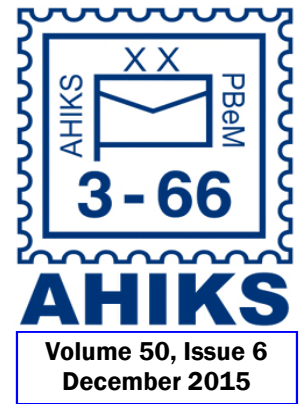




**GOLDEN  
ANNIVERSARY  
VOLUME**

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



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

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

This marks the sixth and final issue for this year. We are ending this year with several unresolved issues, more of which you will find below. Also in this issue you will find the latest Treasurer's report. Here is a summary of items of interest.

It was announced a few weeks ago that AHIKS member Cory Wells passed away. He was very active on our Consimworld page, posting many questions and comments there. He will be missed.

It is also my duty to announce that Charles Marshall informed the Executive that due to his computer upgrade, he will not be able to continue as Webmaster, effective next to immediately. The position of Webmaster and hosting the AHIKS website is therefore open, and we want to ask for volunteers. If you are interested, and have the skills and infrastructure necessary to handle this job, please contact me as soon as possible. The other alternative is to find a host and pay for this service, which might necessitate reinstating dues, possibly in 2017. Webhosting is not free now.

The Bylaws are in a state of near completion. Some minor issues are being discussed, and it is expected they will be up for approval after the New Year.

Finally, I am pleased to announce the position of Secretary has been filled! As of December 15, 2015, this position will be filled by Pete Menconi to complete the remaining term. This is the most important officer position in AHIKS. Pete has had prior experience, and we welcome his return to the Executive Committee. I cannot express enough my gratitude for having Bob Best as Secretary the past three years; he has gone above the call of duty, time after time.

Ken

### **From the Editor**

For many years I have been collecting games. Some I actually play. However I feel it is time to get rid of most of them. Some are well worn, some are still in shrink wrap. They are listed on pages 22 through 29. To help with the postage, I will ask \$2 a game (I will ask \$3 for the larger games). Contact me with your choices. When I determine what I can send you, I will let you know the cost. If you live outside the U.S., we will have to discuss postage. Contact me as soon as you have made your choice. I will be away most of December, so I do not expect to ship any games until January.

Every issue when I start to gather data for the Games section, I think, well, there can't be many new games at this time of year. But every time I am overcome with the sheer number of new games. I can remember back before SPI came on the scene. The only game publisher was Avalon Hill, and they were lucky when they put out two a year. Now, even with the loss of gamers to the computer shoot-'em-ups, over a hundred new games come out every year. It is truly amazing.

We are all pleased that Pete Menconi will be taking over as Secretary, especially since that is the most important office in AHIKS. Pete is a former editor of *The Kommandeur* and has contributed several articles in the recent past on Vassal. Welcome back, Pete.

As Ken says, we need a new webmaster. The current officers are completely ignorant of web machinations and are a bit apprehensive about the position. Please, if you think you can handle the job, let an officer know.

# Upcoming Events

**December 11-13**, Biloxi, MS

GEEKONOMICON

<http://www.facebook.com/Geekonomicon-136275946550942>

**Jan. 16-17**, Los Angeles, CA

GAMING FOR EVERYONE

<http://gaming4everyonecon.org/>

**January 14-16, 2016**, Chattanooga, TN

CHATTANOOGA CHALLENGE

<https://groups.yahoo.com/neo/groups/chattanoogarailgamingchallenge/info>

**January 29-31**, Leiria, Portugal

LEIRIA CON

<https://sites.google.com/a/spielportugal.org/leiriacon/>

**January 14-17**, Milwaukee, WI

MIDWINTER GAMING CONVENTION

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

**January 15-18**, near Bryce Canyon National Park, UT

BRYCE CON

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

**January 15-18**, Columbia, SC

SCARAB GAMING CONVENTION

<http://s-c-a-r-a-b.com/>

**February 12-14**, St. Paul, MN

CON OF THE NORTH

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

**February 12-15**, Los Angeles, CA

STRATEGICON: ORCCON

<http://www.strategicon.net/>

**February 22 - 28**, Charlottesville, VA

PREZCON: WINTER NATIONALS

[www.prezcon.com](http://www.prezcon.com)

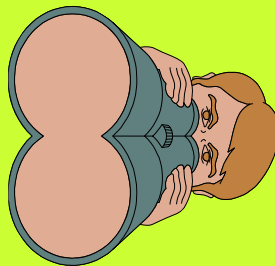
**February 22 - 28**, Charlottesville, VA

COLUMBIA CON (at Prezcon)

Columbia Con runs within Prezcon

<http://www.prezcon.com/minicons/columbiacon/columbiacon.aspx>

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

### The Stalingrad Trilogy

by David M. Glantz with Jonathan M. House

Publisher: University of Kansas

Reviewed by Jim Williams

As a longtime fan of **The Russian Campaign** by TAHGC and going back to my first AREA rated PBM set against Tim Greene of Morristown, TN, way back in 1991 (where I was thrashed but educated about the Viipuri Defense), I have always sought out history of World War II on the Eastern Front. Having read “Barbarossa” by Alan Clark, “The Tigers are Burning” by Martin Caidin, “The Battle for Kursk” by David Glantz, “The Road to Stalingrad” and “The Road to Berlin” by John Erickson, I felt that maybe a little too much credit had been given to the military genius of Joseph Stalin and Marshall Zhukov for the strategy that ultimately led to the defeat of Hitler’s Germany. Last year, I renewed the desire to learn more after renewing my long dormant period from the mid 90s. I purchased and read “Operation Barbarossa” by David Glantz and noted that there was much more detail about the Soviet strategy. On “googling” the author, I found “To the Gates of Stalingrad” had been published by the author in 2009, and I eagerly ordered a copy from Amazon.

Upon reading “To the Gates of Stalingrad,” I found that a significant amount of detail had now come to light about the Soviet side of the Great Patriotic War. The narrative by Glantz was complete with maps, Russian as well as German orders, and after action reports (boiled down by Glantz). There was a much more in depth study of Fall Blau than I believed would ever be available, with quotes from men who actually fought the battle and up to the mindset of the leadership of both sides. The book which covers the war on the Eastern Front from April through August of 1942 has 655 numbered pages; however, the book is 486 pages long and the rest is Appendixes and Notes including backgrounds of the Russian Military leaders, operational orders, and detailed notes from the Soviet official documents.

The book deals not only with the strategies of both sides in the epic struggle but the tactics employed by both in some day by day accounts. Upon completing the book, I immediately ordered the other two volumes, “Armageddon in Stalingrad” and “Endgame at Stalingrad.” “Armageddon in Stalingrad” covers the time frame from September through November 1942. Again, the strategy and the tactics employed by both sides are detailed on a day by day basis. I am midway through the volume and the detail presented is most educational as I get the feel for the German resoluteness to clear the Soviets from the city and move on to Astrakhan on the Caspian Sea AND the determined and brutal defense by the Russians. “Endgame at Stalingrad” deals with the time frame from December 1942 through February 1943 when the tide turns and leads to the ultimate demise of the German 6th Army.

It doesn’t matter whether you are a fan of wargames on the strategic level like **TRC** or on the tactical level like **Squad Leader**, **ASL**, or similar games, there is something in this trilogy for you.



## Open Match Requests from Duncan Rice

1815: Waterloo Campaign GDW	Tony Arena (1652) C	Up Front AH	Andre Polite (1799) F
Albion, Land of Faerie SPI	Tony Arena (1652) C	A Victory Denied MMP	Ed O'Connor (1243) V
Advanced Squad Leader MMP	Dennis Sheppard (804) SEV	War and Peace AH	Dan Johnson (1816) FV
Adv. Squad Leader Starter Kit MMP	Jim Sander (1339) V	War of the Ring SPI	Tony Arena (1652) C
After the Holocaust SPI	Tony Arena (1652) CM	War at Sea AH	John Hoffmann (884) E
Afrika Korps AH	Wes Coates (1823)	Washington's War GMT	Shannon McNamara (1639) V
Amateurs to Arms CoA	Rod Coffey (1493) V	Waterloo AH	Brian Britton (1582) V
Anzio 4ed AH	Tom Walsh (1427) P	Waterloo AH	Wes Coates (1823)
Armada 2ed SPI	Tony Arena (1652) C	Western Desert Europa GDW	Tony Arena (1652) V
Axis and Allies MB	Andre Polite (1799) F		
Battles for the Ardennes SPI	Thomas Ten Eyck (0826) EP		
Battle Fleet Mars SPI	Tony Arena 1652 C		
Bitter Woods, Deluxe L2	Art Dohrman (1551) EV		
Bitter Woods Compass	Michael Mitchell (1086) ETV		
Blue and Gray quad II	Albert Bowie (299) EP		
Breakout Normandy L2	Art Dohrman (1551) EV		
Chalons DG	Albert Bowie (299) EP		
Chancellorsville '74 AH	Charles Marshal (1573) E		
Churchill GMT	Tony Arena (1652) VM		
Constantinople S&T 66	Richard Passow (1453) EPS		
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	Tim Dekker (1593)		
Eylau SPI	Albert Bowie (299) EP		
Federation and Empire ADB	Tony Arena (1652) VM		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
Fortress Europa AH	Jim Sander (133) V		
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		
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 Gelinas (1668) VG		
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	Albert Bowie (299) EP		
The Next War SPI	Tony Arena (1652) V		
Republic of Rome AH	Tony Arena (1652) VM		
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		
Sorcerer SPI	Tony Arena (1652) C		
Squad Leader AH	Andre Polite (1799) F		
Stalingrad AH	George Philles (697)		
Summer Storm:			
The Gettysburg Campaign CoA	Tony Arena (1652) V		
Sweden Fights On GMT	Richard Passow (1453) EPS		
Third World War GDW	Tony Arena (1652) V		
To Green Fields Beyond SPI	John Trosky (1554) CEV		
Twilight Struggle GMT	Chris Hancock (565)		
Twilight Struggle GMT	Michael Mitchell (1086) ETF		

### 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

October was a very slow month with only one match made. It looks like November is back to normal though. We still have two multiplayer games going. A **Distant Plain**, which is an interesting house of cards. It's difficult to touch one thing without causing a small cascade of changes. When you try to improve your own victory, you can also affect the chances of other players in a positive way. I am very much enjoying the COIN system that this game comes from.

Bruce Gelinas currently leads **The Hunters** short tonnage tournament. He has been sunk though. Two boats, out of six, are still on patrol. Jeff Miller and Bob Best both have good chances of taking first spot if they can stay afloat.

I went to our local gaming convention recently. BottosCon had about 120 attendees this year. A number of AHIKS members were present, and I ran the **Up Front** tournament. This is always lightly attended but a lot of fun. This year had four participants. The picture I've included (on page 21) is of fellow AHIKS member Peter Collins and myself flanking the winner. I blew my bankroll on over a dozen games so expect to see some new match requests from me! I'm hoping to get some more multiplayer games going next year.

Don't forget that AHIKS is having a draw in December for a \$100 gift certificate to the game company of your choice. All you have to do is pick up a match through AHIKS. Every match begun, and not abandoned, in 2015 gets you a ticket in the raffle. The match request list is pretty long. Take a look and grab a game.



## Another Visit to the National WWII Museum in New Orleans

by Omar DeWitt

With some time to spare and no travel planned until next month, Sue and I decided to drive to New Orleans and visit the National WWII Museum. We had traveled with them from Tunis to Malta to Sicily to Italy on a WWII experience a few years ago and had visited the museum after that.

Driving was not the best idea since it took us two full days to get there. A little after nine the next morning we were at the museum and were immediately lost. Things had been changed around, and a large building now stood where there had been a parking lot on our last visit. My initial impression was that the entire museum had been turned 90 degrees. That seemed improbable and eventually my mind adjusted. Old folk!

After picking up our prepaid tickets, we were told to board the train, which we did. Three railway cars were sitting against the wall. The seats each had a TV monitor. We were told we were moving, and against the wall a movie showed us traveling through the countryside, a view similar to what new WWII enlistees traveling to their first camp would have seen, although their scene would have been in color. We were each given a dog tag (a plastic card) for a WWII enlistee, and we would follow his travels through WWII at different spots around the museum campus.

Our first stop was the U.S. Freedom Pavilion, The Boeing Center. We lined up to visit Final Mission: USS Tang Submarine Experience. The line was not long. A man and his son were ahead of us. The son and I had had a brief conversation previously in which he expressed a fascination with WWII. He was about 12. We were each given a card depicting a crew member and the number of his station. My crew member was Louis C. Kaiser, who worked in the maneuvering room. The four of us entered the "submarine."

On a screen, the sub commander explained the situation. There was a large Japanese convoy nearby, and we were going to get in the middle of it and sink as many ships as we could. We had nine torpedoes left.

We went to our battle stations. The room was much larger than any on a submarine, to accommodate more spectators. My station consisted of five levers. My job was to move the levers to the spots where the small red lights were on. The show was on the curved ceiling (flat top, curved edges). We could see the ocean waters close over the "conning tower" then part as we rose in the middle of the Japanese convoy. The enemy ships were visible on the curved part of the ceiling. We heard the order to fire torpedoes, and we heard "Fish away." By the time we were down to one torpedo, the first "fish" had struck their targets. We heard the final "Fish away," then "The torpedo is turning around and running straight for us!" There were loud crashes, the floor shook, the lights went out, and smoke appeared. We had been sunk. Nine crew members survived the sinking. Louis C. Kaiser was not one of them.

During its service, the Tang sank 33 ships. Its skipper, Richard O'Kane, received the Medal of Honor for the engagements of October 23 and 24. It was sunk by its own torpedo off Taiwan on October 24, 1944. Nine of thirteen members of the crew reached the surface using the Momsen lung and were captured by the Japanese. This was the only case where a torpedo turned on the firing ship.

Besides the Tang exhibit, the Freedom Pavilion contained several rolling stock: two tanks, an ambulance, a couple of jeeps, and a half track. There was also the front part of the fuse-



lage of a B-24, including the cockpit and nose section (bombardier's spot). Hanging from the ceiling were a Corsair, an Avenger torpedo bomber, a Mustang, a Dauntless dive bomber, and a B-17. The B-17, named My Gal Sal, had been transferring to Europe during the war but went down in Greenland. All the crew survived and were saved. The plane itself eventually was dismantled and moved to the U.S., where it sat for a few decades. A group of about 20 men decided to reconstruct the aircraft and they took another decade or so to do so. When they had finished, they wanted to display it, but complications made that very difficult. They eventually donated the aircraft to the National WWII Museum.



Sue and I walked back to the Solomon Victory Theater Complex to see Beyond All Boundaries for a second time. It was still an interesting movie of the Second World War in about 30 minutes.

After lunch, we visited a new exhibit, The Road to Berlin. The second floor, The Road to Tokyo, will be open this fall. This new building, Campaigns of Courage, was a parking lot on our first visit. The exhibit is well done. Movies, maps, moving maps, dioramas, written explanations with maps and photos, canon, jeeps. It starts at Kasserine and goes to the war's end. It

was very well done, and cool (our visit was in July, and it was hot outside).

