

# The Kommandeur

50  
Years

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## From the President Kenneth Oates

This issue marks a major milestone in our society. We are celebrating its 50<sup>th</sup> anniversary. Think of all the events in the world at large during that half century. As we enter this year, I took a moment to look back myself. Here is a perspective in gaming terms of those years.

Date	World Event	Gaming	AHIKS
1966	Syrian military coup under Hafiz al-Assad	Midway (AH)	AHIKS founded
1970	"Patton" directed by Franklin J. Schaffner and starring George C. Scott premieres in New York (Best Picture 1971)	PanzerBlitz (AH)	
1976	Jimmy Carter elected U.S. President	The Russian Campaign (AH)	AHIKS is 10 years old
1985	Mikhail Gorbachev replaces Konstantin Chernenko as Soviet leader	ASL (AH)	Bill Watkins is President, Omar DeWitt is VP
1990-93	Iraq invades Kuwait	Gulf War (VG)	The Fassio Prize for Best Article established
2000	The New Millennium, Y2K	Hannibal at Bay (AP)	
2011	Arab Spring	Kingdom of Heaven (MMP)	K goes digital
2015	Richard III of England (1452-1485) is reburied at Leicester Cathedral in England, after being discovered under a car park in Leicester in 2012	Fallen Eagles (Hexasim)	K 50 year Celebration

Hard to believe that all of this has happened since a group of guys searching for mature opponents set up the basis for what is now AHIKS. I was in high school when AHIKS started and now am finishing up my career. A lot of us fit that description. The world was also a different place then. I remember the price of gas, and it was not a buck or more per gallon! I had one wargame.

As part of the 50<sup>th</sup> Anniversary Celebration of *The K*, we recently held a raffle. To enter, you had to play an AHIKS match, the more matches, the more chances to win. Our winner of the \$100 gift certificate is Jim Williams, #1276! His winning ticket was from match 5553. Congratulations, Jim!

We ended 2015 with well over 300 members. The Society continues to grow, games continue to be played using the process developed so many years ago, and we provide services interpreting rules and we replace units which have been lost. New gaming relationships are formed, and the treasury is solvent.

2016 will see the completion of the latest update to the Society's bylaws. Most importantly, the Society will hold its version of the election season. All positions are up for election, and as of this posting I have no idea of which incumbents will be running to retain their offices. To paraphrase my Uncle Lyndon, "I will not seek, nor will I accept, a nomination for the

office of president of AHIKS." I feel one term is a good presidential term limit. So, start thinking of whether you desire to take on the duties as president. Look carefully at the job description for any office you are considering. This is a commitment for a four-year period, and it can seem at times that it is a long time, but it does go by fast. I have enjoyed my tenure for the most part, I had a great group of officers, and I would like to take this opportunity to thank them one and all for making the Society function; they did the work. I look forward to seeing who steps forward for the next term. Here are the procedures for the election:

A. Elections for all elected officer positions are held in every calendar year during which a U.S. presidential election is held (every 4 years on the even year). All members in good standing are eligible to run for office and/or cast a vote in the election of officers.

(EXCEPTIONS: a member may not run for Treasurer unless he has been a member for five (5) or more consecutive uninterrupted years. Members running for any other office of the exec must have been a member for two (2) or more consecutive uninterrupted years.)

1. During the first quarter of the calendar year of the election, the President shall issue a call for elections and an invita-

tion of candidates to run for office through publication in the Society newsletter.

2. Candidates for election shall indicate a desire to run for office by forwarding a notice of their candidacy to the President and to the Editor for publication in *The K*. The President shall promptly report such notification to the Officer Corps.

3. Candidates are encouraged to submit a formal statement of their candidacy to the Editor for publication in a pre-election issue of *The K*. Follow-up statements are permitted, space and time allowing, prior to the vote.

4. In the second half of the calendar year of the election, the Editor shall prepare and distribute an election ballot to all members in good standing, to be published in *The Kommandeur*, and to be mailed to the secretary. Those members receiving the e-K must print out and mail a physical ballot to the secretary.

a. The ballot shall list the names of all candidates for office. Exception: a position for which there is only one candidate may be left off the ballot unless the Executive Committee directs otherwise.

b. The ballot shall list a deadline for receipt of ballots by the Secretary. The deadline must be a minimum of thirty days after posting of ballots.

c. Proper control procedures shall be implemented to insure that no member will cast more than one ballot.

d. The ballot shall instruct members to return their ballots to the Secretary for counting.

B. If no member challenges an incumbent by the deadline for receipt of candidate's announcements, the incumbent office holder shall remain in office by default until the next scheduled election.

C. In the event of a tie vote for an elected officer position, a majority vote of the Exec shall break the tie. Any member of the Exec Committee who is involved in such a tie may not cast a ballot in the tie breaking vote.

The results will be posted in *The K*, Issue 52-1. And I can go back to gaming and being a good, timely opponent!

Kenneth

## A Saturday Visit to the Local Museum. No Tyrannosaurus Rex or Teddy Roosevelt! by Kenneth Oates

Living in a small town has its benefits. One of these is knowing where everything is. But simply knowing location is not necessarily having a handle on what is going on in town, and while on Christmas break I saw a community bulletin board announcement on one of the television channels regarding an upcoming presentation at our local museum, which I drive by each morning on my way to work. The topic, South Texas in the Civil War. For reference I live along the Rio Grande, about 38 miles west of Brownsville. Truly the backwater of the war, no major battle here. But this gets ahead of the story.

But, South Texas played a big role, since Mexico is right across the border. The presenter began his story not of battles and armies, but centered on four personalities. A different approach than what I was expecting. The first and by far the most singular character in this tale was Juan Cortina. At the same time Cortina was an outlaw, a hero, a bad guy, and a good guy, all depending on your perspective. I will not go into the details, but after the War with Mexico, Cortina led what we would call today a counterinsurgency along the Rio Grande, tying up first U.S. troops and later Texas Rangers, and then again the U.S. army. This guerilla war lasted through the entire period, 1859 to 1878. Depending on the official, Mexico's government supported him or chased him. His story is worth researching.

The second celebrity was none other than Robert E. Lee. Lee came to this part of the state in 1856 and again in 1860, primarily to sit in court-martial proceedings. In his second assignment to this area he crossed paths with our first character and ended with Lee's procuring for him a commission in the Mexican Army as a general.

The third individual was Richard B. King, and his story actually revolved around the war. King made his money and ultimately built the famed King Ranch, on the cotton trade. He did not actually grow cotton, but facilitated its transportation from the border at Laredo and down the Rio Grande by paddle wheeler (the river was different then), to its mouth and a little

Mexican fishing village known as Bagdad. During the war, the bay at Bagdad was a forest of sailing masts, as ships from Europe evaded the blockade and picked up cotton from Arkansas, Texas, and other southern states in trade for products needed in the war effort. Make no doubt, King played all sides against the others, for a profit.

I mentioned Europe above. Our final personality was Maximilian. His appearance set the overall scene for the French, English, and Spanish occupation of Mexico and his brief reign as the emperor of Mexico. It also was the incentive for the Union occupation of Brownsville late in the war to enforce the Monroe Doctrine. "We are busy right now, but this is a reminder that after the family fuss is over, we will be back..."

The audience was made up of approximately 50 Winter Texans (never call them snowbirds). In addition, I learned that further downstream, at the Palo Alto battle site and National Park, they hold a monthly reenactment, actually more like a living history demonstration. That has been added to the To Do List. There will also be a presentation at the museum later this winter on Palo Alto, by the park, so my local adventures may have a sequel if it contains something we gamers have not already heard.

Finally, I broke my book-buying probation. The small gift shop had a couple of shelves of books of local interest, and some were listed at half price. So I purchased the following:

Shark of the Confederacy The Story of the CSS Alabama by Charles M. Robinson III

The Frontier World of Fort Griffin, The Life and Death of a Western Town by Charles M. Robinson III

(I really did not notice they were by the same author until I wrote this! K)

The point of this story is get out from the gaming table and look around locally; you may be surprised at what you might find that will enhance the enjoyment of our hobby.

