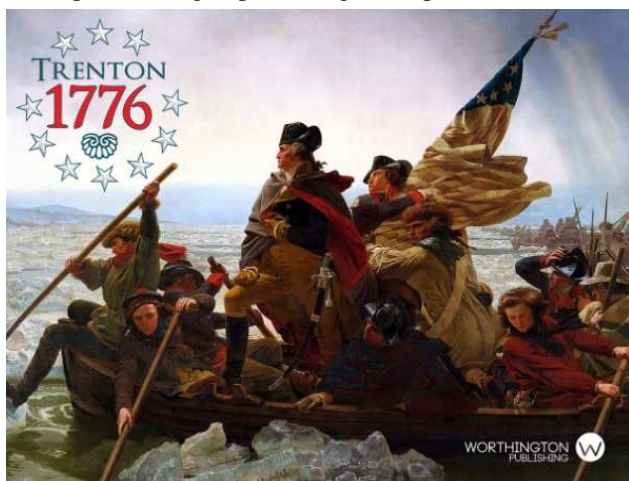
This set contains the Spitfire V, which was the most-produced variant and considered by many to be the definitive Spitfire. Compared to the Spitfire II, The Spitfire V has heavier armament and much greater speed, as the cost of some maneuverability. \$2 Print-and-Play.

<http://www.wargamevault.com/product/150049/Table-Air-Combat--Spitfire-II?term=table+air+>

Worthington Publishing

Trenton 1776 is the second game in the Campaigns of the American Revolution series. The first, **New York 1776**, covered the battles around the city. Following that campaign, Washington was chased out of New York into New Jersey with the British storming across the Hudson in hot pursuit. **Trenton 1776** is that campaign. One where all seemed lost. One described as the "the times that tried men's souls." One where Washington the hunted became the hunter in a miracle winter campaign across New Jersey. One that saved the Revolution.

Trenton 1776 has a campaign game that covers the entire campaign from the chase of Washington across New Jersey, his refuge behind the Delaware river, and the winter battles that reversed his fortunes. Also included in the game are shorter scenarios; Christmas surprise: Trenton December 25/26 1776, and Bagging the Fox: Trenton and Princeton January 2/3 1777. The game has an easy rules set, playtime of 2 hours or less, and the pleasure of using wooden blocks for units. Wooden blocks provide a "fog of war," and can be rotated during battles to keep track of losses easily. Series rules are based on **New York 1776** game system so game mechanics will be familiar to owners of that game, though both games play very differently. \$65 <http://worthingtonpublishing.com/?product=trenton-1776>



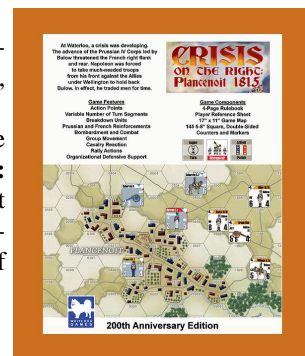
White Dog Games

Crisis On the Right, Plancenot 1815. The advance of the Prussian IV Corps led by Bulow threatened the French right flank and rear near the town of Plancenot during the battle of Waterloo. Napoleon was forced to take much-needed troops from his front against the Allies under Wellington to hold back Bulow. In effect, he traded men for time. **Crisis on the Right:**

Plancenot 1815 is a tactical simulation of those events on Sunday, June 18, 1815.

Available is a Vassal module for **Crisis on the Right: Plancenot 1815** created by Art Bennett. The module is complimentary upon request with purchase of any game format. \$40

<http://www.whitedoggames.com/#!plancenot-1815/cnaw>



Master And Commander, Napoleonic Naval Combat is a simulation of Napoleonic naval combat. Simple rules are employed for fast play while still retaining the essence of Napoleonic naval combat. Players can choose to play an historical scenario, a free purchase battle, or a duel. In a free purchase game, each player starts with 50 Ship Purchase Points and spends those points to build a fleet. A ship costs an amount equal to its Fire Power value. For play variety, players can set up coastal terrain with Fort and Shore Battery markers along map edges. Players determine the wind direction before the game begins. Three historical scenarios are included with the game. A scenario book of twenty-three additional historical naval combat

MASTER AND COMMANDER



Quick-Play Napoleonic Naval Combat
WHITE DOG GAMES

scenarios for the American War of Independence is available for purchase either separately or together with a boxed game for an additional cost. Scenarios and games can be between one or two ships per side or between fleets of ships. This is an upgrade of the classic WDG game with new counter and marker art, new design features, and historical scenarios by Peter Schutze. \$42 <http://www.whitedoggames.com/#!master-and-commander/c1qpl>

MAGAZINES

Medieval Warfare III.5

Theme: King Alfred and the Great Heathen Army

Kenneth Cline, 'Historical introduction'.

Andrei Pogacias, 'Asser's Life of Alfred'.

Thomas Williams, 'The Battle of Ashdown'.

Gareth Williams, 'Danegeld, oaths, coups and treachery – Alternative strategies of the Great Army'.

Stephen Bennett, 'Alfred's campaign of 878'.