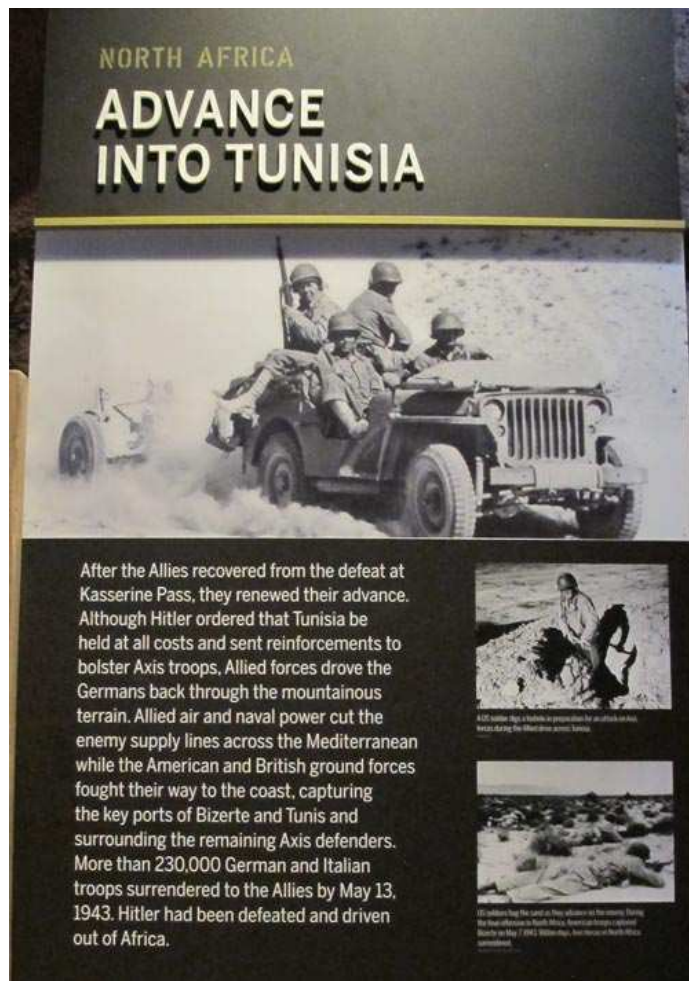
I checked my dog tag and found that my man had been a radio operator on a ship in the Gulf of Mexico. Early in the war, the ship had been sunk by a German submarine, and my man had gone down with the ship. Sue's man had gone into the OSS and had served honorably and well in WWII and the Korean War. Then he went home to run a business.

We checked out the shops. The shops contain many interesting books on war, but most of the contents of the shops are merely souvenir items. They have very few games, mostly scenarios to **Memoir '44**.

On our first visit several years ago I noticed a Civil War museum across the street from the WWII museum. This trip I decided to visit the Confederate Memorial Hall Museum. If you ever have a chance to visit this museum, don't take it. The building has a tower and a stone exterior. Inside, the museum is on one floor. It contains a canon and a few rifles and pistols, but most of it is miscellaneous odds and ends: a piano belonging to the wife of a general, the rocking horse belonging to a family of another general, some uniforms, a few paintings.

The visit to the WWII Museum was very nice. They are professional and do an excellent job. It is a recommended visit.

★★



A typical info plaque. These were displayed throughout the museum.



One of the many maps throughout Road to Berlin.

## Treasury Notes

Brian Stretcher



### Castles of Steel

I promised you a book review last issue, so here it is. "Castles of Steel: Britain, Germany and the Winning of the Great War at Sea" (Random House, 2003) is an epic tome of some 1054 pages by Robert K. Massie. I read the book on my Nook Glowlight, a relatively inexpensive e-reader that is mostly for reading purposes only, not surfing the net.

Although long, this book is well-written and comprehensive, at least from the perspective of the naval strategies employed by Britain and Germany from the beginning of the war to its end. As such, the book deals quite a bit with the upper echelons of command for both sides, including Winston Churchill as First Lord, until his sacking after the Gallipoli Campaign. Churchill's role in the First World War is generally overshadowed by later historical events, and so in that regard the book is refreshing. And, although I had heard all of the names before, I am now much more familiar with most of the big naval names in the Great War: Jellicoe, Beatty, and Jackie Fisher for Britain, Scheer, Hipper, Spee, and Tirpitz for Germany. For the most part, I previously only knew those German names from the WW2 ships named after them. The book spends a great deal of time exploring the lives of many of these men, or their demise, as the case may be. There is a bit more information on the British personalities, down to their personal lives, than the Germans. That is not altogether unexpected, since German records would have had to survive the devastation of the conflict that ensued some 20+ years later as well as the post-war chaos following 1918.

The book is not only about strategy, however. It also describes all of the major naval battles of the war, starting with the flight of the Goeben and its role in bringing the Ottomans into the war, the actions of Germany's Far East Squadron and its initial victory against some aging British battleships, to its ultimate demise at the Battle of the Falklands. The battles are discussed in detail, ship to ship, moment by moment. The shudder of the ships as hits are registered, mistakes made, smoldering hulks, sudden and catastrophic sinkings, rescues, and everything else you might expect from a good sea story. The greatest problem with history is that usually we readers have a pretty good idea of how things turn out. The hallmark of a good writer is to make the known results exciting still. In that regard, Massie succeeds.

There is a good portion of the book devoted to the Dardanelles Campaign, mostly from the naval perspective rather than land fighting. But most of the action in the book takes place in the North Sea, from the Battle of Heligoland Bight, the Scarborough Raid, the Dogger Bank, and ultimately the big daddy of them all, Jutland. After Jutland, the book winds down with discussions of the decision to unleash unrestricted submarine warfare and the entry of America into the war, some details about the submarine war itself, and then the slow erosion of Germany's will to fight and the final refusal by the demoralized crews of the High Seas Fleet to take to the sea for one last hurrah. One thing missing from this book is a discussion of Germany's commerce raiders, including the Emden, which is mentioned briefly, and the Wolf, which was not mentioned at all. Not to worry, as their voyages have been detailed in their own books, which I have reviewed before.

If you like either naval strategy or combat by big gun ships, then even at its great length (actually less than 950 actual pages to read, since there are extensive notes and the usual photos and maps), then this book is highly recommended. I put off reading it for years because of its length, but it is definitely worth the time investment. Never enough maps for us wargamers, of course, but adequate. I have taken to reading history books in the company of my smart phone so I can look up the obscure places frequently mentioned but never shown on the maps in the books.

A couple comments about using a simple e-reader to read works of history. Of course, a 1000+ page book would be a significant hunk of paper to lug around; whether I have a few pages or more than 1000, my Nook is a small and easy to manage device. I don't have to sit a coffee cup on the pages in order to keep the pages from flipping, and I can hold it and turn the pages with one hand. Print size is standardized, so there are no high-density tomes with tiny print. Footnotes are easy to read, since you can touch the footnote number and the device will take you there. Touch it again and it will send you back to where you left off. This is very handy for books with footnotes with interesting information (as opposed to citations), like this one. Otherwise, if you want to read the notes while reading the chapters, you have to flip back and forth in a regular book. That was very handy. The photos looked great. The slight disappointment were the maps, which were pretty small and therefore hard to make out. I could find no way to increase the size, although I would assume you could on different e-readers, and certainly if you like to read on your computer. Which, by the way, you can do if you want to even if you have an e-reader like a Nook, because available apps allow you to synch your devices so you can be reading across multiple devices, if you like to do it that way. Having a back-lit e-reader is also nice, since you can read in bed without annoying your sleeping companion or fooling with clip-on booklights. It comes down to personal preference, of course. I like real books, but I am happy with my e-reader too.

I usually break out the games in my library that cover the same topic as the books I read. I have several games in my library that cover the general theme of WWI naval combat, mostly at the tactical level. First of course is AH's old **Jutland**, still the only wargame I can think of that did not actually have a map (**Down with the King** not exactly being a wargame). Not a bad game from what I recall, having played it a few times with friends back in junior high. Of course, that was when it was easy to play games on the floor, which you have to do in **Jutland**, since it is essentially a miniatures game in a cardboard format. Your ships maneuver on the floor or a VERY large table using maneuver gauges and blast away using range finders. A good bit of fun, but I can't imagine any way to actually play the game by mail. I don't know of any Vassal or Cyberboard modules, nor can I imagine how they would work if there are unless they include teeny-tiny gauges. The game has a couple of battle scenarios, double sized counters of ships viewed from above, hit records, and a lot of fun stuff, especially for something that came out in the '60s.

Next is the SPI classic **Dreadnought**. This is a simultaneous movement game of big gun ship to ship combat in both World Wars. The battle scenarios run the gamut from small to large, i.e. a couple of ships to fleets, including Jutland, but there aren't as many scenarios as you might expect, and several of them are hypothetical. Just about every capital ship in both wars and between are included in the counter mix, including ships of

Brazil and Argentina, Italy, Japan, and the usual. The game is a lot less like miniatures and the combat system more abstract, with fire doling out gunnery or movement damage and the occasional catastrophic explosion. The designer's notes explain the basic philosophy of the design, which is essentially correct: in a fleet action, a superior fleet will want to close range, an inferior fleet will want to increase range, and even fleets will mostly sit there and blast away until an advantage or disadvantage creates one of the other two situations. The game includes lesser ships as well, including cruisers and destroyers, but none of them are named. The relatively famous heavy cruisers, such as Prinz Eugen, are represented by generic counters instead. The game also features a Campaign Game, in which the players select fleets from any of the nations represented and fight through a series of actions, each influencing the next. Interesting ideas and a pretty fun game, although less than comprehensive from a scenario standpoint. It would work by email, although players would have to deal with that simultaneous order and movement thing.

Next is the Task Force pocket game **Battlewagon**. This is, essentially, a battleship version of Task Force's **Start Fleet Battles**, down to the ship displays and the impulse movement system, although here you have armor and guns instead of shields and photon torpedoes. A mini-game, it does have a decent number of scenarios, including the Falkland Islands battle mentioned above (generally hopeless for the Germans), Jutland, and a number of WW2 scenarios. The map is a generic light blue, and the counters are non-descript ships in blue or red, not a lot of chrome, common in mini games of the era.

There being a sale in progress including games on the topic I was reading about, I did purchase Avalanche Press' **Jutland** game from their **Great War at Sea** series. This is a nice looking game with detailed counters of individual, named ships. Despite its name, the game includes scenarios in the Baltic Sea, meaning you can play with Russian, Swedish, and Norwegian ships too, rather than just British and German, and there are a good number of American ships in the mix as well (there were a number of American battleships that were integrated into the Grand Fleet at the end of the war, but they never saw significant action; according to Massie, American gunnery was atrocious. British gunnery was far better, but German gunnery was best of all, and kept them in most battles even when severely outclassed by gun size). Two maps come with the game: a strategic map that contains all of the North and Baltic Seas plus a great deal of European coastline, and a tactical map of oversized hexes on which to fight the actual battles, if you wish. There is also a simpler set of battle rules which is more like combat in **Victory in the Pacific**. Anyway, the complete game has fleet maneuvering around on the map using orders written out several turns in advance (thus avoiding hidden or double-blind movement) until contact is made and combat ensues. Then fleets move to the battle map to move and fight. Lots o' dice in the combat system, with essentially each combat factor giving you a roll, and a 6 generating a hit. To give an example which many people would be familiar, the USS Arizona, which makes an appearance in this game, has a primary gunnery factor of 10. The game also provides individual ship counters down to light cruisers and even some destroyers, so smaller-scale action is a possibility in this game, instead of just abstract torpedo attacks by generic ship counters. Damage uses hit record sheets which come in a separate book from the rules and scenario books. There are both battle and operational scenarios, so if you just want a fight instead of a search, you can have one, or you can

create your own at will. Both systems also feature aircraft, as in search planes and zeppelins, which have marginal combat abilities. There are primitive aircraft carriers in the game too (a few mentioned in the book, although again, very little impact on any actual battle during the war).

This is a game I would consider playing now, if there is a decent way to work around the simultaneous order thing for movement on the operational map; tactical map movement is actually sequential. This allows differentiation between ship speeds, even subtle differences (and I like that concept, a lot). Being able to make a few more knots than one's opponent was a critical advantage in the Great War. The game series itself is intriguing, if overblown. I might consider a future purchase of the Mediterranean game in the series, for example, but a lot of the titles in the series are for hypothetical situations, such as a US/Japanese conflict during WWI, the Dutch navy, and what might have happened if Italy fought for the Central Powers instead of the Entente. And of course, if you want a game or book on one specific topic, (such as the commerce raiding Emden or Wolf), they have such titles, but you have to buy forty other games just to actually have all of the parts to be able to play the situations you want to play, and another forty if you want to be able to play all of the scenarios that come with the game. Sigh. I don't like that sort of marketing approach and actually don't allow myself to get sucked in to buying an endless set of games, just like I don't let myself get sucked in to buying an endless set of new editions of the same game. Resist!

I have droned on enough, I fear. A good read, definitely, and there are plenty of games out there to bring the book to life!

### Balance of Powers

I mentioned last issue a potential forum game of the new **Balance of Powers**, the strategic WWI game from Compass Games. That game has started but is on hold now until after the first of the year. And, unfortunately, I don't think I have enough time myself to get it onto the forum. Life intrudes, what can I say.

### Treasurer's Report

<b>Total balance, 9-29-15:</b>	<b>\$ 9,380.90</b>
<b>Dividend Earned 9-30-15:</b>	<b>1.94</b>
<b>Dividend Earned 10-31-15:</b>	<b>1.99</b>
<b>Total balance 11-23-15:</b>	<b>\$ 9,384.83</b>

And for 2015:

<b>Total balance 11-29-14:</b>	<b>\$ 9,599.12</b>
<b>Print K subs:</b>	<b>90.00</b>
<b>Donations:</b>	<b>25.00</b>
<b>Dividends, 11/14 through 10/15:</b>	<b>25.10</b>
<b>MC expenses:</b>	<b>(22.68)</b>
<b>Webhosting and related expenses:</b>	<b>(253.71)</b>
<b>Ironman tournament:</b>	<b>(78.00)</b>
<b>Total balance 11-23-15:</b>	<b>\$ 9,384.83</b>

Because of the date of the last *K* of the year, annual reporting runs from not quite the end of November each year. We have returned to creeping downward this year. While our expenses for this year were up a little, (\$278.00 total last year compared to \$354.39 this year), the biggest difference was in donations: \$180 last year compared to \$25 this year, although admittedly a good chunk of the \$180 last year was to sponsor a tournament that has not been paid out yet. It looks worse than it is, although still, donations were significantly down. You can help us out by tossing a few bucks our way, helping to sustain AHIKS into perpetuity!

Until next time!