## Open Match Requests from Duncan Rice

1815: Waterloo Campaign GDW	Tony Arena (1652) C	War and Peace AH	Dan Johnson (1816) FV
Albion, Land of Faerie SPI	Tony Arena (1652) C	War of the Ring SPI	Tony Arena (1652) C
Adv Squad Leader Starter Kit MMP	Jim Sander (1339) V	Washington's War GMT	Shannon McNamara (1639) V
After the Holocaust SPI	Tony Arena (1652) CM	Waterloo AH	Brian Britton (1582) V
Afrika Korps AH	Wes Coates (1823)	Waterloo AH	Wes Coates (1823)
Amateurs to Arms CoA	Rod Coffey (1493) V	Western Desert Europa GDW	Tony Arena (1652) V
Armada 2ed SPI	Tony Arena (1652) C		
Anzio/Cassino WG	Duncan Rice (1394) VS		
Axis and Allies MB	Andre Polite (1799) F		
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		
Caucasus Campaing GMT	Thomas Thorsen (470)		
Chalons DG	Albert Bowie (299) EP		
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	Time Dekker (1593)		
Eylau SPI	Albert Bowie (299) EP		
Federation and Empire ADB	Tony Arena (1652) VM		
Flight Leader '86 AH	Paul Pearson (1638) EPV		
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		
Napoleion 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:			
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		
Up Front AH	Andre Polite (1799) F		
A Victory Denied MMP	Ed O'Connor (1243) V		

### Match Codes

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

### Match Coordinator

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

## The Cabinet War Rooms

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

Thank you everyone for your patience during another match coordinator's office hold up. It should be back to normal now. I have two general points to mention. The MC office saw over seventy match assignments in 2015. Some of those were multiplayer games. Correspondence gaming is alive and well with AHIKS. Second, now that I am back in action I will be removing match requests that are over a year old. I will notify members as I remove them. As with when a match assignment is made, you must notify me if you want these match requests renewed.

The AHIKS **Short Tonnage Hunters Tournament** has come to an end. We had six participants and only Jeff Miller wasn't sunk. Jeff has won the tournament with 253,300 tons sunk. Your prize, Jeff, is bragging rights. **A Distant Plain** is still running with four of us. I'll be assigning my Coalition support when I finish this article. There is also a new game of **Kingmaker** going on with six participants. It's great to see the multiplayer action picking up.

That's it for now. I'm off to work on my **A Distant Plain** turn while I toast AHIKS 50<sup>th</sup> anniversary with a cup of tea.



## Book Review

### These Books Are Terrible....But There's A Wiki

Author: Turtledove

Title: **The War That Came Early**

Plot: WW2 alternate history

Reviewer: Pete Menconi

Actually, this is a series of 6 books, a real opportunity to blow a lot of dough and feel pretty let down...along about the 4<sup>th</sup> book. (Yes, I was hooked; couldn't resist; did all 6; but at least Kindle was cheaper.)

The concept of the series is really good: how would WW2 have played out given a few strategic changes in the course of events. For those with a fair knowledge of the years 1936—45, this is a fun read, except that the author's style is terrible (I'll let you read reviews on Amazon to detail the ugliness).

I come not to praise Turtledove, but to offer an alternative: the Wiki entry for the series basically gives the whole plot, in a far more interesting format and certainly much less expensive. From a history viewpoint, the Wiki is a fun read. Here's where you'll find it:

[https://en.wikipedia.org/wiki/The\\_War\\_That\\_Came\\_Early](https://en.wikipedia.org/wiki/The_War_That_Came_Early)

The most significant point of divergence is the 1938 Czechoslovakia crisis (reminds me of Besinque's game **War In Our Time**, premise being the Czechs fight). Hitler freaks out, decides not to accept concessions from the Czechs, invades. France and Britain declare war. Rather than a relatively bloodless capture of Czechoslovakia, it gets messy. The quality of the German military takes them a long way, and they have alt-history help from Poland (unknown to many, Poland was in line with Germany in the '38 Czech crisis).

The Wiki entry explains a lot of implications of the book plot, whereas the book doesn't bother exploring them (e.g., the destruction of the Skoda works robs Germany of important armored vehicle chassis early in the war, setting them up for later failure).



*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

## From the Secretary: Pete Menconi

Well, since I've forced myself to publish my first update of the member roster, I guess I've confirmed my role as Secretary. (Let's just skip past the "legs" and "coffee" remarks, ok?) I'll draw your attention to a separate article on "why did you buy that dog (game)" elsewhere, presumably in this issue.

Briefly: I joined AHKS in...1972 or so? I did a stint as Editor, then Prez, then Editor again, a string of involvements that ended in the early 80s, I think. Yeah, I'm old. (So, this Secretary thing ain't that much a long-term commitment, eh!?) I rarely play on a board anymore, preferring Vassal. I feel obliged to buy a game before playing it via email, so I have a few games, still in the wrapper mostly. Increasingly, all the materials you need (rules, playbook, play aids) are on line, somewhere.

My object (completely sublime...) is to simplify the Secretary job to make it "transportable." IOW, make it so pretty much anyone can take it over on short notice. "Slash and burn" as necessary. Life enforces term limits, so we'd best anticipate them

We have 9 members in Arizona: hi guys. Anyone planning to attend MCon in Tempe this June?

OK, we're past 250 words on this column. We both have better things to do, right?! Yup.



## Cognitive Dissonance

This is also known as "Buyer's Remorse," that morning-after realization that You Just Wasted Your Money. It also applies to games. In the past few months I've been exposed to the process of publication of a new game. This game has had spectacular success, rising to the #28 (for the moment) position on the BGG ratings, and the publisher GMT has indicated it is Sold Out after about 6 months (and presumably will be re-printed). So Who Knew?!

I'm curious: what goes into the process of selecting what game to buy? Many decades ago (many, many) it was a matter of waiting for AH to issue a new game (every couple of years or so). Then there was this explosion of titles, perhaps with little quality control, certainly making it difficult to have a comprehensive library (much less play them all). I think Omar bought all of them?!

So, send me an email: tell me what you typically go through in a game decision. Don't tell me how you beg your spouse for permission (I am quite familiar with that part of the process)! I'll suggest some factors, but make up your own, electronicize them, fire them off to

(scouterpmphx@gmail.com).

Suggestions:

Friend's recommendation

(For those 10 & under) Gamma bought it for Christmas

Intrigued by review in (*The K*, other publications, ?)

I buy everything on this specific topic

High ratings (BGG, other?)

Saw it at a convention, had to have it

I'll report back on what you have to say.

*Pete Menconi*



## The Solitaire Game... **Silent Victory** by Bob Best

My copy of **Silent Victory, U.S. Submarines in the Pacific, 1941-45** arrived last evening! The doorbell rang and I could hear the UPS truck pulling away from the curb as I opened the front door. A thrill ran through me as images from all those old submarine movies I'd watched as a kid came flooding back: OPERATION PACIFIC, RUN SILENT RUN DEEP, DESTINATION TOKYO. Sure enough! There on the porch lay a shipping box from GMT games. My copy of ConSimPress' **Silent Victory** had arrived!

For those who might not know, **Silent Victory** is the long awaited Pacific War sequel to **The Hunters, German U-Boats At War 1939-43** also by ConSimPress. I ordered my copy back in March of 2014 when it was first proposed. If the success and popularity of **The Hunters** is any indicator, I predict that **Silent Victory** will sell out quickly just as **The Hunters** did, so if you have not ordered your copy yet and you want to make sure you get one, I would order quickly.

I initially put off buying my copy of **The Hunters** and was shocked to find it had sold out in just a couple months. I spent many months looking for a copy on the secondary market and finally paid a premium to get my copy. I think **Silent Victory** will go the same way.

Like a kid at Christmas, I quickly opened the box and found a really nice quality set of components. Reading through the rule book, I found that anyone who has played **The Hunters** will have no problems playing **Silent Victory**. The game flow is quite similar. Your objective is to survive the war and rack up the highest ship total/tonnage sunk.

There are changes to the way ship size was determined in **The Hunters** and the classes of target ships you can attack has been increased. Also, there are now 720 named target ships available so duplication of targets can easily be avoided. I haven't tried it yet, but it looks to be easy to use. Attacking escorts and warships was a big part in the Pacific submarine war. Think of all the suspense we felt as kids watching our movie *Skippers* looking through the 'scope and making those last minute "down-the-throat" torpedo shots at that attacking destroyer.

In **Silent Victory** your sub can now attack warships. Warships are different than Capitol Ships which can also be attacked, but warships represent those pesky escorts and destroyers who are making your life tough as a submarine skipper. There is also the possibility of attacking and being attacked by an enemy submarine, which should increase the "pucker factor" a bit also. Aircraft attacks also play a role in the game and seem to work like **The Hunters**.