Features:

Jean-Claude Brunner, 'The halberd – Slayer of knights'.

Russ Mitchell, 'The Hungarian invasion of Italy during the Neapolitan Succession War (1348-1352). Part II'.

Filippo Donvito, 'The transformation of the noble man from knight into infantry official'. \$8

[http://www.karwansaraypublishers.com/shop/medieval-warfare/single-issues/mw-issue-iii-5-2013.html?](http://www.karwansaraypublishers.com/shop/medieval-warfare/single-issues/mw-issue-iii-5-2013.html?utm_source=website&utm_medium=orderbutton&utm_campaign=WebsiteToWebshop)

[utm_source=website&utm_medium=orderbutton&utm_campaign=WebsiteToWebshop](http://www.karwansaraypublishers.com/shop/medieval-warfare/single-issues/mw-issue-iii-5-2013.html?utm_source=website&utm_medium=orderbutton&utm_campaign=WebsiteToWebshop)



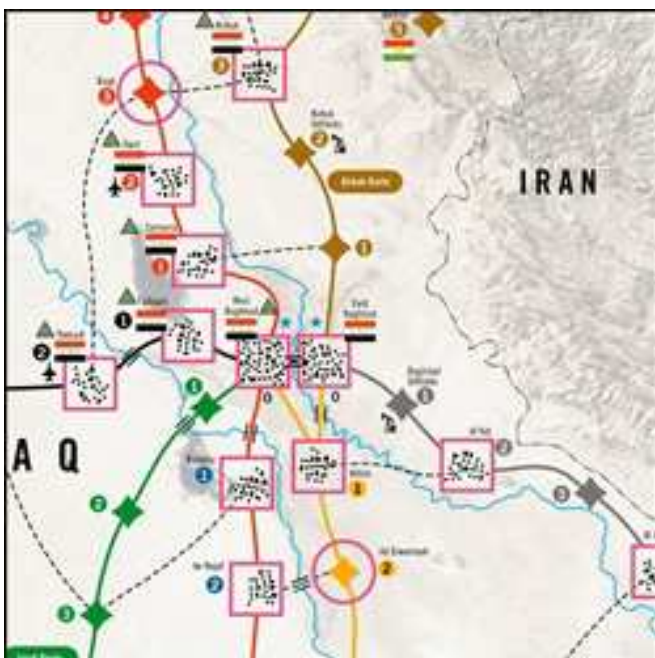
Modern War #20 Race to Baghdad: 2003 is a solitaire game in which the player takes command of Central Command Forces during Operation Iraqi Freedom. Your goal is to defeat Saddam Hussein's forces in such a manner as to prevent a post-campaign insurgency from breaking out.

The system plays the Iraqis. You will have to deal with a variety of situations, such as: battling Republican Guard divisions, safeguarding your lines of supply, sandstorms, etc., all the while keeping up the momentum in your drive on Baghdad.

The game has two levels: Standard Rules, which give a quick-play game, and the Optional Rules, which add more realism at the expense of increased complexity.

While this is a solitaire game, more than one can play as a team, making decisions by consensus, or with different players managing operations along each vector of Advance. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW20>



Paper Wars #80 Setting Sun, Rising Sun is an uncomplicated war game centered on the naval aspects of the Russo-Japanese War of 1904-1905. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems, rather than intricate mechanisms. \$43 <http://compassgames.com/index.php/paperwars/issue-80-magazine-game-setting-sun-rising-sun.html>

Special Ops #6 - Summer 2015 has 8 articles, 2 ASL scenarios, 2 ASLSK scenarios, and **Storm Over Normandy**, a complete game.

Featured articles cover ASL Action Pack #11: 29 Let's Go!, The Mighty Endeavor (SCS), The Devil's Cauldron(GTS), and previews of both the upcoming OCS game Hungarian Rhapsody and the first game in the Battalion Combat Series (BCS), Last Blitzkrieg.

Storm Over Normandy uses the Area Move system introduced in MMP's hit games **Storm Over Stalingrad** and **Storm Over Dien Bien Phu**. The game focuses on the landings on the five beaches "Sword," "Juno," "Gold," "Omaha," and "Utah," plus the Allied paratrooper operations, and the German response over the first week of the battle. The entire game can be

played in less than 3 hours. The game features the use of cards to augment game play, allowing specific chrome to be added to the game without additional rules overhead. The rules are similar in length and complexity to those seen in **Storm Over Stalingrad**, and contain many examples of play, with modifications to the system made to represent the scale and nature of the operation. Components include one 22" x 34" map, a sheet of counters, and 54 cards. \$32

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/315/Default.aspx>

Strategy & Tactics #295 Gates of Vienna is a two-player game covering the campaign of 1683 in which an Ottoman army besieged that Habsburg capital only to be defeated by a multinational Christian counterattack. It was the turning point in the centuries-long Habsburg-Turkish wars.

The **Gates of Vienna** system is based on the CSR award-winning **Red Dragon Rising** system. Players conduct actions encompassing discrete combat, logistical, intelligence and other operations. Each turn represents a month. During each turn, players take various actions, alternating one at a time with between each other. That smoothly represents the overall pace of operations in the era while giving play a fast tempo.