# Some Thoughts On Making Solitaire Games More Fun To Play

By Bob Best

One of the reasons I like Solitaire Games is because I can tinker with them if I don't like how something plays or if I want to enhance some area of the game. It's easy with Solitaire Games; you don't have an opponent to convince that a correction is necessary to fix that problem rule or you don't have to convince your opponent to play a particular brand of house rules you've been wanting to try. Adding house rules to enhance enjoyment is what I am going to discuss here.

**The Hunters, German U-Boats At War 1939-43** by Com-SimPress is a solitaire game that is quite popular with gamers. If you look at sales records it seems to have lots of fan appeal when you consider its first two printings have sold out and a third printing is in the works. Also here at AHKS we have had two multiplayer games of **The Hunters** run on the forum, and it seems to be popular at game conventions, too. Part of its popularity might be that it appeals to a broad spectrum of gamers. It has roleplaying aspects to it as you can develop identities for your crew and the U-Boat you command. There is a strong bonding feature to the game as you bring your U-Boat through each individual attack while performing a variety of missions in different theaters of the Atlantic Naval War. The game also appeals to the history buffs among us who would like to play out historical events in game form after reading about them. And, it also appeals to the amateur writers who like to write up the adventures of their crew and U-Boat and "tell a story" like is being done in the Long and Short Tonnage Games played out of the AHKS Forum. The game possibilities are practically endless. But, I don't have to convince you. If you've read this far, you probably own a copy of the game already.

So, how do we enhance an already great game, you ask. Well, take a look at the book review of "Operation Drumbeat" that is reviewed in this issue. This book tells the story of the first U-Boat attacks along the American Coast during World War II from the perspective of the Captain and crew of the U-123, a type IXc U-Boat. The interviews in the book with the crew and other campaign participants give interesting insight into the day to day operations of the U-Boats and how they operated in the first months of the war against American shipping. It also talked about the unpreparedness of the U.S. Navy and some of the measures they took like authorizing and equipping "the Hooligan Navy."

There are a number of real life events that occurred, like, no blackout along the U.S. coastline that silhouetted U.S. Shipping to make them easy targets for the German U-Boats, the use of civilian yachts to patrol for U-Boats, the encounters between Q-Ships and U-Boats, and the delivery of German spies to the U.S.A that are not really well covered by the rules in **The Hunters**. This is no fault of **The Hunters** as the scope of the game is to give the player an operational view of the Atlantic War, not detailed action possibilities of specific patrol areas.

So, how do we add some of the real life events to our game that we have read about in our historical research? After reading "Operation Drumbeat," I decided to see if I could add some optional rules for patrols in the North American and Caribbean patrol areas listed on the U-Boat Patrol Assignment Chart [P1].

I decided to add Rules for the "Hooligan Navy," Unpreparedness of U.S. Navy Escorts, American Q-Ships, and Lack of Blackout Conditions on the coastline. These are placed in rules

section [14.11] North American and Caribbean Patrol Assignments Optional Rules that are detailed below. I have found that they add a lot of spice to the game for me.

## CASES:

[14.11] Optional Rules for North American and Caribbean Patrol Assignments.

[14.11.1] "The Hooligan Navy"

"The Hooligan Navy" was more of a nuisance than a real threat to the U-Boats. Formed from volunteer yacht captains, the Navy armed their yachts with .30 caliber machineguns and a depth charge or two on the stern. There was some serious concern that the yachts might not be able to get out of harm's way if they dropped the depth charge. Fortunately none of the yachts were lost due to combat. Players should follow the Encounter Rules in sections [8.0] through [8.3.3] in **The Hunters** rules. For any roll on the [E1] Encounter Chart of "Aircraft" or "Convoy," there is no chance to encounter "the Hooligan Navy." All other results can bring a chance of contact with them.

[14.11.1.1] "The Hooligan Navy" rules do not apply if your U-Boat is following damaged target ships per rules section [8.3.4]. To simulate the effects of "the Hooligan Navy," the player should roll on the charts below to see what effects, if any, they may have on his U-Boat.

[14.11.1.2] Most yachts operated out of civilian yacht harbors near population centers. The player can decide that his U-Boat is making an attack on a ship in the shipping lanes off of the coast in an area like Martha's Vineyard, Virginia Beach, or one of the port cities along the Atlantic Coast where an encounter was more likely to occur. To see if your U-Boat encounters "the Hooligan Navy" roll 1d6.

1) A die roll of 1, 2, or 3 results in an encounter with one or more "Hooligan Navy" yachts.

2) A die roll of 4, 5, or 6 means no encounter occurs.

[14.11.1.3] An encounter with "the Hooligan Navy" has the following effects:

1) Your U-Boat is forced to submerge (no Deck Gun attacks)

2) You may not attack from Close Range. (Medium and Long Range is OK. This simulates the distracting effect of the yacht repeatedly passing overhead while you are trying to plot a torpedo attack.)

3) If you decide to attack the target ship, you must break off the attack after the first combat round. (The yacht has summoned help.)

4) If you wish to make a second round attack, do not roll on Chart [E1] Add'l Round of Combat. Roll 1d6 instead. A result of 1, 2, or 3 means you are being attacked by a ship, while a 4, 5, or 6 means you are being attacked by an aircraft. (See [9.0] Combat) There is no checking to see if you are detected. You **will** be attacked!

5) Your U-Boat may not follow the target ship even if you succeeded in damaging it. (See [9.7] Following Escorted Ship)



The next section deals with the U.S. Navy's unpreparedness for a submarine war in home waters.

[14.11.2] Unpreparedness of the U.S. Navy Escort Vessels. The U.S. Navy was not prepared for escort duty for merchant ships operating along the Eastern Seaboard and the Gulf Coast. No convoy system was imposed. Most U.S. Navy Escort Vessels were deployed between Nova Scotia and Iceland, assisting England with convoy escort in the western Atlantic. The following rule should be used to simulate encounters with escorts called for when rolling on the [E1] Encounter chart.

[14.11.2.1] The [14.6] Variable Escort Quality rule should be used, with the following changes:

1) Table [14.6.1] for 1942-1943 should be modified as follows:

Roll 1d6	Green	Trained	Veteran	Hooligan Navy
1942/1943	1-3	4	5	6*

Table Note: \* Substitute the "the Hooligan Navy" Rule for the escort.

[14.11.3] Q-Ships and Armed Merchantmen.

Q-Ships were disguised freighters and tankers crewed by Navy personnel. The ships were heavily armed, generally with several disguised deck guns, depth charges, and torpedoes. They also carried a light weight cargo that would aid the ship in staying afloat if it was torpedoed by the U-Boat. If attacked by a U-Boat, the Q-Ship would make like a damaged merchantman by lighting off smoke pots and then using some of the crew to abandon ship giving the impression it was sinking. The idea was to lure in the U-Boat in and get him to surface to finish off the target at leisure. When the U-Boat surfaced it would be attacked with the superior fire power of the Q-Ship's disguised guns.

Armed Merchantmen were different in that they generally were a civilian crew carrying legitimate cargo that had a deck gun or two crewed by the Navy to help defend the ship. The gun(s) was plainly visible on the ship, unlike the Q-Ship's disguised guns.

The U.S. Navy put two Q-Ships to sea during 1942. Their deployment and encounter with U-123 are documented in "Operation Drumbeat."

[14.11.3.1] For Q-ship or Armed Merchant Man encounters, the player follows the encounter rules [8.0] through [8.3.3] normally, rolling on [E1] Encounter Chart. For a result of "Ship," "Two Ships," or "Tanker" there is a possible encounter with a Q-Ship or an armed merchantman. No Q-Ship or Armed Merchantman encounters occur for "Aircraft," "Two Ships with Escort," or "Convoy" results. Roll on the modified table in [14.11.2.1] above to determine the escort's training status for "Two Ships with Escort" and "Convoy."

[14.11.3.2] The Q-Ship and Armed Merchantman rules do not apply if your U-Boat is following damaged target ships per rules section [8.3.4]

[14.11.3.3] Before determining the encounter result, assign your U-Boat's first round attack be it surfaced/deckgun or surfaced/submerged torpedo attack per section [9.2] Conducting Ship Combat thru [9.2.8]. You may fire ONE ATTACK. Either deck gun if surfaced, OR Torpedoes if surfaced or submerged. YOU MAY NOT FIRE BOTH. If the target ship is not sunk in the first volley, roll for Q-Ship or Armed Merchantman as directed below.

1) To simulate the U-Boat's possible encounter with a Q-Ship or an armed merchantman, roll 1d6. On a result of 1, the target ship is a Q-Ship. On a roll of 2 the target ship is an armed Merchantman. All other results are normal target ship and play proceeds normally.

2) If the 1d6 roll is a 1 you have encountered a Q-Ship. The U-Boat is automatically detected by the Q-Ship. Determine the result of the ONE attack in [14.11.3.3] above. If the Q-Ship is not sunk outright, then the Q-Ship returns fire, and play reverts to Rules Section [9.6.8] to resolve the attack on the [E3] Escort/Air Attack Chart. Continue the Escort combat procedure through section [9.6.12]. The Q-Ship will function just like an escort would from this point on, conducting multiple attacks until the U-Boat manages to escape. Disregard any damage done to the Q-Ship unless you sink it outright. A Q-Ship requires 3 hits to sink.

The last item I take into account while patrolling North America and the Caribbean is the lack of a blackout being imposed. It is a documented fact the U-Boats operated seaward of the coastal shipping lanes so that they could find and sink silhouetted target ships. Lack of a blackout uses dice roll modifiers to simulate this.

[11.4.1] Die Roll Modifiers for lack of a Blackout.

1) -2 to the die roll on Chart [U1] when making a night surface attack.

2) -1 to the die roll on Chart [U1] when making a night submerged attack.

Well, there you have it. If you want to see what can be done after reading a book like "Operation Drumbeat" and then using the Optional Rules explained above, go to the AHIKS Forum and take a look at U-66's action narratives in the on-line game section of the main menu. It's listed in **The Hunters** short tonnage game.



## Cory Wells Remembered

by Bob Best

Cory Wells, AHIKS member and founding member of the Three Dog Night—one of the biggest rock and roll bands of the early '70s—passed away on Tuesday, Oct. 20, 2015. Wells was one of the band's three lead singers. The group topped the Billboard Hot 100 three times with classic songs such as "Joy to the World" (which has appeared in numerous films and TV shows), "Mama Told Me (Not to Come)," and "Black and White." The band earned 21 top 40 Hot 100 hits. Danny Hutton of Three Dog Night stated "Cory was an incredible singer and a great performer."

Cory was also an excellent game player. I had the opportunity to play with Cory as both an opponent and as a team member in several aerial warfare games here at AHIKS. Not only was he a great player but he brought a lot of fun and interesting insight to the games I played with him. He will be missed. Cory was 74 years old. He is survived by Mary, his wife of 50 years, his daughters Coryann and Dawn Marie, and five grandchildren.





Last-Stand Hill on the Custer Battlefield. The new Indian memorial is across the road to the left.

## A Second Visit to the Custer Battlefield by Omar DeWitt

I-25 is a couple of miles from our house, and we can see it when we look east out our windows. Winding north through Colorado and into Wyoming, I-25 ends and turns into I-90. Just across the Montana state line it passes the Custer battlefield on the Little Big Horn. We stopped overnight just north of Denver.

We got to Garryowen about 2 PM the next day. The Custer Battlefield Museum is there, and it might have been the entire town. The building also contained a post office and a Subway. When we arrived, there was no one there except the proprietor. She took us through the store and into the museum in the back. We paid our \$7 apiece and were told not to take photos. Apparently in the past a customer had taken a picture of a medicine bag and then sold (or tried to sell) the photo on E-Bay. Rather than copying the customer, they decided to prohibit photography.

Sue and I viewed a video that explained the setting of the battle and a little bit about the fight. The museum itself contained pictures of the prominent participants, some artifacts, some maps, some rusted guns, and some explanations of the battle. We got our \$7 worth.

We wandered through the store, and I imagine you know what was for sale. There are several good wargames that I know of covering the West, but I have never seen any of them for sale in roadside stores.

Hardin is about 15 miles north of the battlefield, but it contains the nearest motels. Ours was highly rated, but it was a very basic motel. The bathroom contained soap and towels but no shampoo or lotion. Thank goodness they did not provide breakfast. When we got back after eating breakfast at a very basic restaurant (there was a screen door on the entrance and two waitresses, one of whom I believe was the cook), we entered our room to find the overhead light fixture had broken and glass and dead moths were on the floor and one bed. Nothing was missing, so apparently the thing broke on its own.

On the way back to the battlefield, we stopped at the Big Horn County Historical Museum. There wasn't anything on the

Custer battle, but it did have information on Fort Custer, which was built nearby and existed for twenty years. Its purpose was to support whites in the area and those passing through. Apparently it was a state of the art fort, and men were happy to be posted there.

There was a display on Will James, included a bronze bust and a "horse" that was ready to ride. A stage labeled "Fort Custer—Rock Springs Stage" was present; it was not something I would like to ride very far in. A three-foot model of the Far West was behind glass. Most of the items in a museum are behind glass, which is understandable. It would benefit the customer taking photos if that glass were non-glare. There were a couple of well-done, life-sized dioramas as well.

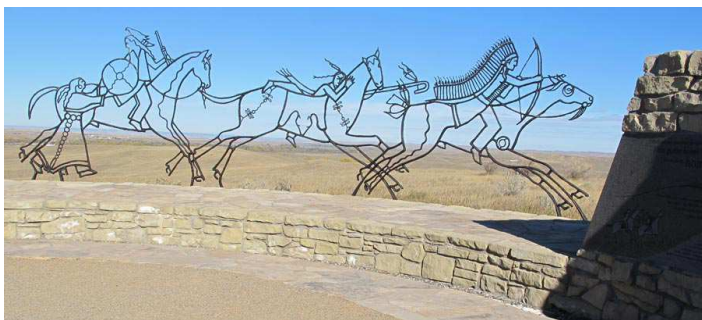


The buildings outside were closed for the season, but we walked around. It looked attractive in the cool morning air. Cloudless sky and warming sun were advantages. An old-time gas station, a school house, a church, and a rail station with very old cars were some of the sights.

It was a very nice museum, but I don't imagine it has very many visitors.

The first time we visited the Custer battlefield many, many years ago, it was raining with a dark sky hanging overhead. This time it was cloudless, sunny, cool. Trees were changing into their fall garb. Near the information center, the last-stand hill did not appear to have changed any. About 40 white headstones were on the slope below the monument surrounded by a metal fence. Custer's head stone in the middle.

What was new was a monument to the Indians. This was about 50 yards from the last-stand hill site. It is circular and seems to have been dug into the hillside. Each Indian tribe has a section of the stone wall on which messages are engraved and



A wire sculpture at the new Indian Memorial.

photos of individuals are shown. Also new, around the battle-field are some granite markers commemorating fallen Indians.