There are several types of Special Missions you can perform including island recon and life guard duties along with the picking up and dropping off of agents and other personnel and mine laying which reflect the additional jobs done by the Silent Service during the war.

Special optional rules for SD and SJ radar make it easier to locate targets, and there is a rule that covers Circular Torpedo Runs which sank at least one US Submarine. The optional rules also include Historical Scenarios where the player uses included cards for better known real life submarine skippers and their boats. You can play their historical patrol areas or go "free-lance" with them.

Another new feature of this game is the inclusion of three patrol maps of the Pacific war operations area that allows you

to follow the progress of your submarine while on patrol. It gives you the "Big Picture" of where you are going but is not essential for the play of the game. It does give a good "feel" as you move your sub through the patrol.

The tournament possibilities are similar to **The Hunters**, and, if you want to see how those U-Boat patrols play out, you can go to the AHIKS Forum's on-line games section and view Duncan Rice's two excellent **The Hunters** Tournaments that have been played there. We have had several players running U-Boats in them, and you can follow the Exploits of my two U-Boat Captains, Wulf Kreuger and Joachim Schmidt along with the other player's Captains as they progress through the Atlantic U-Boat War.

I expect to see a **Silent Victory** tournament starting on the AHIKS Forum soon, so if you are interested in joining the game keep checking the AHIKS Forum or the AHIKS Facebook page for details.

**Like any new wargame, Silent Victory will see its share of rules corrections, additions, and clarifications. Here is the first errata for Silent Victory. You can find this errata along with other interesting downloads at: [www.consimpress.com/silent-victory](http://www.consimpress.com/silent-victory).**

### SILENT VICTORY OFFICIAL ERRATA

#### 3.7 Parts Inventory (addition)

Eight Captain Cards are included for 14.10, Historical Scenarios

#### 6.0 Sequence of Play

General Rule (correction, last sentence)

Each patrol takes *two months* to complete (exception, Patrol Abort, 10.12), while the number of months required to complete refit can vary by circumstance (Submarine damage and/or crew injury).

#### 10.12.6 Patrol Abort (omission - new rules case)

If a submarine aborts before or at the halfway point of the patrol, it does not write a "P" in the patrol log (it was only out for a month or some fraction thereof.)

#### 10.14.4 Submarine Refit (omission)

Place a "P" in the first month upon return to base (for patrol) before putting any "R" months (for refitting). This is because U.S. fleet boats usually performed roughly 2 month patrols. For example, if a Gato Class boat went to the Empire in September, then October would have a "P" written in it (as the boat is still on patrol) and November would have an "R" for refit. The boat would then go back out in December, assuming it suffered no damage.

#### 14.9 Limited Escorts (clarification)

If you sink the lone escort, you would have the option to end the encounter or go after the merchants, depending on your situation. There is no counterattack as no escorts now exist. Any torpedoes still loaded and/or deck gun may be used at this time. It is not considered an "additional round of combat" unless you reload torpedoes and/or decide to fire the deck gun again.

If you used a Cutie on the lone escort, again, you have the option to end the encounter or go after the merchants. However, this DOES require an additional round of combat roll, as you have essentially been in combat for some time at this point (You fired at the escorts/ships, you were detected, you then used a cutie on the escort.)

#### Patrol Log example, page 25 (correction)

The Patrol Log example should show the "P" month for the second month of each patrol before the first "R" month (see 10.14.4 above)

#### Submarine Display Mats

The Torpedo Load section in the header of each Submarine Display Mat may be difficult to read (the cards printed out much darker than anticipated). We are making available for download a separate *Torpedo Load Sheet* from our web site to address this.



## Treasury Notes

Brian Stretcher



### Nothin' to do, nowhere to go...

Here in western NC we have finished digging and thawing out from winter storm Jonas, which delivered to us somewhere between 8 and 15 inches of snow, depending on where you live in the vast expanse of Transylvania County. No issue other than being stuck at home for two days, but that is not particularly a problem for my wife and me these days.

Since last issue, the holidays have come and gone. Santa didn't bring me any games this year, probably because Santa spent too much on games earlier in the year, and despite some looking and some bonus Christmas money (which can be spent on guilty pleasures), there was nothing that struck my fancy. I have enough games in progress right now (or at least I did/will, depending on the resumption of my **Balance of Powers** game and the actual start of play for the upcoming multi-player **King-maker**), so I remain uninclined to start another one at the moment. Therefore, I decided to once again resurrect a hobby of mine that actually predates wargaming for me, building plastic military models. It's an undemanding hobby in terms of time, since a model will happily sit there waiting to be worked on, even if it takes years. It is also rewarding to be able to produce a decent-looking three-dimensional replica of something that one usually only gets to see in photos or represented by flat cardboard on a two-dimensional map.

When I moved to NC, I brought my handful of previously built models with me, and a few kits that I had previously purchased or inherited from my son who never developed much of an interest, despite the keen interest he showed when he was little and we built a few together. You know how it is: they get taller, hairier and smellier, and most gravitate toward video-related activities. So I've built a few that I had in the forcepool, so to speak. That includes the nice little 1/72 scale P-47M shown where Omar decided to put it, which now resides happily at my office.



Anyway, I decided to add some new ones to the forcepool that already contains a 1/570 *Bismark* and a 1/48 P-61 Black Widow, that my son actually did some work on when he was an older teenager (and what he did looks pretty nice!). I now have moved a Revell 1/48 P-40B onto the production spiral. The plane could be a Flying Tiger, but I had one of those long ago, and so I'm going to build it as a USAAF model instead. Into the forcepool came a set of Tamiya 1/35 scale vehicles, including a BMW motorcycle with sidecar (and little men), an SDKFZ/251 halftrack and a Panther tank, which model I forget (but did I

mention they all come with little men?). I like little men, frozen in time like a photograph, I suppose. Then I picked up a set of WW2 German Z-class destroyers (didn't know there were two complete models in the package when I bought it for the bargain price of about \$9), 1/700 Tamiya water line series. The Tamiya line are nice kits, well made with tight fitting parts. Then I got a set of 1/72 scale WWI models, including a Fokker Triplane and a Sopwith Camel, both by Revell Germany, and finally a British Mk2 Male tank made by Airfix. No little men with those.

All of these I got via Amazon, except for the Panther tank, which I picked up at O.P Taylor's toy store here in Brevard, during their annual 25% off after-holiday sale. Nothing cost me any shipping, as they were either free or Prime eligible, and nothing cost more than \$20, that also being the Panther tank. I came close to buying a set of 1/350 WWI German light cruisers (the *Emden* and *Dresden*), but at \$40 it was more money than I wanted to spend on a single (OK double) kit and more work than I currently want to put in, as big ships are labor intensive, mainly because of the painting of all those large surfaces, and even powered ships have to be rigged at that scale in order to look right. Another time for those. I also looked at some other 1/350 WWI era dreadnoughts, given my recent reading of "Castles of Steel," but alas, those were few, by manufacturers I was not familiar with, and expensive, on the order of \$60-80. Since I remember the days when I could plunk down 33 cents for a model of a destroyer escort, I had to pass on one of those, for now. I also searched for a reasonably priced 1/35 Tiger I, as I really like the way those tanks look, but the Tamiya version was over \$30 so I settled for the cheaper Panther instead.

Incidentally, no car models for me. If it does not carry at least a machine gun, I'm not interested (all right, I admit I do have a 1/570 *Titanic* sitting on the piano downstairs, but it looks good in the pub, and besides, her sisters were used to carry troops in WWI). And, as another aside, do you know that most models of WW2 German craft of any sort no longer come with swastika decals? Apparently, it is no longer acceptable to produce an obviously Nazi item with its historically appropriate symbols (Yes ma'm, I realize Johnny enjoys making his little brother stare down the barrel of an 88mm gun. But look, there aren't any swastikas on it!). And no, it's hardly the same as flying a Confederate flag over the State Capitol of South Carolina. It's *designed* to be an *historical* reproduction collector's piece, not an endorsement of fascism, racism, or any other sort of -ism, for crying out loud. Tamiya doesn't even print the microscopic swastika inside the Kriegsmarine flag that proudly flies off the stern of those little Z-destroyers I just got!

But I digress. Now at least I have something relaxing to work on between those days with no moves to do!