Each unit represents anything from an individual regiment to an entire "wing" of an army (approximately 1,000 to 10,000 men). Each amp hex represents 12 miles. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST295>

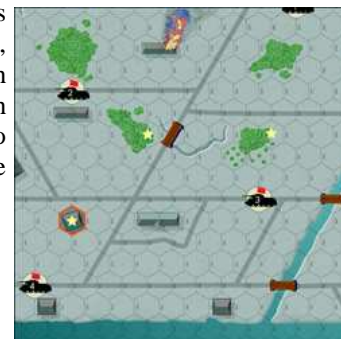
Taktyka & Strategia, the Polish wargaming magazine, is now being produced in English language starting with issue #40. That issue is available now and #41 will be published this month. [Your editor attempted to subscribe, but ran into all sorts of problems.]

<http://bigboardgaming.com/tactics-strategy-40/>

World at War #44 Night Fight: Solitaire East Front Tactics is a solitaire wargame in which you command a *Kampfgruppe* group of German panzers infiltrating and attacking Soviet forces at night while the system runs the Soviet forces. The first scenario is based on an actual night action from the Battle of Kursk when elements of 6th Panzer Division infiltrated behind Soviet lines. There are also several other scenarios representing other night fights on the eastern front..

Each vehicle counter represents up to five tanks or other vehicles, depending on the scenario. Each map hex represents 30 meters. Each turn represents anywhere from two to 15 minutes depending on the tempo of your activities. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW44>



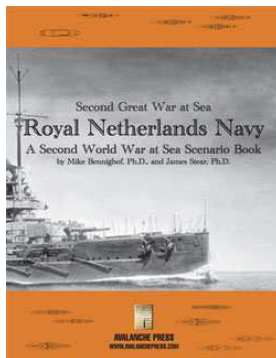
BOOKS

Avalanche Press

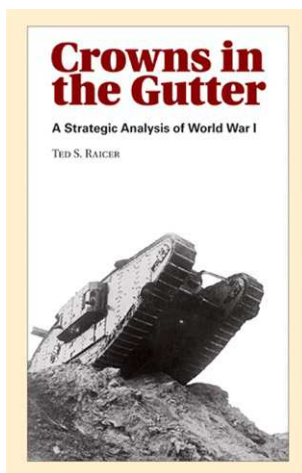
"Royal Netherlands Navy" is the third book in our alternative history series, "The Second Great War." In the first book, "The Kaiser's Navy," we looked at the High Seas Fleet of 1940 and its campaigns in the North Sea and Atlantic. In the second, "The Habsburg Fleet," the Imperial and Royal Austro-Hungarian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

In this volume, the fleet the Dutch admirals hoped to build in our world, but could not get approved, finds itself pressured by the Japanese in the Far East and the British and French in Europe. Defending their rights with armed force, the Dutch find themselves drawn into desperate battles in the South China Sea and the interior waters of the East Indies.

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



"Crowns in the Gutter" by Ted Raicer, Illustrated by C Perello World War I was the crucial event of the 20th century, as the great European powers—which until then dominated the world economically, militarily and politically—destroyed themselves. That led to a second war a generation later, enabled the ascendance of the United States and Soviet Union, and unleashed the forces of nationalism and self-determination around the globe. On the battlefield the war ushered in the age of the internal-combustion engine and wireless communication, making factories and science as important as manpower and generalship.



In the midst of all that, politicians and generals still had a war to win, and soldiers a war to fight. "Crowns in the Gutter" provides a concise analysis of the strategies and tactics employed to try to achieve those goals. The chapters cover the entire war chronologically. They weave together the campaigns and battles with political events, improvements in weapons and changes in combat methodology, into one seamless story. The narrative also has dozens of maps and diagrams to further illustrate all the action of the first total war. \$35.00



LATE GAME NEWS

Quarterdeck Games

We have been notified by Jack Greene that Quarterdeck Games has started importing Japanese Command games. Here is their blurb about their first effort, **Iron Bottom Sound III**.

K2 Publishing and Quarterdeck International are pleased to announce the publishing of **Ironbottom Sound III** coming soon.

Jack Greene noted, "I was excited when I was contacted by *Command Magazine Japan* that they wanted to publish an improved version of my classic game in BOTH English and Japanese. This would be a first in the wargaming hobby." **IBS III** will appear soon from K2 Publishing, an arm of *Command Magazine Japan*. It will be a boxed game with 12 scenarios and two full countersheets. The scenarios will include two hypothetical scenarios from 1928, nine from naval night actions in the Solomons 1942-43, and one from the English Channel in 1940. It is a revised and corrected version, with additional rules (including Decoys, Smokescreens, and Squalls), based on the original **Ironbottom Sound** from Quarterdeck Games. It will also feature a mounted board and be in both Japanese and English—a fully bilingual game.

Jack Greene's Quarterdeck International will be importing copies soon for sale in the English-speaking world. Additional information will be forthcoming. Jack Greene can be contacted at: quarterdeckinternational@charter.net.