We walked back to the car and drove over to the Reno-Bentzen hilltop. It is a good distance, and it is understandable that the sounds of Custer's fight did not get to Reno. There is a

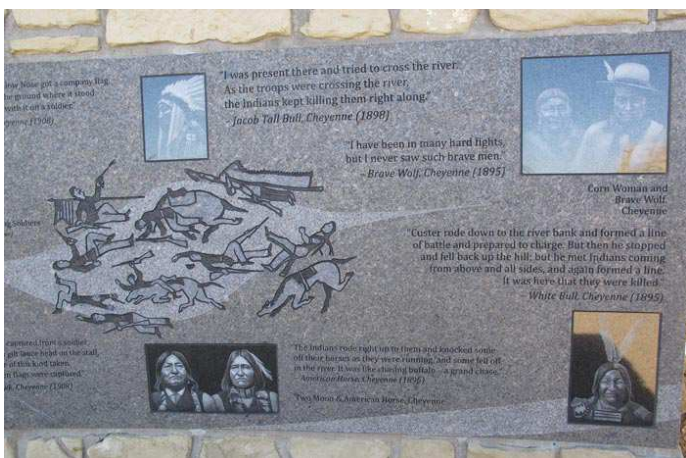


Two markers commemorating Indians.

cement path around the hilltop, but not much to see aside from the terrain. The "town" of Garryowen can be seen in the distance. Reno's charge got almost to the town.

I had my copy of Robert Burke's book "With Custer at the Death" (reviewed in this newsletter in the recent past) with me, but it was difficult to distinguish between hills, and this book of maps was not as helpful as I thought it would be.

The thing that struck me was the white headstones scattered all over the battlefield. Why weren't they in one spot? How did Custer get his force so spread out? The scattering of his men, the diminution of ammunition, and the charge of suicide Indians was enough to roll a D-Elim.



We drove a couple of hours to Cody, WY, which is next to Yellowstone's northeast corner. We had heard of Buffalo Bill Center of the West and wanted to take a look. The next morning we showed up at the museum and bought tickets, which were good for two days. A sign on the door said unconcealed fire-arms had to be left at the ticket booth. There are five museums spoking out from the ticket area. The entire set-up is very spacious and quite attractive. It is quite new, the last of the five museums being completed a couple of years ago.



Immediately to the right was the Cody Firearms Museum, which we visited first. Wow! Talk about guns. There were 3,600 guns on display, and they had twice that number in storage. They ranged from flintlocks to modern. They were all labeled and in fine shape. Behind glass, of course. In a small theatre a video was being shown of a modern-day sharpshooter using a single-action pistol to do improbable things. There was a shooting range; Sue and I spent a couple of dollars to check out the pistol (there was also a rifle). They shot electronic beams rather than lead bullets.

I'm always amazed at the early gunsmiths. Using the flint-lock format, they produced a three-barreled rifle, a four-barreled rifle, a pistol with five barrels, guns with revolving chambers; you name it, they probably made it.

There was a gunsmith's shop that could be observed through the windows. A Gatling gun was on display in a big glass box.

The second museum we visited was the Whitney Western Art Museum. This also was arranged uncluttered. It was mostly paintings, but some bronze art was also on display. One room was partially used to display a copy of Frederick Remington's home in New Rochelle, NY. It includes a large, stone fireplace, a painting he is working on, completed paintings on the walls, along with items that did/will appear in his paintings.

A glass-sided corridor leads to the third museum we visited on the first day: the Plains Indian Museum. This was also well arranged. Life-sized Indians doing daily chores were on display (all of the Indians were blonde for some reason), a group of head-dresses was shown, as were photographs of Indians. Artifacts, of course, were abundant. Downstairs we found a large diorama of an Indian woman and her young daughter farming near their tepee. There was also a room of traditional clothing.



## Book Review

### Operation Drumbeat

by Michael Gannon

©1990 Naval Institute Press

490 pages, photos, maps, Diagrams

Reviewed by Bob Best

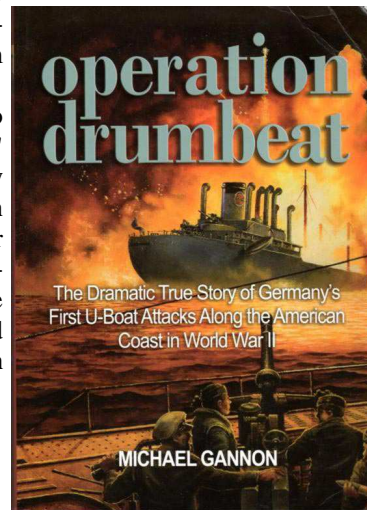
"Operation Drumbeat" tells the story of U-123, a Type IXc U-Boat, and its involvement in the opening days of the submarine war along the Atlantic and Caribbean coastlines. The author interviewed surviving U-Boat crewmembers, fellow Kriegsmarine submariners, merchant sailors, and U.S. Navy personnel to present a detailed picture of America's unpreparedness for the U-Boat war along our coasts in 1942-43. The interviews also give a detailed picture of life aboard a U-Boat, and the operational perspective of commanding a U-Boat during this period. The author explains slang used by U-Boat sailors, such as "Eel" in reference to their torpedoes and "Ka Leu," which is an abbreviation of Kaptain Lieutenant, a rank held by a number of U-Boat Captains.

Gannon also gives an accurate picture of the use of "the Hooligan Navy," a group of pleasure boat owners who volunteered to patrol for U-Boats because the U.S. Navy did not have sufficient ships, planes, and personnel to patrol the coast line. The U.S. Navy armed the civilian yachts and turned them loose

in the shipping lanes to try to find U-Boats and rescue seamen from torpedoed merchant shipping. Gannon also details the use of two Q-Ships (heavily armed merchant ships designed to kill U-Boats) used by the U.S. Navy to try to decoy U-Boats into surfacing nearby after having torpedoed the merchantman. U-123 was engaged by one of the Navy's Q Ships during the campaign.

This is really a fantastic reference for gamers who are interested in the details of U-Boat operations. If you are playing a game such as ConSimPress' **The Hunters** there is a wealth of detail for narratives such as those used in both of **The Hunters** Long and Short tonnage games that have been featured on the AHKS Forum ([www.ahiks.com](http://www.ahiks.com)),

History buffs should also find "Operation Drumbeat" interesting from the accuracy and detail of the information presented on this particular campaign. If you like U-Boats, or are interested in the Atlantic Naval War, you need to find a copy of "Operation Drumbeat." It's a Great Read!



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: January 31, 2016.**

#### 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

### Compass Games

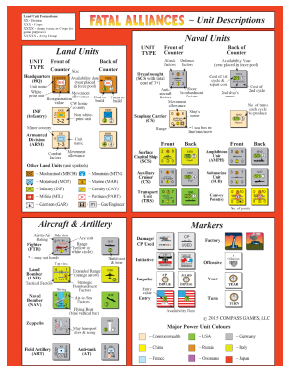
**Blitz! A World in Conflict** is a grand strategy game where players fight all the battles and manage all the economies of the five major powers who fought World War II. Developed in cooperation with the Australian Design Group, **Blitz! A World in Conflict** brings the award-winning tradition of **World in Flames** into a re-imagined format that is much faster to play, with beautiful components, while maintaining **World in Flames'** premiere historical accuracy. \$84  
<http://compassgames.com/index.php/preorders/blitz-a-world-in-conflict.html>



**Fatal Alliances: The Great War** is a worthy partner to the international award-winning **World in Flames**. Like its predecessor, **Fatal Alliances** is all-encompassing and represents every theater and aspect of the First World War. **Fatal Alliances** expands upon the military system of **World in Flames** to highlight the diplomatic and civilian fronts. \$134  
<http://compassgames.com/index.php/preorders/fatal-alliances-the-great-war.html>

Holiday Sale! 30% off In-Stock products!

Happy Holidays to all of our customers! We would like to invite you to enjoy 30% off in-stock products! Use the coupon code **bgg30** at checkout to see the savings. This offer will end December 31, 2015.



### Decision Games

**Mansfield: Crisis in the Pine Barrens** In early 1864, Union Gen. Nathaniel Banks led a small army up Louisiana's Red River. His objective, in conjunction with an overland campaign through Arkansas, was the Confederate Trans-Mississippi capital at Shreveport. Poor coordination of the two columns enabled the Confederates to concentrate their slender resources against each in turn. Banks was first, and in early April his spearhead was hit near the crossroads of Mansfield. Historically, the Union forces, strung out on the march, were routed piecemeal, but the battle could have gone the other way.

**Mansfield** uses the simplified *QuickPlay* version of the Musket & Saber system of warfare during the muzzle-loading era. Combat is based on unit quality rather than raw numbers, and rewards use of historical tactics. All units are susceptible to rout when weakened, so players must maintain reserves. Leaders enhance unit capabilities. Winning the battle depends on deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army. \$10

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1721>

Also available in this series are **Wilson's Creek**, **First Saratoga**, and **Germantown**.

### Diffraction Entertainment

**Mare Nostrum** Arguably the largest boardgame in the world currently commercially available (and yes, we have put it forward to the Guinness Book of Records) **Mare Nostrum** is the TSWW game system's flagship product.

Fighting all over East Africa, North Africa, the Near East and Vichy French Lebanon and Syria, can you as the Allied player stab the soft underbelly of the Axis powers so hard that Italy will be on the verge of collapse?

Can you as the Axis drive across the brutal sands of the Western Desert and force your way into Egypt and then Iraq to grab potentially war winning oil and mineral resources?

[See more at: <https://www.tsww-online.com/products-page/#sthash.4VGT7vFn.dpuf>]

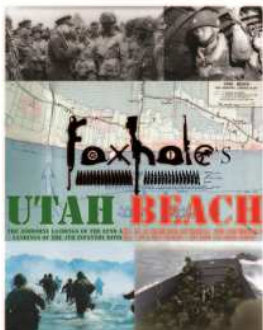
5040 superbly printed and die cut counters, on 18 counter sheets, covering US forces in the ETO and MTO, 1940-43, Spain, Portugal, Italian Forces not in Balkan Fury, Blitzkrieg or the GPW series (so most of the Italians are here), British and Commonwealth forces, German forces in Africa and the Balkans, plus bonus German counters dealing with Operation Anton, the occupation of Vichy France in 1942, Iran, Iraq, Egypt, Trans Jordan, Turkey, as well as Free French, Free Greek, Free Belgian, Free Yugoslav, and Free Polish units.

Rules cover the entire campaign in Africa. New options for naval mine warfare, ground fog of war, and the infamous camel cavalry. £400 <https://www.tsww-online.com/products-page/>

**Foxhole Game 1: Utah Beach** Two maps representing a 15 mile wide region of France behind Utah Beach with 500m hexes on 4 lovely Euro Game style hexes, **Foxhole: Utah Beach** is Glenn Davis designed, with ease of play and challenging longevity in the box from the start.

**Foxhole: Utah Beach** includes 560 die cut counters showing the units that fought behind Utah Beach in the first few days of the invasion, at Platoon, Battery and Company level; 4 laminated map segments showing the critical Normandy terrain right behind Utah Beach; Rules Booklet, Charts, Orbats (including quick start on the counter sheets) on CD ROM in press quality PDFs.





Out now and shipping at only £66 inc VAT for EU clients. If you are lucky enough to live outside the EU you will only pay £55 for this exceptional game. Always free shipping. <https://www.tsww-online.com/products-page/games/foxhole-utah-beach-lts-edition/>

See more at: <https://www.tsww-online.com/products-page/games/foxhole-utah-beach-lts-edition/#sthash.YeZjKR5P.dpuf> See more

at: <https://www.tsww-online.com/products-page/#sthash.4VGT7vFn.dpuf> GMT Games

## GMT Games

**1914, Serbien muß sterbien**, *The Initial Campaigns on the Balkan Front in WWI* realistically covers the battles fought in and around Serbia during the first year of World War One. **1914, Serbien muß sterbien** (an Austro-Hungarian jingle that translates to “Serbia must die”) is a comprehensively researched model that explores the intriguing set of campaigns fought in Serbia in 1914. The game includes an accurate order of battle and detailed game map. The map encompasses the primary theater of war from Peterwardein in the north, Sarajevo in the west, to Niš in the south-east.

The game system used is the same as found in **1914, Offensive à outrance** (GMT 2013). The game has a playtested, concise, well written and organized 24-page rules booklet. **1914, Serbien muß sterbien** includes three scenarios. Two short scenarios and a Grand Campaign scenario that covers the period from the initial Austro-Hungarian invasion in August to exhaustion in December.

The game-design goal for **1914, Serbien muß sterbien** is to produce an enjoyable game from which players can learn a great deal about the campaign and the geography of the theater of war. \$55

<http://www.gmtgames.com/p-430-1914-serbien-mu-sterbien.aspx>

**Combat Commander: Tournament Battle Pack – Leader of Men** is the seventh themed collection of scenarios for use with the Combat Commander series of games. The growing and continued popularity of the Combat Commander series has increasingly found its inclusion in game conventions around the globe. In many instances these conventions pit the players in a tournament setting. Invariably the question arises of how to implement and run such a tournament. In an effort to formalize these endeavors the **CC: Tournament Battle Pack** was created to provide a core set of tested scenarios and rules for use in the running of a Combat Commander Tournament.

**CC Tournament Battle Pack–Leader of Men** features twelve scenarios (ten previously available online and two new) printed on cardstock, two new maps, four page tournament guidelines booklet, and tournament record card template printed on cardstock.

Each scenario is designed specifically for tournament play with situations and scenario special rules crafted to test a player’s skill and Combat Commander knowledge. The twelve scenarios cover actions from 1939 to 1944 with each of the combatants in the Combat Commander series represented in at

least one scenario. The Tournament Guidelines Booklet contains the preferred rules the designer uses to implement and run tournaments at the World Boardgaming Championships and the PrezCon Game Convention. These guidelines are an out of the box solution for any potential tournament host but are also easily adapted to suit any style of tournament play. \$20 <http://www.gmtgames.com/p-523-combat-commander-tournament-battle-pack.aspx>



**Generals Marshals Tacticians** is the fifth expansion for GMT’s Commands & Colors Napoleonic game system.

In this expansion, there are 18 historical battles. A number of these scenarios focus on the engagements of the French army of 1813 against the Russian, Austrian and Prussian armies around Leipzig. Players will also find a few new units including, Russian Lt Lancer Cavalry and Militia Lancer Cavalry, British Rocket Battery, and French Guard Horse Artillery.

But what makes this expansion stand out is the introduction of a deck of Napoleonic Tactician cards. These 50 cards are designed to spice up each and every player’s Napoleonic experience by enhancing the role of leaders on the battlefield, without adding additional complexity or pages of rules. Tactician cards also add an element of suspense and will challenge players to coordinate their use in a timely manner. In terms of game play, they represent leader actions and Napoleonic battlefield happenings or unit abilities. These cards may hinder the opposition army, enhance a player’s units or may instantly change the course of a battle.

A couple of new game mechanics are also introduced in this expansion, including Garrison Markers, rules for forming and battling with a Grand Battery, and an update to the Leader Casualty Check rules, where a leader alone in a hex may now be targeted in ranged combat. \$55

<http://www.gmtgames.com/p-535-commands-colors-napoleonic-expansion-5-generals-marshals-tacticians.aspx>

**The U.S. Civil War** is a 2-player strategic-level wargame of the American Civil War. The game covers the entire war from 1861–65 on a large 30” x 44” map area (2 mounted maps) of the Southeastern United States. Turns represent 3 months during the winter and 2 months during the summer, with four Action Phases to each turn.