### Treasurer's Report

Very little to report this period. Some print *K* payments and some donations have trickled in, but not yet been deposited, so those will be entered next time. No officers have demanded any more money for the end of 2015. Here are the numbers:

<b>Total balance 11-23-15:</b>	<b>\$ 9,384.83</b>
<b>Dividend 11-30-15:</b>	<b>1.93</b>
<b>Dividend 12-31-15:</b>	<b>1.99</b>
<b>Total balance 1-30-16:</b>	<b>\$ 9,388.75</b>

Until next time!



## Norway 2015 by Omar DeWitt

The day after we arrived in Oslo, Sue and I went for a walk. We had a street map, but it was not very detailed. Sue's smart phone gave us a better map. As we headed for the fortress, we passed a Christmas market section of the town. It was in a park; small wooden buildings about 10 feet deep were on both sides of the sidewalk, which was about 20 feet wide and. They were open on the sidewalk side. For sale were candies, food, decorations, knitted goods (Sue bought a pair of knitted glove/mittens). There were many people browsing the shops. Off to the side was a creaky Ferris wheel. I saw one of the baskets with people. The day was cloudy with occasional mist; cold but not miserably cold.

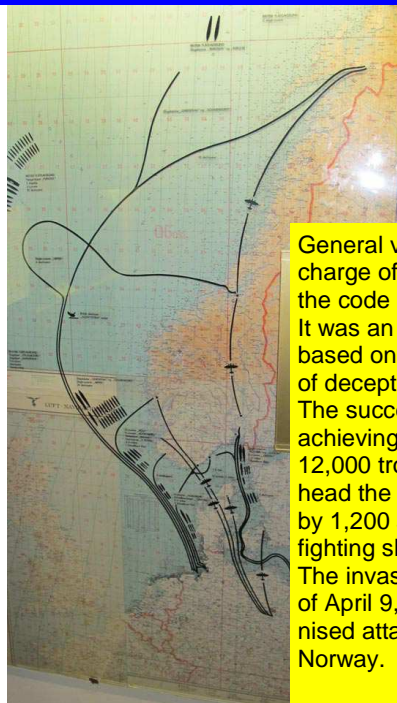
We left the Christmas avenue and went back to the real world, walking in the direction we thought the fortress to be. One of the streets was closed to cars by a high wooden fence. There was a walkway to the side that took us past that construction. A block further on the street was torn up. We walked into a dead end street, then walked back. In the middle of a block we passed a solitary store selling food. We went in and had a coffee and a bun each for only 100 Kr, about \$12. They were both tasty, but the coffee was rather small.

We continued on and found the fortress walls. I tried to enter a wooden building on a corner, but it was locked. We figuratively flipped a coin and walked to the right. A few people were entering a smallish gate into the fortress, and we followed them. There were patches of ice on which small pieces of gravel had been thrown. Nothing was obvious, but we found the information "center," a few rooms in a row of houses. There were some books for sale. Two people were working on a Christmas tree (sawing the base), which gave off a pleasant smell. We picked up a map of the fortress and went out again.

Passing through another gate in another wall, we continued up the occasionally icy street until we arrived at a smallish building up on the fortress ramparts with the name on the outside: Resistance Museum. I had looked this up before we left home and had read on their site: **Closed now**. That had disappointed me because I had not been able to see Fort Fremont in France. I had asked a couple of locals about the museum, but they knew nothing (or maybe they did and were sworn to secrecy). At any rate, I assumed the building was closed. I walked up the slope to the front door and read what I could on the signs. Just for fun, I yanked on the front door. It opened!

I yelled down to Sue, "It's open!" She came up and we went in. [Anyone paying close attention to my tales of travel will have noticed that I sort of just wander around bumping accidentally into what I am looking for. Obviously I am being looked after.] After paying the ancient persons' fee to a clerk wearing a thick coat, we watched a short video with English subtitles. A good part of it was about the artist who had painted the three portraits hanging on the wall near the monitor. Part of it was about the Norwegian part of the war. Then we went into the museum.

What does one expect to see in a resistance museum? No tanks, no aircraft. The Norwegians did sink a heavy cruiser, *Blücher*, on the first day of the war with shore batteries. There was some fighting from the small Norwegian army. But it did not take the Germans long to conquer Norway. Quisling came into power. He had a few adherents, but most of Norway was against him and the Germans.



### The German plan for the invasion of Norway

In January 1940 Hitler ordered the preparation of a plan for the invasion of Norway.

General von Falkenhorst was put in charge of the operation which was given the code name "Weserübung."

It was an unusually bold plan of action, based on complete surprise and the use of deception.

The success depended on the Luftwaffe achieving complete air superiority. Only 12,000 troops were available to spearhead the invasion. They were supported by 1,200 aircraft and practically all the fighting ship of the German Navy.

The invasion was launched on the night of April 9, 1940, with a series of synchronized attacks at various points all over Norway.

In the museum we saw lots of radios. There were a few pistols and rifles. There were photographs of resistance fighters, some of whom had been later killed by the Germans. Most of the museum was downstairs, which was quite large. Some of the written explanation was also in English. There was a small diorama of the heavy water plant at Telemark. It had been bombed out of commission for a few months during the war, then later destroyed by Norwegians. Heavy water, of course, was necessary in the production of the atom bomb.

There were many photographs. Germans, Quisling, resistance fighters. Maybe ten other visitors were about. One said he could spend all day there and not cover everything. That was a bit of an exaggeration. The Germans were not subtle in their actions, and displays gave specific examples. At the height, the Germans had 400,000 men in Norway. We were told that Hitler was sensitive about Norway; why isn't clear because Norway was not the door to the Reich. The Germans were able to harass ships moving to Russia, and they had greater access to the Atlantic, but that was the only reason Norway was useful.



One of many radios in the museum.

The museum was somewhat crowded with items, and not all of the signs were in English. I would rate it as acceptable. [HTTP://FORSVARETSMUSEER.NO/](http://forsvaretsmuseer.no/)

Outside, we walked along the grassy/snowy rampart overlooking the harbor to check out the smooth bore cannons. The carriages were painted, and the cannons themselves looked in good shape.

We continued up the slope to look at the fortress. As we came to the arch in the outer defenses, a "soldier" snapped to attention and marched up to the walls and around a bit. His uni-

form was from a bygone age. I asked him if the fortress was open (no), but I neglected to ask him about his uniform. Everyone speaks English.

Consulting our various maps, we walked outside the fortress to the Armed Forces Museum. On both sides of the gate into the courtyard in front of the museum was a gun; they appeared to me to be from a ship. A modern tank sat near the front door. There was no entrance fee, and we walked into the displays on the ground floor. These were modern. Norway is not a member of the European Union (voted down by the people), but they are a member of NATO and contribute soldiers to the UN peacekeeping force. There wasn't much of interest to me. I wandered to the back of the room and noticed a sign saying there was more on the floor above.

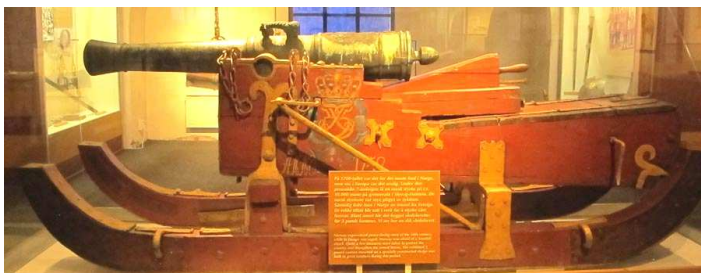


"With Waffen SS and the Norwegian Legion against the common enemy. Against Bolshevism"

There was. Starting in the 1700s we went through Norwegian military history. The museum was well laid out with plenty of space between exhibits and signs in English as well as Norwegian. There was a rusty cannon barrel that had come from a sunken ship; it was an early cannon with bands around it to keep it from exploding when fired. Various guns were displayed, from matchlock guns to flintlock guns, from early heavy handguns that needed support, to lighter guns. A diorama of a gunport of a sailing ship with a muzzle loading gun and a sailor was on display in real-life size. Under glass (of course) were models of various forts and ships, all well done. Several muzzle loading guns were situated around the museum. Naturally there were paintings of various military figures of fame, none of whom I recognized.

It was a good museum, clean, spacious, well lit. And free.

Next morning we took a bus tour of the city. We stopped at the building where Nobel peace prize was given. A gigantic



Norway experienced peace during most of the 18th century, while in Europe war raged. Norway was afraid of a Swedish attack. Quite a few measures were taken to protect the country and strengthen the armed forces. This 3 pound cannon mounted on a specially constructed sledge was built in great numbers during this period.