Military forces are represented by generals and strength-points (SPs). Each SP represents approximately 5,000 soldiers. Game mechanics stress strategy, maneuver and leadership but details like ironclads, naval battles, leader promotions, forts, and commerce raiders are included.

Shorter scenarios are included that cover just 1861, 1862, and 1863. \$75

<http://www.gmtgames.com/p-498-the-us-civil-war.aspx>

### High Flying Dice Games

**Baiting The Bear,** 1942 Soviet Kharkov Offensive, May 12-19, 1942, covers the Soviet attempt to encircle and take Kharkov in May of 1942. This planned offensive commenced May 12<sup>th</sup> with a massive artillery bombardment. The Germans had limited strength in the sectors hit by the attack, but they did have two panzer divisions in reserve. \$21

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



### Brave And Noble Fights Expansion Pack

**The Battle of Foochow,** August 23, 1884

**The Battle of Pung-do Island,** July 25, 1894

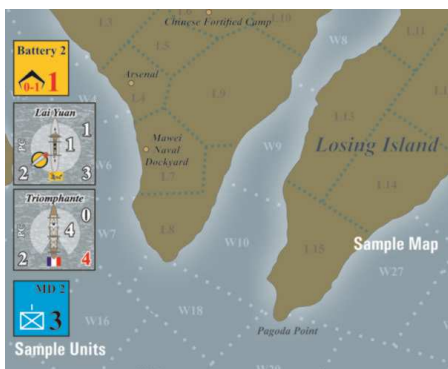
Ownership of the original **Brave and Noble Fights** game is required for play.

This expansion of **Brave and Noble Fights** covers the historical battles of Pung-do Island and Foochow. The Battle of Pung-do Island was the first naval battle of the First Sino-Japanese War. The Battle of Foochow was fought ten years earlier between the French Asiatic Squadron and the Chinese Fukien Fleet. Optional rules extend play for both battles allowing players to explore additional “what ifs” in these periods of history.

**Battle of Foochow:** Historically the French took two days to wreak complete destruction on the Chinese bases and defenses at Foochow, and then only after landing marines and then fighting their way out back to sea.

**Pung-do Island:** The First Sino-Japanese War started when cruisers of the Japanese Flying Squadron were ordered to sweep the Gulf of Asan of any Chinese transports bringing troops to Korea. Although war had not yet been declared, both sides were building up their forces in Korea as part of a political struggle to gain control over that country. \$12

[http://www.hfdgames.com/banf\\_exp.html](http://www.hfdgames.com/banf_exp.html)



### Ludifolie Editions

**Marignan 1515, la chevauchée de François 1er en Italie** (French King Francis The 1st rides in Italy) is the new opus of the “Gold & Steel” series started with Les guerres de Bourgogne (Wars of Burgundy).

This is an historical simulation of the 5th War of Italy - July 1515 to February 1517 – featuring Marignano battle: a French victory that shapes the relationships with the Swiss confederacy for centuries in ending their supremacy on battlefields and will reach this year its 500th anniversary

The goal of both sides is to take control of the Duchy of Milano and Venetian territories held by the Empire, win pitched battles or major sieges, and neutralise the opponent's allies.

One key element of the game is collecting enough resource each turn (the gold) to pay all the mercenaries troops (the steel), German landsknechts and Swiss soldiers. Otherwise they will quit the battlefield. The money can be used to neutralize enemy allies as well.

This is both a strategic and a tactical game with armies and garrisons evolving on the main strategic map representing Northern and Middle Italy and units fighting on a tactical map featuring a typical sixteenth century battleground. Units are men-at-arms, pikemen, crossbowmen, halberdiers, arquebusiers, swords & bucklers, jinetes and stradiots (both light cavalymen) pioneers, cannons, from 1,500 to 2,000 men at full strength, 750 to 1,000 horsemen or 100 cannons of all calibres. The specifics fighting elements of that period are added with tactical chits (rolling shots, infantry or cavalry charges, harassment, ditch, fence, clash of pikes, feint, hedgehog, cannon battery, etc.), arms combination – early Tercios - and events such as rain, snow, minor ally no fight or betrayal, no wing deployment, no money no mercenaries, Alle Freunde (all friends). Optional rule includes a hidden crossing of the Alps Mountains.

<http://boardgamegeek.com/boardgame/177955/marignan-1515-la-chevauchee-de-francois-1er-en-ita>



### Marshal Enterrises

**La Bataille d'Aspern-Essling** is a recreation of the famed 1809 battle on the banks of the Danube in which Archduke Charles of Austria was able to push back the French Emperor Napoleon from the treacherous river crossings on May 21 and 22 of 1809, but fell short of destroying La Grande Armée d'Allemagne.

The game includes more than 1,000 counters, representing both the French Imperial forces, and the renewed and invigorated Austrian Empire army; four full-size maps; and more than 100 pages of rules; charts; orders of battle; tables of organization; and historical articles and essays reviewing the events of May 1809 on a collectors' edition CD.

In addition, included as a bonus game, is **La Bataille de Neumarkt**, commemorating one of the rigorous German battles leading up to Aspern-Essling. In this battle, on April 24, 1809, the numerically superior Austrians under Field Marshal Hiller

defeated a provisional corps of Bavarians and French under Marshal Bessieres. \$160

[http://www.labataille.me/Recession\\_Series\\_II\\_Game.php](http://www.labataille.me/Recession_Series_II_Game.php)

### Multi-Man Publishing

**A Most Dangerous Time** is the game that made Tetsuya Nakamura famous. As you have seen from **Fire in the Sky** and you will see from **A Victory Lost**, Nakamura provides a unique insight into military history. While **Samurai Lords** provides a broad overview of Feudal Japan, **A Most Dangerous Time** focuses in on the most dire moment of all – 1570-1584. Oda Nobunaga, the most revered figure in Japanese history, fights against all of Japan, and the victor will be the ultimate master of all of Japan.

Using a unique system, Nakamura provides a simulation of this period that is one of the most profound ever made. It is one of the great game experiences of our hobby. \$65

<http://www.multimanpublishing.com/tabid/58/CategoryID/1/ProductID/18/Default.aspx>



**A Victory Denied** In July of 1941, the German Army stood at the very door of Moscow. The Soviet forces before them had been routed and the path to yet another great victory for the Wehrmacht was seemingly undefended. But it was here that the Russian Army successfully rallied. For the first time in this terrible war, the Germans faced an enemy that was implacable and resolute. With victory so close, and with Germany closer to world domination than they would ever be before or since, the Russian line held. It was **A Victory Denied**. Building on the enormous critical success of **A Victory Lost**, **A Victory Denied** is a wargame that offers the same elegant simplicity of **A Victory Lost** but also covers the unique aspects of this great battle. While the system remains the same, upgraded supply rules and command structure rules will be added to model how important these problems were in this battle – and air power and Stalin's Organs will make their first appearance in the system. But what made **A Victory Lost** so special will still be in full force – easy rules, unpredictable chit pulls, wild game play, and the ability to play the game almost right out of the box. \$38

<http://www.multimanpublishing.com/tabid/58/CategoryID/1/ProductID/76/Default.aspx>

**The Greatest Day: Sword, Juno, and Gold** is the first volume in a three volume series covering the battle of Normandy in June of 1944. It not only introduces a new theater but also provides version 2.0 updates for the GTS rules. Assaults have been streamlined, the artillery rules have been improved, and various other changes have been made to make this version of GTS an even better gaming experience. There are 18 scenarios. \$264 <http://www.multimanpublishing.com/Products/tabid/58/ProductID/307/Default.aspx>

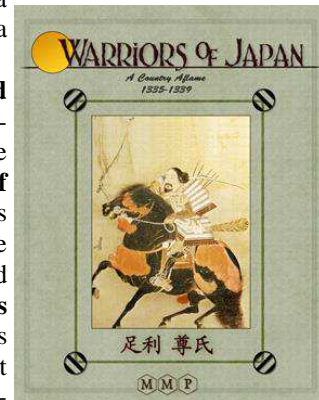
**Warriors of Japan** After the enormous critical and sales success of **Warriors of God**, MMP is proud to present the grandfather of **Warriors of God**, Nakajima's masterpiece, **Warriors of Japan**.

Long considered one of the greatest games to ever be published in Japan, **Warriors of Japan** will feature much of the same system as we have seen in **Warriors of God**. The game covers the Nanboku-cho period of Japanese history and simulates one of the most dynamic and important periods in Japanese history.

From 1336-1392, all of Japan was aflame with war. After the fall of a corrupt and ineffective emperor, the two great courts of Japan dueled to determine the future ruler of the country. **Warriors of Japan** covers the vital period following the destruction of the Kamakura shogunate and the fight to find a successor.

Players of **Warriors of God** will find much familiar here. However, unlike the enormous time period covered in **Warriors of God**, **Warriors of Japan** covers only 4 years. Subtle changes in the system to cover this unique period have been exchanged in **Warriors of Japan**. For example, Leaders no longer die from old age but rather can switch sides unexpectedly during a combat. Subtle changes in the movement and combat rules will add to the strategy to a greater extent than in **Warriors of God**. A random game start generator will keep each game fresh and interesting. **Warriors of Japan** also brings us home to our wargaming roots. To learn and discover some new period of history that we didn't know about before in much the same way we discovered history through our wonderful hobby in our youth. \$44

<http://www.multimanpublishing.com/tabid/59/ProductID/93/Default.aspx>



### Matrix Games

**Operation Torch** is an expansion of the acclaimed wargame, **Gary Grigsby's War in the West**. This new addition to the most detailed strategy game available on the Western Front of WWII, introduces 10 new challenging scenarios, including both historical and what-if operations.

Following Rommel's defeat at the Second Battle of El-Alamein in 1942, the British 8th Army under the command of General B. L. Montgomery, penetrated deep into northern Libya.

Axis forces were limited, disheartened and lacked supplies. It was the right moment for the Allies to administer the coup de grace in this theater of operations and gain control of the southern part of the Mediterranean Sea to be able to land in Europe...

**Gary Grigsby's War in the West: Operation Torch** is an expansion for **War in the West** and requires the base game to play. \$20 download or \$30 boxed.

<http://www.matrixgames.com/products/572/details/Gary.Grigsby's.War.in.the.West:.Operation.Torch>





**Panzer Corps: Operation Sea Lion.** Following the Fall of France, a plan is conceived to invade the United Kingdom. **Operation Sea Lion** is a massive expansion of 30 scenarios, using features never attempted in Panzer Corps before. Auxiliary ground, air and naval forces that survive a mission may follow your army into the next mission, repair/build bridges and airfields, gain naval and air superiority, structures and units switching sides, defecting troops. **Sea Lion** features an elaborate campaign structure with three possible amphibious operations to choose from. Fight your way up from southern England to the Orkney Islands in the north.

**Operation Sea Lion** is an expansion for **Panzer Corps** and requires **Panzer Corps** to be played.

The campaign can be started with the core force from DLC 40, so you can begin the invasion of England with the core forces that emerged victorious in France. Alternatively players can start with a preset core force. \$10 download; \$20 boxed.

<http://www.matrixgames.com/products/585/details/Panzer.Corps.Operation.Sea.Lion>

**Heroes of Normandie** is fast-paced. You are placed in command of small squads in scenarios of varying sizes, in the middle of the D-Day campaign. In the spirit of the original board game, the game is bombastic and humorous yet full of subtle tactical decisions and features a vast array of unique units, equipment and abilities.

Plenty of ways to play: complete the three full-fledged campaigns, engage in a quick skirmish, survive through the rogue-like mini campaign, or challenge a friend in multiplayer.

This game is chock full of content and as this is a game system more than a single game, expect features to expand the experience in the near future. \$20 download; \$30 boxed.

<http://www.matrixgames.com/products/586/details/Heroes.of.Normandie>

**Scourge of War: Waterloo** follows in the footsteps of its American Civil War predecessors and takes the action to one of the most famous battles in history. It is by far the most detailed game about the final battle of the War of the Seventh Coalition. The game boasts 20 historical scenarios (from the French, Prussian and British perspectives), 3 multiplayer scenarios, unlimited user generated sandbox scenarios, and a sandbox campaign, which adds a campaign layer to the game providing more context for sandbox battles.

**Scourge of War: Waterloo** has 2D sprites drawn on a 3D terrain and in doing so, is capable of showing far larger armies than most games out there. Players can zoom out to great heights to get the best overview of the battle, or zoom in and get right into the action. All units have historical uniforms and carry historical flags. Leaders stand out well enough to easily find them. \$50 download; \$55 boxed.

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

## Mayfair Games

**Hengist.** Thirty years have already passed since the Roman legions left Britain. The Picts and Scots have gained in power and are pushing inland. To save Britain, Vortigern has asked you and your brother Horsa that you leave Saxony with your tribes and help protect Britain. Over the years he has become a little greedy though and does not pay you enough.

You have good enough maps, strong fighters, and boats. There are so many towns, villages, monasteries, and estates waiting to be pillaged! \$28

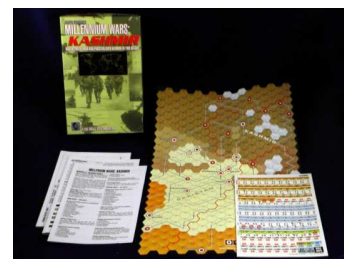
<https://www.mayfairgames.com/product-types>



## One Small Step

**Millennium Wars: Kashmir** presents potential war in the near future between India and Pakistan over this disputed region. While the international community agrees that Kashmir is Indian territory, hardliners in Pakistan have other opinions. They've gone to war over this issue in the past, and the situation can heat up once again. \$20.

[http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=4&products\\_id=23&zenid=lhb8p4nj181f3i7s5plong2a72](http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=23&zenid=lhb8p4nj181f3i7s5plong2a72)



**Holy Roman Empire** is a political and military game of the 17th Century struggle for empire that plunged Europe into one of its longest and most destructive wars. Up to six players control the major dynasties of the era, fielding armies and navies and engaging in diplomatic intrigue and bribery to decide who will exercise control over Europe.

The year is 1619. Matthias, emperor of Germany, has gone to his grave. A year-old rebellion in the imperial province of Bohemia had divided the empire along religious and political lines. Bohemian rebels have elected a minor German prince, Frederick, elector Palatine, as their king. Protestant princelings rally to Frederick, elevating his status to that of a rival to Emperor Ferdinand II, Archduke of Austria, for the imperial throne. As mercenary armies are raised against Ferdinand, the Catholic King of Spain and Duke of Bavaria rally to his side. France and Sweden turn their attention to Germany in eager anticipation of the dismemberment of their great rival, the Holy Roman Empire. The map represents the states and provinces of Central Europe in 1619.

**Holy Roman Empire** is a game of complex economic and diplomatic interaction that includes factors such as alliances, military, economic, and diplomatic conflict, naval actions, and even the Turko-Polish war.



The game is played in turns which are composed of distinct phases, at the heart of which are the Finance, Diplomatic, and Alliances phases. Players must design their turn over the course of these phases in order to be effective in the game. Once these phases are complete, the movement and combat phase occurs, the effectiveness of which will be predetermined by the previous planning conducted in turn's initial phases. \$70

[http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=4&products\\_id=71](http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=71)

**Battle for Baghdad** is a unique multi-player game in which players represent different factions vying for control of the gov-

ernance of Iraq during US occupation. The game emphasizes the roles and capabilities of the various factions involved and demonstrates how asymmetric capabilities can be leveraged to generate favorable outcomes.



The playing surface is constructed from satellite images of the city of Baghdad and each component is carefully researched for authenticity. For three to six players, the board game is of low to moderate complexity. \$40

[http://ossgamecart.com/index.php?](http://ossgamecart.com/index.php?main_page=product_info&cPath=4&products_id=66)

[main\\_page=product\\_info&cPath=4&products\\_id=66](http://ossgamecart.com/index.php?main_page=product_info&cPath=4&products_id=66)

**Albert Nofi's The Great War: 1914 - 1918** There never was a war like the Great War, whether before or since. It was a war which everyone expected—indeed which some demanded and desired passionately—but when it came, it came as a surprise and in a way no one anticipated. It was a war which everyone had been preparing for, but for which no one was prepared. And it was a war of unsurpassed horrors, unspeakable stupidity, and awe-filled courage and devotion to duty.

**The Great War** is a strategic level, area movement system simulation of the First World War. It is a reprint of the game originally published by Rand. On a map of Europe as it was in 1914, divided into a number of distinct geo-political areas, the Players maneuver Armies, Corps, Naval Squadrons and other types of units; engage in mobilization, Combat and diplomacy; and attempt to meet their victory conditions. **Great War** includes seven regular and one hypothetical Situation Games, plus a Campaign Game which links all of these into one 72-turn or longer game. The game may be played by from two to seven players and comes complete with both basic and optional rules. \$65

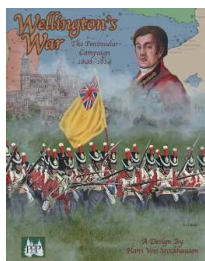
[http://ossgamecart.com/index.php?](http://ossgamecart.com/index.php?main_page=product_info&cPath=6&products_id=67)

[main\\_page=product\\_info&cPath=6&products\\_id=67](http://ossgamecart.com/index.php?main_page=product_info&cPath=6&products_id=67)

### Pacific Rim Publishing

**Wellington's War** This block-style wargame covers the Napoleonic Wars in Spain, 1808-1814. \$90

<http://justplain.com/Wellingtons-War-PRP-006.htm>



### Paul Koenig Games

**Chickamauga: Bloody September, 1863 (CBS)** is a two-player brigade level simulation of the Battle of Chickamauga, September 19-20, 1863. As the Confederate player, you are in the rare position of outnumbering your enemy. On the first day you must take Thomas' initial blow, and then knock him back,

setting up for the decisive battle on Day 2 after the arrival of Longstreet. As the Union player, you must hope that Thomas can be the Rock of Chickamauga once again. Your army arrives slowly, and you will be hard pressed to hold back the Rebels.

**CBS** is an old-fashioned beer and pretzels game that is not burdened with cumbersome command and control or supply rules.

Paul Koenig's Bloody Civil War Series is based upon the intermediate system of Avalon Hill's Gettysburg 1977. PKG was formed on April 20, 2013. Chickamauga is the fourth game published by PKG. It is a Print on Demand title. It is boxed or ziplock with one 22x34" map and 264 6/10" die-cut counters. \$50 <http://paulkoeniggames.com/>

### Revolution Games

**Iron Bottom Sound III** is a re-launch of Jack Greene's award winning tactical naval combat game of the fighting in the Pacific in 1942-43. This game has been extensively updated from the original and includes twelve scenarios (and additional new rules) as well as additional ships for future scenarios to be made available on line at Quarterdeck International's ConSim World (CSW) site.

**Iron Bottom Sound III** includes corrected scenarios from earlier versions, several 1943 actions, one Channel action between the Brits and the Germans, as well as two revised 1928 hypothetical actions between American and Japanese battleships and battlecruisers. The Japanese and Germans have slightly higher Victory Point value as their loss is tougher on them than the Allies.

Game counters include all the ships and *extra* ones too. Also torpedoes, smoke screens (new), fires, decoys (new), wrecks, fired markers (new) and starshells are included. Ships included are the Yamato, Mutsu, North Carolina, Colorado, the battlecruiser Lexington and more. \$70

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

### Strategemata

**Primosole Bridge 14-17, July 1943** Unfortunately, planes were shot at by friendly warships, over which they were flying. Maintaining formation and whatever kind of coordination was out of question. In result, within the area of bridge landed only 12 officers and 283 soldiers—that is 16% of originally planned force! Even with such a small force, the bridge was taken. \$18 <http://strategemata.pl/en/12-most-primosole-14-17-lipca-1943.html>

**Tiny Battle Publishing**

**Winter Thunder**, an operational-level game on the famous Battle of the Bulge. Designer Brian Train has substantially revised and streamlined his 2004 design, **Autumn Mist**, incorporating a newly-researched and more accurate order of battle with revised counter values and reinforcement schedule. The rules have been cleaned up and include an improved solitaire play system. There's even a drastically revised map with a different scale and treatment of terrain. \$27

**Our Royal Bones: The Battle Of Bouvines**, the next installment in the Shields & Swords series of medieval battle games from designer Tom Russell, who reunites with Alexander Krumwiede and Jose Ramon Faura, the artists responsible for Tiny Battle's **Agincourt** game

**Our Royal Bones** uses the core Shields & Swords system to highlight differences in organizational structure and command control, and adds rules for captured nobles and elite heavy cavalry units. The French have a weak flank that must be protected at all costs, and the Coalition has a mass of powerful infantry units in the center. There are plenty of tactical choices to be made, and one strategic decision on which the whole battle might turn. \$25

**Dorking 1875: The German Conquest Of Britain**, based on the genre-defining Victorian-era classic of alt-hist fiction, "The Battle of Dorking." Dorking's mechanisms are simple and straightforward, with important differences in technology and doctrine built-in and handled behind the scenes so that the players can focus on maneuver and attack without having to compute odds or round off factors. The turn structure is intermingled so that the players trade off phases over the course of the turn, keeping everyone interested and engaged in the proceedings. \$27

<http://tinybattlepublishing.com/>



**Vento Nuovo Games**

**1914: Germany at War** is a light wargame covering the surprise attack launched by Germany against France in August 1914. Although based on a historical event, the players in command of the two sides can modify the course of History in early 20th Century Europe. The game is recommended for two or three players, but has excellent solitaire suitability. 60€

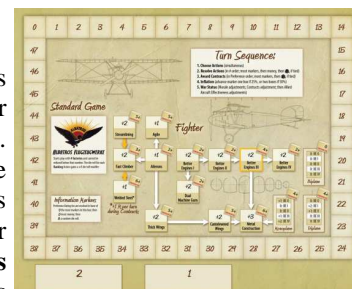
[http://ventonuovo.ventonuovo.net/epages/15417.sf/en\\_US/?ObjectPath=/Shops/15417/Products/1914](http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/1914)



**Victory Point Games**

**Wings for the Baron**. It is 1916, and the First World War continues with no end in sight. With the war a bloody stalemate on the ground, the combatants have turned to their developing air forces to achieve victory. **Wings for the Baron** allows 3-5 players to take the role of German aeroplane manufacturers, supplying the machines needed to drive the Allied air forces from the skies and ensure German victory. \$50

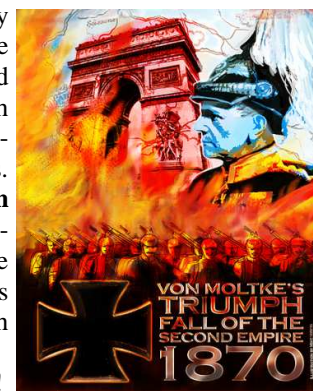
<http://www.victorypointgames.com/wings-for-the-baron.html>



**White Dog Games**

**Von Moltke's Triumph: Fall of the Second Empire, 1870** is a two-player game simulating the first decisive campaign of the Franco-Prussian War. Under Helmuth von Moltke the Elder, the German states used superior logistics, advanced artillery, and a strategy of envelopment to terrorize the sluggish and unprepared French. Historically, it ended with the capitulation and capture of Napoleon III after a mere five weeks. By designer Tom Russell (**Blood on the Alma**), the game slants historically but is intended for competitive play: the French will almost always lose the war, but a good French Player can win the game. \$37

<http://www.whitedoggames.com/#!von-moltkes-triumph/cvaw>



**Worthington Publishing**

**Blue & Gray Campaign Series Volume I: Grant's Gamble** focuses on the 1864 Overland Campaign from Culpepper to the Va./NC border. As Grant can you drive south destroying Lee's veterans as you capture Richmond and Petersburg? As Lee can you hold Richmond and Petersburg long enough, and inflict enough casualties to make a war-weary Union not to reelect Lincoln and bring independence to the South? \$65 <http://worthingtonpublishing.com/?product=grants-gamble>



**Blue & Gray Campaign Series Volume II: Lee's Invincibles** Refight the American Civil War campaigns in Virginia with our Blue & Gray Campaign Series of games. With under eight pages of series rules, and a maximum of 2 pages of campaign specific rules, you will be up and playing in under 30 minutes and finishing campaigns in 2 hours or less. Few pieces on the board allow for shorter turns and more player interaction within the game.



Each game focuses on one or two particular campaigns from the war. The maps may be joined to lay out the Civil War in the Eastern Theater with campaigns from 1861 to 1865. Each box game comes with a 22" x 17" sturdy game map, blocks, labels, series rules, campaign specific rules, battle board, and dice. The games are playable in 2 hours or under. Also, all three game boards can be combined for additional campaigns. \$65

<http://worthingtonpublishing.com/?product=blue-gray-campaign-series-volume-ii-lees-invincibles>

**Blue & Gray Campaign Series Volume III: Jackson and Sheridan** focuses on the 1862 and 1864 Shenandoah Valley Campaigns from Lynchburg to Harper's Ferry. As Jackson can you drive the Yankee army out of your beloved valley, forcing Lincoln to draw troops from in front of Richmond? As McDowell, Fremont, and Banks can you defeat Jackson and push east to finish the Confederacy in 1862 saving thousands of lives and years of turmoil? Refight 1864 as Sheridan and Early duel from Washington to Lynchburg. \$65



<http://worthingtonpublishing.com/?product=blue-gray-campaign-series-volume-iii-jackson-and-sheridan>

### MAGAZINES

*Against the Odds* #44 includes Richard Berg's **Vercingetorix**, which challenges players to unify Gaul in and around the 1st Century B.C.E. From 2 to 4 players compete for power in all three of the main Gallic areas. The Romans and Germans are **not** active players, but introduced with random and temporary control to interfere with active player intentions.

Players draw chits each turn to improve their holdings, begin campaigns, or obtain more tribal allies. Or, they may draw surprising "Opportunity" chits that allow them to interfere with other players' turns and even launch revolts that could suppress Roman activities and elevate player esteem. \$40

<http://www.atomagazine.com/Details.cfm?ProdID=137>

*Ares Magazine* #3 contains **Born of Titans**, a game of heroism in the world of ancient Greek mythology. One to five may play, with special rules at the end for one and two-player games. Each player portrays a hero from legend who undertakes quests to battle with fierce monsters and retrieve epic artifacts. \$30

[http://ossgamescart.com/index.php?](http://ossgamescart.com/index.php?main_page=product_info&cPath=7_9_11&products_id=68)

[main\\_page=product\\_info&cPath=7\\_9\\_11&products\\_id=68](http://ossgamescart.com/index.php?main_page=product_info&cPath=7_9_11&products_id=68)

*Battles Magazine* #10. An email from the magazine claims issue #10 has been mailed. Your editor has not yet received his copy, however. This is the issue that was going out in January 2015.

*CounterFact* # 3 This issues will contain articles dedicated exclusively to the Middle Eastern region. It will also contain the game **Millennium Wars Advanced: The Lebanon Scenarios**. The game is designed by Michael Anderson, Joseph Miranda, and Jon Compton. \$26

[http://ossgamescart.com/index.php?](http://ossgamescart.com/index.php?main_page=product_info&cPath=5&products_id=74)

[main\\_page=product\\_info&cPath=5&products\\_id=74](http://ossgamescart.com/index.php?main_page=product_info&cPath=5&products_id=74)

*Paper Wars* #81 **Position Magnifique: Mars-la-Tour 1870** is a medium-sized, brigade-scale game for two players (although it is solitaire-friendly). The French player, as Marshal Bazaine, must coordinate his huge army and take advantage of his greater numbers and the French infantry's superior Chassepot rifle. The Prussian player, as von Moltke, must play a cunning game of bluff, hold the line with his deadly Krupp artillery and

launch timely attacks as his reinforcements race to the battlefield. \$43 <http://compassgames.com/index.php/paperwars/issue-81-position-magnifique.html>

*Modern War* #21 **Kandahar: Special Forces in Afghanistan** (solitaire) gives you command of a Special Forces team in Afghanistan from 2003 to 2013. You lead your men on a variety of randomly generated missions; you choose your weapons and equipment, decide on how to posture your team, and plan your approach and method of extraction.

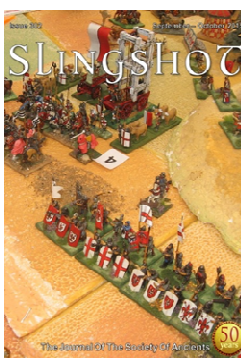
**Kandahar** is a solitaire game in which you assume the role of a Special Forces colonel. The system will generate missions and enemy responses to your unit's activities.

Each team counter represents about five men, while each commander and officer counter represent one man each. Each enemy combat unit represents various sizes of units, typically platoons. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW21>



*Slingshot* #302, September/October contains articles on



Annihilation Battles & Army Sizes in Rome's Conquest of the Mediterranean, Montaperti 1260 Battle Day Report, Dux Bellorum – Bending the Rules, New Works on Early Byzantine History, Polybius and the Gauls, by Richard Gill, Battle Day Reports – Hydaspes 326 BC, with Art De La Guerre with Rameses II with DBA 3

Road to Disaster

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

*Strategy & Tactics* #296 **Korean War Battles** is an operational-level simulation of three engagements in 1950: the holding action at the Pusan Perimeter (August – September), the invasion at Inchon and subsequent battle to retake Seoul (September), and the withdrawal from the area of the Chosin Reservoir (December). The games are all two-player, but are easily adaptable for solitaire. The time and space scales vary from game to game, and units of maneuver are battalions, regiments and brigades, with occasional divisional-sized ones in some scenarios. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST296>

*War Diary* Vol. 2, No. 2

Revisiting Ball's Bluff by John Poniske  
Drang Nach Osten by Lt. Col. (Ret.)