Pistol with shoulder stock.

room. There was a stop at the fortress. Three women were traveling together with us. They had similar physical shape, short and well rounded, and their names all started with "m." They sat in the front of the bus and always took an extra minute or two to get off the bus.



Real gun, poster man.

There were about five hours when the sun was above the horizon. There were a few minutes of actual sun, but it was mostly overcast.

We took a 7-hour train to Bergen where we took a tour of the city. It was after 3, and it was night. We took the funicular to the top of a hill overlooking the town, where we took a few photos while trying not to slip on the ice.

Another stop took us along part of the waterfront, where old buildings still stood supporting one another. Getting on the ship took some time; there was a long line. Eventually they checked our passports, got our credit card number, and gave us our ship room key card/credit card. There were over 390 of us on board! There was a large group of Japanese as well as Germans and French. I'm sure there were a few Norwegians, too, but they all spoke English.

Our room was 802. It had a porthole and was on the starboard side. There was a narrow bed; my bed was a sofa during the day. Lots of storage space. The shower was in a corner of the bathroom; it contained soap and towels, period. It was all too cramped of course, and when the ship rolled or pitched we tended to sit down.

Because of a party for the locals, the ship left Bergen 3 hours late. It seemed that we were always late during the voyage. One reason was that whatever direction we were going, we were going into the wind. We missed a Viking Feast because we were so late into port.

With few exceptions, the sky was cloudy and rain or snow was present. I saw northern lights on Dec. 11, but they were far from spectacular. It looked like a thin white cloud with occasional green spots. There were some military museums I would have liked to visit, but the ship was always late, so there was not enough time.

Norway has a strange coast; there are hundreds of smallish islands (rocks, really). As long as the ship was between the is-



lands and the coast, the ride was quite smooth. When we sailed into the Atlantic (we were always warned ahead of time), it got quite rough, with lots of pitching and rolling. Sue and I wore transderm-scop patches, and they seemed to work.

December 10 we arrived in Kirkenes, which borders Russia. The city contains 5,000 people. We got off the ship around 9:30 in the dark in a snow storm with a strong wind. The footing was hazardous: ice under snow. The options for sightseeing were optimum: dark, snow, what could be better? I have already described most of the tour, but I have not yet explained the excitement at the Russian border. I'm not sure we saw the border, but we knew in which direction it lay. I could have exited the bus with everyone else and stood in the snow, but I decided to sit on the bus. The rest of the bus got off and milled about, taking flash pictures in the direction of the border and visiting a small souvenir shop. The guide on the bus was amusing when she spoke to us, but the tour itself was forgettable.

We were now on the return leg to Bergen. We were supposed to stop at Vardø, where I had my eye on Vardøhus fortress built in 1737. Nope. Ship was too late.

December 12. After breakfast in Harstad, we walked through the snow and wind to our German/English bus. Our guide said everything in two languages. When we stopped at Norway's most northerly medieval stone church, it was still nighttime dark. Lights were on the church and the graveyard surrounding it. It was a former Catholic church, but there were no saints hanging from the walls. After a short explanation of the origins of the church and a tribute to Saint Olaf, who brought Christianity to the Vikings, we walked across the parking lot to the museum. I'm not sure what it was a museum of. It had bits of history of several things, Christianity among them. It was nicely done, plenty of space, good explanations.

Most of the excursion was driving through the Norwegian countryside. Around 11 it started to get bright. At noon it was twilight. At one point we got off the bus and walked across a bridge, which was pretty exciting. Also, our two buses drove on a ferry, where we got off the bus and had a coffee. Then back on the bus, where we drove to Sortland and got back on the ship. About 20 local people got off the ship first, toting their bags and children.

While eating dinner, we arrived in Svolvær, an "old fishing village," where we stayed for two hours. After dinner, Sue and I got off the ship. One had to show one's badge to the electronic reader when leaving and returning to the ship. As one passed his badge through the reading light, a recorded voice said, "Good bye" or "Welcome." Right outside the gate there was a building with the sign, "Lofoten Krigsmuseum." I interpreted that to say Lofoten Mini War Museum. And, it was open! It cost 80 kroner each to enter. We paid the man behind the desk, who turned out to be William Hakvaag, who owned the museum. [www.lofotenkrigsmuseum.no] He spoke good English and was very accommodating. Three or four other people from the ship came in with us, and he took us all into another room to show us "something interesting." It was a watercolor of a house about 8 x 10 inches that was signed "A. Hitler." He didn't know for certain that the A. stood for Adolph, but he was pretty sure. Since there are other paintings by Hitler, I would think that it could be checked more carefully.

The museum took up five rooms on one floor. The rooms were full, if not overflowing. There were many, many store dummies dressed in the various uniforms, some weapons, some models of ships and tanks, posters, photographs, flags, plates!,



Some of the many uniforms on display. The game in the lower left appears to be an air game from 1939 named something like "We tar and feather England."



A sub game, With Priens against England. Priens was the sub commander who sank the Royal Oak in Scapa Flow.



Tobacco and peanuts.



cup's!, a German motorcycle, German grenades. There was also a game; it looked like a submarine vs. merchant ship contest around the British Isles. The variety of uniforms was very impressive. It included all three services of various armies.

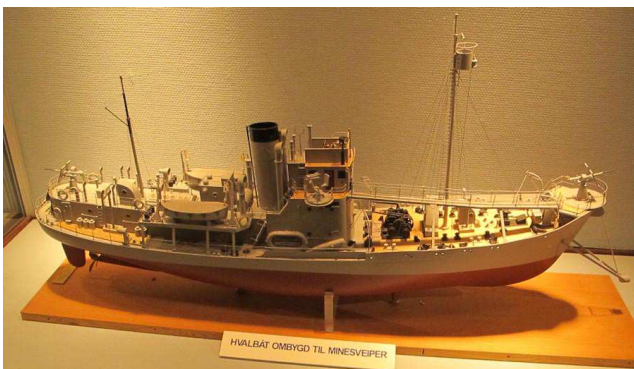
It was a very interesting museum, especially since it was owned by one person. The owner said that his father had been in the resistance and had a radio with which he communicated with Britain. He had been close to being caught by the Germans, but he had escaped capture. A good museum in a small town in northern Norway.

As we travelled up and down the coast, our leader gave several lectures on Vikings. He has written several books on Vikings, and his lectures were quite interesting. One thing I remember was his understanding of why the Vikings lost their power: Christianity and taller enemy ships. Originally, the Vikings believed that when you died you went to a happy place, whatever you had done. Christianity taught that only the good went to a happy place; so being the normal Viking became a problem in the afterlife. Also, as time went on, Viking foes built higher ships, so their crews could fire down on the lower, open Viking ships. I bought a copy of his latest book, *Northmen*, which is resting on my to-read shelf.

★★



A wheel lock rifle



### The Campaign in South Norway Improvised defence against a blitz invasion

The German invasion on the night of April 9, 1940, was a large-scale strategic operation which achieved complete surprise: the country was not in a state of military readiness. On the first day Oslo, Horten, Kristiansand, Stavanger, Bergen, Trondheim, and Narvik were occupied by troops landed from the sea, while Fornebu and Sola airports were seized by airborne troops. Vital military depots and mobilization points were soon in German hands.

The German cruiser "Blücher," pride of Hitler's navy, was sunk in the narrows of the Oslo Fjord and sent down with 1,000 hands. The sinking of the "Blücher" enabled the King, Government, and members of the Storting to make good their escape from the capitol, as well as providing enough breathing space for the improvisation of military units in the interior.

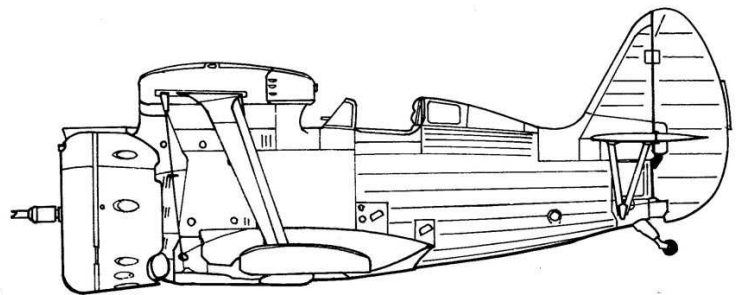
While the initial attack only involved comparatively small numbers of German army units, the Luftwaffe operated in overwhelming strength. In the initial stages the Norwegian army in South Norway endeavoured to hold a line of defence right across Møre and Trøndelag. This attempt proved unsuccessful.

The Norwegian forces consisted mainly of scratch units, for the most part untrained, mentally unprepared, and inadequately armed and equipped. In the face of German dive bombers and tanks, Norwegian troops carried out a general withdrawal, offering little real resistance, although here and there isolated units fought with courage and determination.

The first British troops to reach South Norway had seen no active service; they were followed by battle-trained troops, but the supremacy established by the Luftwaffe prevented effective allied operations in South Norway.

After fighting a rearguard action in the Gudbrandsdal Valley, the British forces were evacuated via Andalsnes.

The old fort at Hegra east of Trøndheuum held out until May 5.



Polikarpov I-153 (Russian)

## Book Review

### **Ardennes 1944: the Battle of the Bulge**

By Antony Beevor

Published by Viking/Penguin Random House

Reviewed by Art Dohrman

Beevor is one of the “Big Names” in military history for a popular audience, and rightly so. Some of his previous books include "D-Day: the Battle for Normandy" and works on Stalingrad and Berlin. This work covers a somewhat broader time span than indicated by the title, addressing the battles on the German frontier between the liberation of Paris and the actual launching of the German offensive in the Ardennes, in at least a summary form. It also devotes a good bit of text to the German preparations for the offensive.

Of course, the bulk of the book is devoted to the battle itself, from December 16 to January 29.

The book naturally covers events on the battlefield but also the goings on among the commanders (none of the higher-level Allied commanders come off particularly well in Beevor’s view) and the effect of the battle on the local civilians (this part is very well done). Most of this material has been covered before in multiple places, but Beevor does a good job of tying it together into a cohesive narrative. Some of the eyewitness accounts have not been widely covered previously, and Beevor also discusses the British participation in the battle, which, although a small part of the overall battle, tends to be overlooked entirely.

The discussion of the battle is organized on a day by day basis from December 16 through 26, with a chapter devoted to the events of each day. The Allied counteroffensive which began on the 22<sup>nd</sup>, but gathered steam after Christmas, gets four chapters, followed by a chapter of conclusions. The appendix has a detailed order of battle down to battalion/regiment level. There is also a detailed set of notes and an outstanding bibliography.

I’m mildly disappointed in the maps: they are few, far between, and varying in detail. And as a former combat engineer myself, naturally I would like to see the role of the “damned engineers” in demolishing bridges and holding strong points such as Malmedy and Trois Ponts until the maneuver forces could come up covered more prominently.

All in all, though, this is a good, well written overview of the events leading up to the battle and the battle itself and would provide a good framework for someone wanting to fit all the detailed bits and pieces together. If you’re looking for many of the details themselves, you may have to supplement with other readings. This book was just published last fall and is available at the moment in hardcover and ebook.



## Scotty McPherson

Sad news. Scotty McPherson has passed away.

From Jarrett Kolthoff, Scotty's step son, we received:

"I apologize, although there is no real good way to do this. Scotty fell victim to the flooding in Missouri last week and we just now gained access to his email account. He was driving back from the store - getting groceries for New Years Eve. He was less than a mile from his house when the flash floods hit the road he was driving on.

"His services are schedule for this Friday (Jan 8th) at noon at Baue in St. Charles, Missouri."

Chris Geggus wrote:

"Jarrett,

"I am so sorry to hear the sad news of Scotty's death. I am the lone Brit amongst this group of gamers, so have probably read the news first.

"I never met your step-father, but I enjoyed being both his colleague and opponent in a number of naval wargames played by mail over the years. He was always courteous and friendly in all the correspondence that I ever exchanged with him and he was a delight to play with. We never got to talk about our respective private lives, so I had little idea that he was at risk of your southern floods. It was sad to read the news articles.

"Please accept my condolences to yourself and all Scotty's family. He will be much missed by the gaming fraternity.

"Best Regards, Chris Geggus"

"Jarrett,

"Chris said it so well for all of us that interacted with Scotty. He was always a kind and generous player in all our interactions and he will be missed.

"Our prayers and thoughts are with you at this difficult time.  
"Andy Johnson"

"I have been gaming with Scotty McPherson #1000 since 1983 or so and experienced many, many hours of great fun with him. Having visited him and wife years ago I found him to be a wonderful person and real gentleman.

"Regards, Dave Bergmann"

" I took the liberty of posting this on the guestbook entries for Scotty on the Funeral home website:

Deepest Sympathy to all of Scotty’s family and friends. Scotty was a long time valued member of AHIKS (game club) and he will be sorely missed by all. I personally had the pleasure to deal with him as he donated spare game parts to our “parts pool” in that it might help out another member in need. He was a gentleman and honorable gamer. RIP, Scotty.

"IMO it is the least we could do as a society for someone who has been a member of AHIKS for 30+ years and his stepson took the time to notify someone in AHIKS that he passed away. That says to me that AHIKS meant something to him. He was also a contributor to the UCP and in a strange twist of fate I just received a donation from him this week which he mailed just before his death. I had planned to send him a thank you email today (my day off to play catch up) but instead found myself writing on his obituary page...

"Brian Laskey"





## From the Editor

Fifty years. Wow. AHIKS celebrates its fiftieth year of existence next month, March. Many of you youngsters were not even alive when it started. Before the internet, at the height of board wargaming, there were dozens of clubs in existence, all espousing their indomitability and daring other clubs and individuals to take them on. And there was AHIKS trying to avoid all those clubs, championing good play, and inaugurating the Intercontinental Combat Resolution Key (ICRK).

Those other clubs are all gone now. As are most of the people who started AHIKS. Looking way back at the membership list, it is hard to find a name still with us. Times change, we certainly change, and yet AHIKS still endures. It has changed, too. *The Kommandeur* is no longer strictly 12 paper pages mailed out six times a year. Although it is still available, we don't need the ICRK when the internet rolls our dice. He serves his purpose, but the Judge can no longer be expert with the hundreds of wargames out there. Moves are much quicker on the internet. Money problems used to crop up in the past. And we're still here.

The game liquidation went much better than the book liquidation. There were many requests, from one game to forty. There were a lot of requests for the same game. Since I had only one each, that posed a problem. Another problem was which requests to fill first. Some of the "rules" I used were time-in-AHIKS, what have they done for AHIKS, and are there any officers. Boxes were another problem. Although I had a bunch available, the large orders meant I had to buy boxes, which added to the postage costs. Postage costs!! I grossly underestimated postage, so I had to weigh

the shipment (I always forgot the box), go on-line to the postal service, calculate cost, write the member to see if he wanted to pay the cost, pack the box (stuffing was another problem), cart it to the post office, tell the member what to send me (several did not know my address).

Ah, the post office. Rio Rancho is the third largest city in the state of New Mexico. It has one (1) post office. On one trip, I was in line for 20 minutes before I got to the clerk; on another trip I was in line for 25 minutes. On another trip, I figured that anyone with a good mind should be able to out-smart this problem. I drove to the post office early, and was there by 8:35; I carried the biggest box to the door; the sign said that the post office opened at 9:00. I said *merde*, or something similar. So I sat in the car listening to the radio until five minutes to nine. When I got the first box in, there was already a woman with her box ahead of me. By the time I got the rest of the boxes in, I was sixth in line. Sob. By careful reasoning, I waited 30 minutes rather than only 20 minutes.

Most members were very appreciative, and I am happy the games have found good homes.

Glenn Petroski is holding the twenty-fourth Midwest Open March 5 and 6. He always has a good turnout. If you like to play **Victory in the Pacific**, you should think about attending. You can call him at 262-654-5044 or email him at AREA1@ATT.net.

The next issue will be delayed. Your editor will be in Japan viewing the cherry blossoms until April 10. So you should be able to read the next issue around April 17. One hopes that the cherry blossoms are more visible than the northern lights!