John Firer

The Barevolution by Mathew Hinkle & Paul Borchers

Walking Waterloo by Andy Loakes

Codeword Cromwell by Jim O'Neill

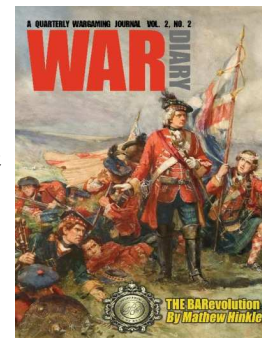
Nimitz: A Review by John D. Burt

Modeling Terrain In Modern Tactical

Wargames by Michael Dorosh

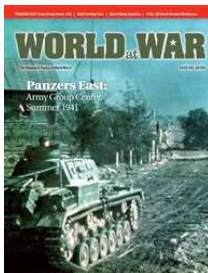
Logistics In Wartime by Robert Hatcher

Twenty Questions: Marshal Enterprises by Andy Nunez



Design Analysis by Gary Graber  
 Pass In Review by Hans Korteng  
 Euros: I Spy by John Poniske \$8  
<http://www.wardiarymagazine.com/current-issue.html>

*World at War* #45 **Panzers East Solitaire (PES)** is a simulation that covers the advance of Germany's Army Group Center, starting on the first day of Operation Barbarossa and potentially extending to the last day of August later that same summer. The design supports both strict historical and alternative history explorations. That is, at the end of July, when the AGC offensive was historically shut down in favor of supporting extended drives by the flanking army groups, it's possible that, if you've done better up to then than your historical counterpart, Hitler may authorize a continued and immediate advance on Moscow. You command the German forces while the system directs the handling of Soviet forces. You win or lose based on the timely seizure of key areas on the map. \$35  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW45>



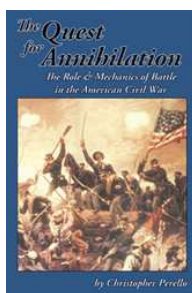
## BOOKS

### The Quest For Annihilation

by Christopher Perello

Civil War came to the United States when the first shot was fired at Fort Sumter on 12 April 1861. Most people, including the military and political leaders of both sides, thought the war would be won or lost quickly in the Napoleonic tradition, with a great battlefield collision. Instead, the war ground on for four increasingly bloody years, inching steadily but slowly into the Southern heartland. Battles were frequent, but rarely decided more than the control of a single town or a few blood-soaked fields.

"The Quest for Annihilation" examines the nature of those battles and the reasons they failed to produce a decisive end to the war. The book is loaded with detail – and copiously illustrated with more than 220 maps, plus more than 100 diagrams, photographs, orders of battle, and data tables – describing the war's unique combat, fought on the cusp between the era of single-shot muzzle-loaders and that of automatic weapons.



Each chapter uses the events of a single battle or campaign to describe the component parts of one aspect of the war: how armies were formed, trained, and moved; how commanders decided whether to fight or avoid battle; the men, their weapons and drill; the leaders and the techniques they used to bring it all together at the right place and right time. (320 pages) \$35  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=B001>

### Legion

by Phil Sabin

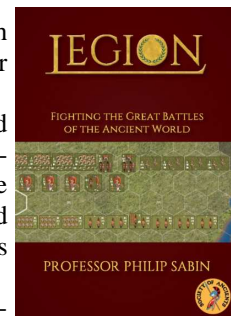
The Society of Ancients is proud to present our 2015 reissue of "Legion," the second in Phil Sabin's classic trilogy of grand-tactical explorations of ancient battle. Reprinted with new board and counter art, "Legion" revisits 36 pivotal battlefields of the ancient world, from the desperate fighting between Athens

and Persia at Marathon in 490 BC through to Caesar's final victory at Munda four hundred and fifty years later.

The rules and scenarios are unchanged from the first edition, but where the original game was designed primarily for use with figures, Justin Swanton's new board and counter art is designed to be played as printed (some assembly is required).

The rules and scenarios are based wherever possible on primary sources and are designed for simulation as well as play value. A handicap system gives both sides a chance at game victory.

In addition to the full historical scenarios, Legion includes a fast-play introductory game and rules for tournament-style play. Although more detailed than both Phil Sabin's earlier game **Phalanx** and his more recent Strategos/Lost Battles system, **Legion** can still be played to completion in two or three hours and is suitable for both across the table and solitaire play. The game emphasizes troop quality over troop quantity, the importance of leadership, includes rules for weather and terrain, and scales to accurately represent different battles. £15  
<http://soa.org.uk/joomla/18-games/65-legion>



For many years I have been collecting games. Some I actually play. However I feel it is time to get rid of most of them. Some are well worn, some are still in shrink wrap. They are listed on pages 22 through 29. To help with the postage, I will ask \$2 a game (I will ask \$3 for the larger games). Contact me with your choices. When I determine what I can send you, I will let you know the cost. If you live outside the U.S., we will have to discuss postage.

Contact me as soon as you have made your choice. I will be away most of December, so I do not expect to ship any games until January.

"B" means box. "Z" means ziplock.  
 O.D.



Title	©	Publisher	Box/Zip	Topic	Designer
1830	1986	Avalon Hill	Box	RR	Francis Tresham
221B Baker Street	1975	Gammon Games	B	Detective game	Roger Heyworth
7 Wonders	2011	Repos Prod.	B	Civilization	Antoine Bauza
800 Heros Battles #8	2012	Battles	Zip	China WWII	Wei Cheng Cheng
A Book of Sandhurst Wargames	1982	Coward, McCann &	Zip	4 of different ages	Paddy Griffith
Ace of Aces	1980	Nova	B	WWI air combat	Alfred Leonardi
Across the Board	1976	MPH	B	Sports horse race	?
Africa	2001	Rio Grande Games	B	African resources	Reiner Knizia
Afrika Korps	1964	Avalon Hill	B	WWII North Africa	
Age of Napoleon	2003	Phalanx Games	B	Napoleonic	Renaud Verlaque
Air Empire	1961	Avalon Hill	Loose	Business Air	?
Alamo!, The	1974	Simulations Design	Loose	War 1800s	George Barna
Alexander the Great	2005	Phalanx Games	B	Alexander's campaign	Ronald Hofstatter
American Civil War	1974	SPI	Flat		James Dunnigan
American Revolution, The 1775-1783	1972	SPI	Z	War 1700s	James Dunnigan
Anasazi	2006	Phalanx Games	B	Building game	Klaus-Jurgen Wrede
Anti-Monopoly	1973	Anti-Monopoly Inc	B	Money	Ralph Anspach
APBA Pro Golf	1962	APBA	Loose	Sports: Golf	?
Armada	1978	SPI	Loose	War 1500s S&T 72	Sterling Hart
Assault on Sevastopol 1942	1990	Victory Point Games	Flat	Eastern Front WWII	Adrian McGrath
Augsburg 1520	2006	Rio Grande Games	B	Abstract trading	Karsten Hartwig
Auto Racing	1979	Avalon Hill	B	Racing, cars	?
Bananagrams	?	Bananagrams	Cloth	Word game	?
Baseball Strategy	1962	Avalon Hill	Loose	Sports: baseball	Tom Shaw
Basketball Strategy	1974	Avalon Hill	B	Sports: basketball	Don Greenwood
Battle Cry	1961	Milton Bradley	B	ACW pieces missing	?
Battle of Adobe Walls, The	2012	Legion Wargames	B	Indian wars 1864	Michael Taylor
Battle of Midway 1942	2013	Turning Point Simulations	B	WWII sea/air	Paul Rohrbaugh
Battle of the Metaurus 207 BC	2013	Turning Point Simulations	B	Ancient	Richard Berg
Battles of the Hundred Days	1979	Operational Studies Grp	Z	Napoleonic	Kevin Zucker
Beachhead		Jaquinto	Flat	WWII Pacific	Michael Matheny
Bid & Bluff	1972	3M	B	Cards and dice	?
Bison	2006	Phalanx Games	B	Indian life	Wolfgang Kramer
Bitter Victory	2006	Avalanche Press	B	Sicily 1943	Brian Knipple
Black Box	1977	Waddington	B	Abstract, intellectual	?
Blue & Gray: Antietam	1975	SPI	Z	Civil War	Thomas Walczyk
Blue & Gray: Cemetery Hill	1975	SPI	Z	Civil War	Edward Curran
Blue & Gray: Chickamauga	1975	SPI	Z	Civil War	Irard Hardy
Blue & Gray: Shiloh	1975	SPI	Z	Civil War	Christopher Allen
Boggle	1973	Parker Bros	B	Words	?
Book of Lists Game, The [2 copies]	?	Avalon Hill	B	Trivia	David Wallchinsky
Borderlands	1982	Eon Products	B	War, abstract	Jack Kittredge
Borderlands Expansion Kit #1	1982	Eon Products	Z		
Borderlands Expansion Kit #2	1983	Eon Products	Z		
Breakthru	1965	3M	B	Abstract move, capture	?

British Rails	1984	Mayfair Games	B	RR	Jim Griffin
Business Game	1970	Waddington	B	Business [mining]	Patrick Green
Business Strategy	1973	Avalon Hill	B	Business	?
Camelot	1930	Parker Bros	Loose	Abstract war	?
Caper	1970	Parker Bros	B	Detective game	?
Carapace	1970	Plan B Corp.	B	Abstract movement	?
Caveat Emptor	1971	Plan B Corp.	B	Real Estate?	?
Championship Golf	1966	Championship Games	B	Golf	Tod Lansing
Chess				Chess	?
Chinese Chess				Chinese Chess	?
Class	1970	American Iguana	B	Status game	Robert Cenedella
Clue	1960	Parker Bros	B	Detective game	?
Contigo	1974	3M	B	Abstract move, capture	?
Contracting Game, The	1975	Garcia	B	Construction	John Garcia
Counterpoint	1971	Whitman	B	Abstract strategy	?
Creature That Ate Sheboygan, The	1979	SPI	Z	SF	Greg Costikyan
Credibility Gap	1967	Amherst Games	B	Politics	?
Defiant Russia	2003	Avalanche Press	B	Russia 1941	William Sariego
Dinosaurs of the Lost World	1987	Avalon Hill	B	Dinosaur discovery	Mick Uhl
Dispatcher		Avalon Hill	Loose	RR	?
DMZ, the Next Korean War	2010	Decision Games	Z	Modern battles	Eric Harvey
Dresden	1979	SPI	B	Napoleonic	Bob Jervis
Duplicate Crossword Game	1975	Selchow Righter	B	Words	?
Ecology	1970	Urban Systems	B	Board game	Bert Collins
Ellery Queen's Mystery Magazine Game	1986	Mayfair Games	B	Detective game	Darwin Bromley
Empire of the Sun	2005	GMT Games	B	WWII Pacific	Mark Herman
Empires at War: Gravefotte 1870	1993	Decision Games	B	Late 19th Century	Joseph Miranda
Empires at War: Inkerman 1854	1993	Decision Games	B	Late 19th Century	Joseph Miranda
Empires at War: Koniggratz 1866	1993	Decision Games	B	Late 19th Century	Joseph Miranda
Empires at War: Solferino 1859	1993	Decision Games	B	Late 19th Century	Joseph Miranda
Equations	1963	Wff 'n Proof	B	Math game	Layman Allen
Escrabble [Spanish]		Birjan	B	Words	?
Executive Decision	1971	3M	B	Business	?
Extinction	1970	Sinauer Assoc.	B	Ecology	Stephen Hubbell
Eylau	?	UK Wargames	Loose	Napoleonic	Ken Broadhurst
Eylau	1979	SPI	B	Napoleonic	Omar DeWitt
Eylau	1980	GDW	B	Napoleonic	Rik Fontana
Eylau, Napoleon at	1990	3W	Mag.	Napoleonic S&T 138	Ken Broadhurst
Face Off	1974	Waddington	B	Ice hockey	Howie Meeker
Facts in Five	1976	Avalon Hill	B	Facts	?
Fairfax's Revenge (Langport)	2012	TCSM Games	Z	English Civil War	Roberto Chiavini
Feudal	1967	3M	B	War abstract	?
Few Acres of Snow, A 2nd edition	2011	Treefrog Games	B	French & Indian War	Martin Wallace
Fight for the Sky	1982	Attactix	B	WWII air	Tony Jones ?
First Battle of the Marne, The 1914	2015	Turning Point Simulations	B	WWI	Jon Compton
First Blood: 2nd Marne 1918 S&T # 248	2008	S&T	Z	WWI	Ty Bomba
Flowers of the Forest	2013	Battles	Z	1513	Charles Vasey

Foil	1970	3M	B	Card game	?
Follow the Arrow	1964	John Scarney Games	B	Checkers games, 5	John Scarney
Football Strategy	1962	Avalon Hill	B	Sports: football	Tom Shaw
Foreign Exchange	1978	Trek Enterprises	B	International money	?
Friedrich	2004	Histo Games	B	War 1700s	Richard Sivel
From Cape to Cairo	2001	Adlung Spiel	B	Card game	Gunter Burkhardt
Front: East Front	?	Columbia Games	B	WWII Europe	Craig Besingue
Front: Euro Front	?	Columbia Games	B	WWII Europe	Craig Besingue
Front: Med Front	?	Columbia Games	B	WWII Europe	Craig Besingue
Front: Volga Front	?	Columbia Games	B	WWII Europe	?
Front: West Front (2nd ed.)	1995	Columbia Games	B	WWII Europe	Craig Besingue
Game of Inventions	1984	Avalon Hill	B	Old inventions	Jack Lockhart
Game of Nations, The	1973	Waddington	B	Political strategy	Miles Copeland
Game of Trivia	1981	Avalon Hill	B	Trivia	Bruce Shelley
Gheos	2006	Z-Man Games	B	Building continents, civilization	Rene Wiersma
Growling Tigers Battles #7		Battles	Z	WWII China 1943	Wei Cheng Cheng
Hacienda	2005	Rio Grande Games	B	Building ranch	Walt Kramer
Hammer of the Scots 2nd Ed.	2005	Columbia Games	B	English vs Scots 1300	Jerry Taylor
Hanafuda				Japanese card game	Unk
Handicap Golf	1972	Sports Illustrated	B	Golf	William Newcomb
Hare and Tortoise	1973	Intellect Games	B	Race game	Drakes Jarvis Walsh
Hell's Gate	2013	Victory Point Games	B	WWII Russia	Philip Sabin
Hi Spot	1973?	Pressman	B	Abstract	?
Hippodrome #15	2006	Panzerschreck Mag	Z	Ancient	Neil Graber
Hitler's War	1981	Metagamind	Flat	WWII	Keith Gross
Hitler's War	1984	Avalon Hill	B	WWII europe	Keith Gross
How to Host Murder: Archaeologically	1986	Decypher	B	Detective game	Anne Johnson
Imperium Romanium Clash of Legions	1979	West End	B	Rome	Albert Nofi
Infantry Attacks: August 1914	2010	Avalanche Press	B	40 scenarios	
Infidel [Ascalon]	2011	GMT Games	B	Cavalry 11th, 12th century	Richard Berg
Inventors, The	1974	Parker Bros	B	Crazy inventions	?
Island of Death: Invasion of Malta	2008	Avalanche Press	B	WWII	Brian Knipple
Island War: Leyte	1975	SPI	Z	WWII Pacific	Jay Nelson
Island War: Okinawa	1975	SPI	Z	WWII Pacific	Larry Pinsky
Island War: Saipan	1975	SPI	Z	WWII Pacific	Kip Allen
Jack the Ripper	1983	Aulic Council	B	Detective game	Tom Loback
Kan-U-Go	1934	Porterprint Ltd	B	Crossword card game	?
Knockout Cricket	1975	Capri	B	Cricket	?
Kriegspiel	1970	Avalon Hill	B	Abstract WWII	?
Lexicon, the Wonder Game	yes	John Waddington	B	Card game	Victor Watson
Life Styles	1979	The Futurist	Loose	Life style	Robert Selim
London Game, The	1972	Seven Towns Ltd	B	Movement	?
Lose Your Shirt	1976	Waddington	B	Horse racing	?
Luftwaffe	1971	Avalon Hill	B	WWII air	Lou Zocchi
Magnificent Race, The	1975	Parker Bros	B	Race game	?
Management	1960	Avalon Hill	B	Business	Charles Roberts
Masterpiece	1970	Parker Bros	B	Auction	?