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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: April 10, 2016.**

### GENERAL INFORMATION

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

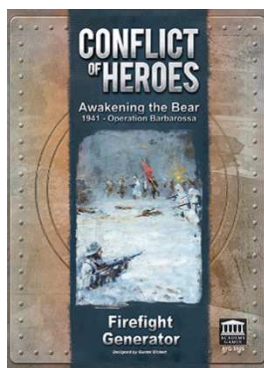
## Game News

### GAMES

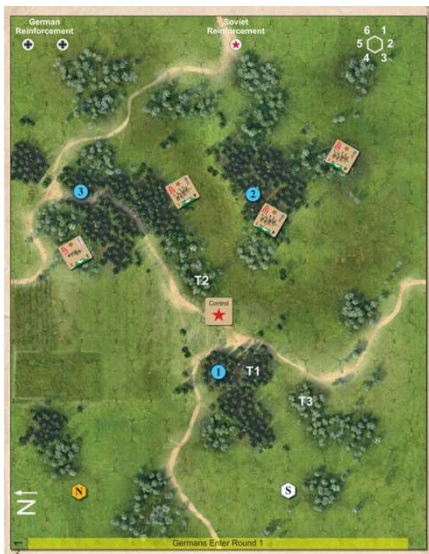
#### Academy Games

**Awakening the Bear - Firefight Generator** builds on the Conflict of Heroes series for a whole new experience. Players use strategy and cunning to manipulate the battlefield and available forces to create an engagement set to their advantage. This expansion for **Awakening the Bear** 2nd Edition includes everything you need to create countless Firefights, from solo Firefights that make use of **Awakening the Bear - Solo Expansion** to giant, multi-map, four-player battles.

To create a unique new Firefight, players alternate playing Generator Cards to choose their units, Victory Point conditions, weapons, weather conditions, and more. Players can bluff, outmaneuver, and thwart their opponents... all before the Firefight even begins! Successful commanders will make smart and strategic choices by allocating their limited resources to set themselves up for victory. Create a 1 - 4 player Firefight in under 10 minutes! \$45 <https://academygames.com/games/product/cid-153>



**The Eastern Front Solo Expansion** is a rule set that has been in development for over 3 years! A player will be able to play **Awakening the Bear** against a highly reactive game AI. This AI is based on the most modern Emergent Behavior and Agent Based Logic programming systems. AI units are not individually programmed like in past solo games. Instead, each situation is evaluated and the best course of action using available AI resources and unit assets is implemented. This is a radical and groundbreaking implementation of advanced computer programming by Academy Games for their Conflict of Heroes series. Players will be surprised by the AI strategy and actions that emerge as a result of the player's own battle tactics. This may force even veteran players to hone and adapt their own playing styles in order to overcome the AI. \$45 <https://academygames.com/games/product/cid-154>

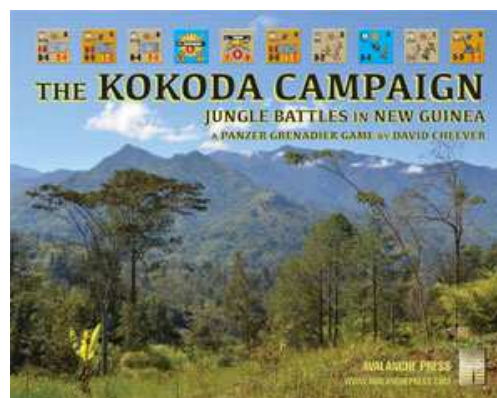


#### Avalanche Press

**Liberation 1944** is a complete game in the Panzer Grenadier series covering the fierce struggles of His Majesty's forces through Operations Overlord, Goodwood, and Bluecoat. There are 41 new scenarios by designer Mike Perryman. Four new mapboards by artist Guy Riessen show the hedgerows, hills, towns, and farmland of France. Both sides bring swarms of tanks to the game table: Sherman and Fireflies, Cromwell, and Churchills match up with Panthers, Panzer IVs, and Tigers. \$80 <http://www.avalanche-press.com/gameLiberation.php>



**The Kokoda Campaign** is a complete boxed game in the Panzer Grenadier series. Based on these battles, it includes the two maps that appeared in our old Kokoda Trailbook and 428 playing pieces that originally appeared in our out-of-print **Gua-dalcanal** and **Afrika Korps** games. It has 30 scenarios originally designed by Dave Cheever and re-worked by Matt Ward and Daniel Rouleau, plus a campaign game. \$45



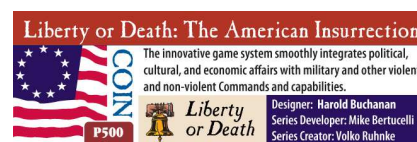
**Kursk: South Flank** is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 40 scenarios. Design is by Panzer Grenadier veteran Mike Perryman.

In this game the German SS Panzer Corps assaults the lines of the Soviet 40th Army, only to meet fierce counter-attacks from the Sixth Guards Army and First Tank Army. Pieces include masses of tanks: Lend-Lease Grants, T-34 tanks in three models, T-70 light tanks and more. \$90 <http://www.avalanche-press.com/gameSouthFlank.php>



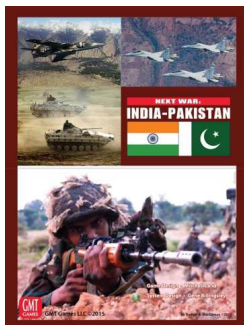
#### GMT Games

As with earlier COIN Series volumes, players of **Liberty or Death: The American Insurrection** will face difficult strategic decisions with each card. The innovative game system smoothly integrates political, cultural, and economic affairs with military and other violent and non-violent commands and capabilities. Rabble-raising, Indian Raids, Persuasion, Naval Pressure, Letter of Marque, Looting, Trading, Skirmishing, and Foraging and more options are available. Solitaire, 2-player, 3-player, or 4-player experiences are equally supported. \$82 <http://www.gmtgames.com/p-518-liberty-or-death-the-american-insurrection.aspx>





**Next War: India-Pakistan**, ground units represent the brigades, support units, and divisions of the armies of the India, Pakistan, China, and the United States. All ground units are rated for their attack and defense strengths, movement capabilities, and unit efficiency.



Air units represent fighter, bomber, and attack squadrons of the major combatants and are rated for All-Weather Capabilities as well as their range, average pilot skill, and their abilities in Air-to-Air Combat, Close Air Support, and Strike missions.

The game's map represents the area in and around the Punjab district of Pakistan and the Indian state of Jammu and Kashmir at a scale of roughly 7.5 miles per hex. The map stretches from edge of The Great Indian Desert to just inside the Himalayas and encompasses portions of both sides of the border. \$85  
<http://www.gmtgames.com/p-461-next-war-india-pakistan.aspx>

### Hexwar.com

**Wilson's Creek** is based on the board game of the same name and is part of the Great Battles of the American Civil War series of games, recreating the significant battles of the American Civil War. The battle of Wilson's Creek was fought on August 10, 1861, and took place five miles southwest of Springfield, Missouri. Brigadier General Nathaniel Lyon led a surprise Union attack upon an allied force of Confederate regulars led by Brigadier General Benjamin McCulloch, and Missouri State Guards led by Major General Sterling Price. The battle was the first major conflict in the Western Theatre, and one of the pivotal factors that kept Missouri in the Union. \$2 to \$5, depending upon device.  
<https://www.hexwar.com/downloads/civil-war-wilsons-creek/>



### High Flying Dice Games

**Blond He Was And Beautiful** Battles of the Middle Ages, Volume 2

Battle of Benevento, 1266

Battle of Tagliacozzo, 1268

Battles of the Middle Ages is an easy to learn wargaming system that recreates several of the most famous battles of the Medieval period of history, from the end of the Dark Ages to the dawning of Renaissance. These games are designed to be fast and furious, easy to learn, and to play but with enough historical research to make them true to the history.

**Benevento, 1266**, is one of the most important battles of the long, vicious struggle of strength between the Papacy and the Ghibellin dynasty of the Hohenstaufen family. After the death of Frederic II, King of the Two Scillies, his bastard son, Manfredi d'Altavilla, raised an army against Pope Clement IV. After a fierce battle, Manfredi was defeated and died in battle. He was made immortal by Dante Alighieri, who put him in Purgatory and said of him "Biondo era, e bello, e di nobile aspetto".  
**Tagliacozzo, 1268**, may be considered the end of the Ghibellines, with the defeat of the last heir of the Hohenstaufen family,

Conradin of Svabia. Similar to the earlier battle of Beneventor, it was mostly a clash of knights, resolved by the cunning of Charles of Anjou, who was not reluctant to sacrifice two-thirds of his army to surprise the Ghibellins who thought they had already won the battle before it was even fought (and acted accordingly). \$12  
<http://www.hfdgames.com/blond.html>



**Diamond In the Rough**, Battle of Fort Driant, October 3-13, 1944, is a game similar to the earlier release of a **Test of Mettle**, one of our Professional Edition games.

The Battle of Fort Driant was a constituent battle in the 1944 Battle of Metz, during the Lorraine Campaign and the greater Siegfried Line Campaign. The battle was on occupied French territory between the forces of Germany and the United States Third Army under the command of General George S. Patton.