Medieval	2003	GMT Games	B	Card game 13th century	Richard Berg
Metro Mosaic Game, The	1969	Metroplan	B	Abstract	John Geiger
Mississippi Queen	1997	Gold Sieber Spiele	B	River boats	Werner Hodel
Modern Battles: Mukden	1975	SPI	Z	Chinese/Russian	David Isby
Modern Battles: Wurzburg	1975	SPI	Z	1970 US vs Russia	James Dunnigan
Monad	1969	3M	Z	Card game	?
Monopoly	1936	Parker Bros	B	French edition	?
Monopoly	1972	Waddington	B	Money	?
Mortain 1944 #15	2006	Panzerschreck Mag	Z	German counterattack France	Gary Graber
Movie Moguls	1970	Research Games	B	Money	?
Mr. President	1971	3M	B	Political	?
Mr. Who	1973	3M	B	Detective game	?
Naïpe Tipo Maya	1991	Pronaco	B	Card game	Unk
Napoleon at War: Battle of Nations	1975	SPI	Z	Napoleonic	Edward Curran
Napoleon at War: Jena-Auerstadt	1975	SPI	Z	Napoleonic	Thomas Walczyk
Napoleon at War: Marengo	1975	SPI	Z	Napoleonic	David Isby
Napoleon at War: Wagram	1975	SPI	Z	Napoleonic	Irak Hardy
Napoleon at Waterloo	1971	SPI	Loose	Napoleonic	?
Napoleon in Europe	2001	Eagle Games	B	Napoleonic	Glenn Drover
Napoleon: Waterloo	?	Gamma Two	B	Napoleonic	Craig Besingue
Napoleon: Waterloo 3.1	1994	Columbia Games	B	Napoleonic	Tom Dalglish
Napoleonic Wars, The	2002	GMT Games	B	Napoleonic	Mark McLaughlin
Napoleon's Art of War: Dresden	1979	SPI	B	Napoleonic	Bob Jervis
Napoleon's Art of War: Eylau	1979	SPI	B	Napoleonic	Omar DeWitt
Napoleon's Last Battles: Alliance	1976	SPI	Flat	Napoleonic	Kevin Zucker
Napoleon's Last Battles: Ligny	1976	SPI	Flat	Napoleonic	Kevin Zucker
Napoleon's Last Battles: Quatre Bras	1976	SPI	Flat	Napoleonic	Kevin Zucker
Napoleon's Last Battles: Wavre	1976	SPI	Flat	Napoleonic	Kevin Zucker
Nature of the Beast: Farm vs. Forest	2005	Eye-Level Entertainment	B	Card game	Mark Anticole
Naval Game	1973	Calhamer	Loose	WWII sea	Allan Calhamer
Newtown	1972	Harwell	B	City building	BR Lawson
Nicaragua!	1988	SPI	Loose	War guerrilla S&T 120	John Burt
Night Drop Battles #?		Battles	Z	82nd air 1944	Laurent Closier
North Africa: Cauldron	1976	SPI	Z	WWII	Howard Barasch
North Africa: Crusader	1976	SPI	Z	WWII	rules??
North Africa: Kasserine	1976	SPI	Z	WWII	J.A. Nelson
North Africa: Supercharge	1976	SPI	Z	WWII	Greg Costikyan
North Sea Campaign 1918 #15	2006	Panzerschreck Mag	Z	WWI	Gary Graber
Nuclear War	1965	Malewicki	B	Card	Douglas Malewicki
Oatrix	1970	3M	B	Card game	?
Ogre	1977	Microgame	Z	SF	Steve Jackson
Oh-Wah-Re	1962	3M	B	Abstract move + capture	?
On-Sets	1966	Wff 'n Proof	B	Set theory	Layman Allen
Operation Nordwind Vae Victis 98	2011	Vae Victis	Z	WWII Bulge	
Oregon Trail	1981	Fantasy Games Unlimited	B	Trail (path)	Leonard Kanterman
Organized Crime	1974	Koplow Games	B	Detective game	James Koplow
Oscar Robinson's Pro Basketball	1969	Research Games	B	Basketball	?
Othello (Reversi)	1975	Gabriel	B	Abstract	?

Outdoor Survival	1972	Avalon Hill	B	Discovery	James Dunnigan
Pagode	?	FX Schmid	B	Abstract	Valentin Sienna
PanzerBlitz	1970	Avalon Hill	B	WWII	James Dunnigan
P. Koenig's The Bulge 6th Panzer Army	2013	Victory Point Games	Z	Bulge	Paul Koenig
Penetration	1968	CreaTek	B	War abstract	Rhodes & Small
Perception	1971	Ideal	B	Abstract	?
Perception Games	1968	Adult Leisure Products	B	15 abstract games	Haar Hoolim
Peter Principle Game	1973	Skor-Mor	B		?
Ploy	1970	3M	B	Abstract move + capture	?
Pompeii	2001	Adlung Spiel	B	Card game	von Frank Brandt
Population	1970	Urban Systems	B	Population explosion	?
Port-of-Call	1963	Sutton Games	Loose	Sea trading in Pacific	?
Preussisch Eylau	1999	Avalanche Press	B	Napoleonic	?
Probe	1964	Parker Bros	B	Words	?
Project KBG Game #2	1973	Waddington	B	Detective game	?
Propaganda Game	1966	Wff 'n Proof	B		Robert Allen
Puerto Rico	2002	Rio Grande Games	B	Building	Andreas Seyfarth
Punch Lines	1985	Avanti	B	Comedy	?
Quads	1969	Armin Speer	Loose	Abstract	Armin Speer
Quarto!	1993	Gi Gamic	B	Abstract	?
Queries 'n Theories	1970	Wff 'n Proof	B	Abstract intellectual	Layman Allen
Quirks	2008	Eon	B	Unnatural selection	Bill Eberle
Quirks Expansion Set #1		Eon	Z		
Raid on Iran	1980	Steve Jackson Games	Z	War	Steve Jackson
Raid on Schweinfurt #15	2006	Panzerschreck Mag	Z	WWII	Gary Graber
Rail Baron	1977	Avalon Hill	B	RR	Thomas Erickson
Rails through the Rockies	1981	Adventure Games	B	RR	John Luecke
Railway Rivals Atlantic & Lake Erie	1974	Rostherne Games	Loose	RR	DG Watts
Railway Rivals Central Scotland	1984	Rostherne Games	Tube	RR	DG Watts
Railway Rivals NY to Chicago	1973	Rostherne Games	Loose	RR	DG Watts
Railway Rivals South Scotland	1974	Rostherne Games	Loose	RR	DG Watts
Railway Rivals South Wales	1973	Rostherne Games	Loose	RR	DG Watts
Railway Rivals Western Canada	1974	Rostherne Games	Loose	RR	DG Watts
Railway Rivals Western USA	1973	Rostherne Games	Loose	RR	DG Watts
Red Vengeance	2006	Avalanche Press	Z	Final days: east front	William Sariego
Reef Encounter	2004	Z-Man Games	B	Coral reefs	Richard Breese
Relate	1972	Whitman	B	Abstract movement	?
Richard I The Lion Hearted	1981	Mayfair Games	Z	War	Todd Fisher
Richthofen's War	1972	Avalon Hill	B	WWI air combat	Randall Reed
Rise & Decline of Third Reich 1,3 ed.	1974	Avalon Hill	B	WWII Europe	John Prados
Risk	1959	Parker Bros	B	War	?
Roaring 20's, The	1981	Jaquinto	B	Crime	?
Royal Kismet	1974	Lakeside	B	Dice	?
Rugby World	2007	Ghenos Games	B	Rugby	?
Russian Campaign, The	1976	Avalon Hill	B	WWII	John Edwards
Scarney	1967	John Scarney Games	B	Card games, 40	John Scarney
Scarney Dice	1969	John Scarney Games	B	Dice, 40 games	John Scarney
Scotland Yard	1983	Ravensburger	B	London detective	Otto Maier Verlag

Sergeants! In the Sand	2004	Lost Battalion Games	Z	WWII	Craig Taylor
Shakespeare	1966	Avalon Hill	B	Shakespeare	?
Sherlock Holmes, Consulting Detective	1981	Sleuth Publications	Folder	Role playing	Gary Grady
Shoji				Japanese chess	?
Siege	?	Standard Games	B	War middle ages	?
Siege of Syracuse 414 BC	2013	Turning Point Simulations	B	Ancient	Paul Rohrbaugh
Sigma File, The	1973	Seven Towns Ltd	B	Spy	Eric Solomon
Silent War	2005	Compass Games	B	WWII Pacific sub war	Brien Miller
Sinking of the Titanic	1976	Ideal	B	Race game	?
Sleuth	1971	3M	B	Card game	?
Soldier Emperor	2003	Avalanche Press	B	Napoleonic	Rob Markham
Squander	1985?	Avalon Hill	Loose	\$	?
Squatter	1960	Holdson	B	Farming	Robt. Crofton Lloyd
Stock Market Game	1968	Western Publishing	B	Stock Market	?
Stock Market Game, The	1970	Avalon Hill	B	Stock Market	?
Straightaway	1970	Hasbro	B	Auto racing	?
Strat-O-Matic Pro Basketball	1974	Strat-O-Matic	B	Basketball	?
Strike Force One	1975	SPI	Loose	Abstract war	Redmond Simonsen
Suleiman the Magnificent AtO V3, #1	2004	Against the Odds	Z	Ottoman/Hungary 1526	Richard Berg
Summit	1961	Milton Bradley	B	World power	?
Suspicion	1977	TSR Games	B	Detective game	James Morrow
Syracuse Vae Victis 103	2012	Vae Victis	Z	Greeks	Frederic Bey
Tac-Tickle	1965	Wff 'n Proof	Z	Abstract	Harry Ruderman
Take It to the Limit	2006	Burley Games	B	Path	Peter Burley
Tempus	2006	Café Games	B	Civilization building	Martin Wallace
Third Reich		Avalanche Press	B	WWII Europe	John Prados
Thirty Years War: Lutzen	1995	Decision Games	B	War	Brad Hessel
Thirty Years War: Nordlingen	1995	Decision Games	B	War	Thomas Walczyk
Thirty Years War: Rocroi	1995	Decision Games	B	War	Linda Mosca
Thirty Years War: White Mountain	1995	Decision Games	B	War	Joseph Miranda
Tito	1980	SPI	Loose	WWII S&T 81	Dick Rustin
Torres	1999	Rio Grande Games	B	Building castles	Walt Kramer
Track Meet	1973	Sports Illustrated	B	Racing	?
Trans America	2002	Rio Grande Games	B	RR game	Team Annaberg
Transaction	1962	Tusson	B	Stock Market	John Tusson
Tripples	1974	Aladdin	B	Abstract	?
Tryce	1969	3M	Z	Card game	?
TUF	1969	Avalon Hill	B	Math game	Peter Brett
Tuf	1969	Avalon Hill	B	Math game	Peter Brett
Tuf a Bet	1969	Avalon Hill	B	Words	Peter Brett
TUF ABET	1969	Avalon Hill	B	Word dice	Peter Brett
Twixt	1962	3M	B	Abstract move + capture	?
Tycoon	1962	Jacoby Co	Loose	Stock Market	H.C. Jacoby
Typo	2006	University Games	B	Word card game	Comé van Moorsel
Ulcers	1969	Waddington	B	Business	?
Vector	1970	Plan B Corp.	B	Abstract	?
Venture	1969	3M	Z	Card game	?

Verbal Game, The	1968	Adult Leisure Products	B	Words/cards	Roberta Broom
Wagram 1809 Battles #8	2012	Battles	Z	Napoleonic	Laurent Martin
Welfare Game	1971	St. Croix	B	Abstract	Calmera Leosis
Wellington-Penninsular	2005	GMT Games	B	Napoleonic	Mark McLaughlin
Westwall: Arnhem	1976	SPI	Z	WWII Germany	Jay Nelson
Westwall: Remagen	1976	SPI	Z	WWII	Stephen Patrick
Wff 'n Proof	1962	Wff 'n Proof	B	Logic	Layman Allen
White Knights	1966	Waddington	B	Abstract war	?
Whodunit	1972	Selchow & Righter	B	Detective game	?
Wilderness Campaign	1972	SPI	Flat	ACW	John Young
Wilderness War	2001	GMT Games	B	French & Indian War	Volko Ruhnke
Win, Place and Show	1977	Avalon Hill	B	Horse racing	John Reilly
Word Power	1967	Avalon Hill	B	Words	?
World in Flames [2nd ed.]	1985	Australian Design Group	B	WWII total	Greg Pinder
World Soccer	?	Seven Towns Ltd	B	Soccer	?
WWII	1973	SPI	Flat	WWII Europe	?
Xactika	2002	Set Enterprises	B	Card game	?
Yacht Race	1961	Parker Bros	B	Race game	?
Yellowstone	1985	Avalon Hill	B	Parks game	?
Yspahan	2006	Rio Grande Games	B	City building 1598	?
Zulus on the Ramparts!	2009	Victory Point Games	Z	1879	Joseph Miranda

For many years I have been collecting games. Some I actually play. However I feel it is time to get rid of most of them. Some are well worn, some are still in shrink wrap. They are listed on pages 22 through 29. To help with the postage, I will ask \$2 a game (I will ask \$3 for the larger games). Contact me with your choices. When I determine what I can send you, I will let you know the cost. If you live outside the U.S., we will have to discuss postage.

Contact me as soon as you have made your choice. I will be away most of December, so I do not expect to ship any games until January.

“B” means box. “Z” means ziplock.  
O.D.



Letov Š 328 of Combined Squadron, Slovak Insurgent Air Force, Tri Duby, September 1944.