Fort Driant was located five miles southwest of Metz, just west of the Moselle River. Originally built in 1902 and named after Colonel Émile Driant, the fort was continuously reinforced throughout World War II by both the French and German armies. Fort Driant was made from steel reinforced concrete; it was also surrounded by a deep dry moat and barbed wire. It housed five main gun batteries of 150 mm guns, infantry trenches, and armored machine gun and observation posts. From its commanding position, it could direct heavy fire in the Moselle Valley.

When the U.S. Third army arrived at Metz, they were quickly drawn into a stalemate with the German defenders for weeks over control of the city and its perimeter. Upon sustaining heavy losses attacking the fortifications, it was clear to the Americans that Fort Driant would have to be taken to establish effective control of the fortifications around the city. Patton declared the fort an easy target, and committed elements of the 5th Infantry Division to the attack. \$12  
<http://www.hfdgames.com/diamond.html>





**Alfred the Great** The Great Heathen Army, 871 AD is a low complexity wargame. The game portrays the period from January to May 871 AD when King Aethelred (Alfred's brother) and Prince Alfred confront the might of the Viking Army led by Kings Halfdan and Bagsecg.

The Viking Army, having previously defeated the East Anglians and subdued Saxon Mercia, next moved into the Royal Estate of Reading and were poised to attack the kingdom of Wessex. At this time Wessex was the last kingdom of the Saxons not under Viking subjection.

The game is as much strategic as tactical, while there will be pitched battles in which players will have to make the decision as to when and where to fight and how best to maximize their strengths whether as the Viking or Saxon player.

Kings are of great importance in the game. When they are leading the warriors in combat your moral and thereby fighting ability is increased, but their loss will leave the survivors considerably weakened.

In a time of strong and aggressive Kings there was no greater leader than the indomitable Alfred (to be eventually known as The Great). His leadership with his brother Aethelred in this dark period made the Saxons of Wessex a formidable foe. \$15 <http://www.hfdgames.com/alfred.html>



## H&S Games

**Ostfront** is the newest addition to the H&S Games family. This highly detailed simulation of infantry combat in the Soviet Union during the inaugural year of Operation Barbarossa heralds a new step in H&S Games design and development. No previous H&S Games release has undergone as much research and development in an effort to portray a rewarding and exciting combat experience. \$20

<http://hexesandsoldiers.wix.com/hsgames#!gallery/cjg9>



## Legion Wargames

**Indian Wars of the Am. West -Vol. II, Battle of Rosebud Creek, June 17, 1876.** By Michael Taylor. This is a Reprint of the CSR Award Winner: Best Desktop Published Wargame, 2007.

George Armstrong Custer and The Little Bighorn fight have long overshadowed the Battle of the Rosebud. Preceding the Little Bighorn by a week, the outcome of this battle directly influenced what happened to Custer and the 7<sup>th</sup> US Cavalry. General George Crook was given command of the southern column of the Bighorn Campaign. With Gibbons column coming in from the west and the Terry/Custer column from the northeast, the campaign's objective was to trap the Sioux and Northern Cheyenne and forcibly return them back to their reservation. Tactically the battle was inconclusive. Casualties on both sides were relatively low, and in the end Crook held the field. But strategically the Rosebud fight was a great victory for the Sioux and Cheyenne. Crook expended a huge amount of ammunition; most soldiers were down to 10 or fewer rounds each. Many horses were killed, injured or worn out. Because of these reasons Crook decided to withdraw his command back to his base camp, effectively taking his column out of the campaign. Had Crook been able to continue operations, he could have linked up with Custer's column, adding his infantry and cavalry to the 7<sup>th</sup> Cavalry. Custer's last stand would have, in all probability, never have occurred. \$58

[http://www.legionwargames.com/legion\\_RSBD.html](http://www.legionwargames.com/legion_RSBD.html)

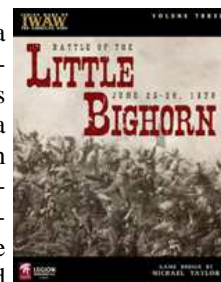
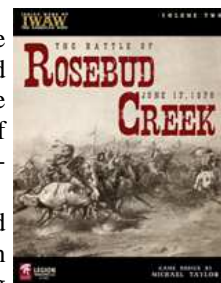
**Indian Wars of the Am. West -Vol. III, Battle of the Little Bighorn, June 25, 1876.** By Michael Taylor. This is a reprint of the CSR Award Winner: Best Desktop Published Wargame, 2007.

June 25 and 26, 1876, eastern Montana Territory. The Battle of the Little Bighorn, also known as Custer's Last Stand, was the epic fight between a massive combined force of Plains Indian tribes and the 7<sup>th</sup> United States Cavalry under the command of Lt. Col. George Armstrong Custer. The battle was by far the most famous event in the Indian Wars and was a crushing victory for the Indians. Custer, already famous for his Civil War exploits, became an American folk legend. Little Bighorn was the last great victory for the Sioux and Cheyenne. Defiant and proud, they were determined to preserve their way of life. But within a year the great Sioux nation was broken and defeated by a nation swept up in the emotions of the Centennial and bent on revenge and retribution for the death of one of America. \$68

[http://www.legionwargames.com/legion\\_LBH.html](http://www.legionwargames.com/legion_LBH.html)

## Lock 'n Load

**Heroes of Normandy.** The award-winning, squad-level Lock 'n Load Tactical Series jumps into Western Europe in 1944 with **Heroes of Normandy**. From the initial D-Day drops, on June 6th, to the fighting in the Norman bocage, and on to Operation Market Garden, this combination of **Band of Heroes** and its expansion, **Swift & Bold**, arrives at the battle heavy with 30 scenarios, over 650 die-cut counters, and the latest v4.1 rules.



Infantry squads and intrepid individuals, such as skilled Leaders and Heroes, are at the core of the LnP Tactical Series. With them you can fire M1919A4, Vickers, MG34 and MG42 machine guns; take aim at approaching tanks with Bazookas, Piats and Panzerfausts; and find the range with heavy mortars and numerous anti-tank guns, from the American 57mm to the dreaded German 88mm. Vehicles, especially tanks, also clatter onto the battlefield to take on pesky infantry and, of course, each other. M4A1 Shermans, M5A1 Stuarts, Fireflies and Cromwells square off against Panzer IIIs and IVs as well as the big cats: Panthers and Tigers.

**Heroes of Normandy** has 30 scenarios and tells the battles of the men from the 101st Airborne, 82nd Airborne, British 6th Airborne, 17th SS Panzergrenadier, 6th Fallschirmjäger, 91st Airlanding and 352nd Infantry Divisions. The scenarios cover battles spanning the D-Day drops, fighting the Norman hedgerows, and Operation Market Garden. \$85

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

**Heroes of the Falklands** brings you to the windswept, rocky landscape of the Falkland Islands—or Islas Malvinas, as they are known by the Argentines. The brief but brutal war in 1982 began after the Argentines unexpectedly seized Stanley, the capital of the Falklands, and the island of South Georgia from small garrisons of British Royal Marines. The British government responded by sending a large naval task force to the South Atlantic to reclaim the disputed islands. Here, the fierce ground combat that occurred during the war is depicted.

The Expansion Module **A Ring of Hills** is now back in print as a complete game. With 13 scenarios **Heroes of the Falklands** feature the Argentine seizures of Stanley and South Georgia and all of the major land battles, from the British Paras' costly but morale-boosting assaults on Darwin Hill and Goose Green, to the daring commando raid on Top Malo House, across East Falkland to the climatic battles for the ring of hills around Stanley. Two what-if scenarios depict Argentine opposition to the British landing at San Carlos and a last-ditch fight for control of Stanley. \$65

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

In **Heroes of the Nam**, forces from the Army of the Republic of Vietnam (ARVN), the United States Army and Marines, as well as their valiant Anzac allies from Australia and New Zealand, take on determined enemies from the North Vietnamese Army (NVA) and the unpredictable Viet Cong (VC). Powerfully armed squads are at the vanguard of all actions, spurred on by daring leaders and other unique individuals such as snipers, medics, corpsmen, chaplains, advisors and, of course, heroes, whose unique skills and sudden appearance can alter the tide of any battle. Helicopters, tanks and armored-personnel carriers (APCs) also join the fight. \$75

<http://store.lnlpublishing.com/lock-n-load/Heroes-of-the-Nam>

### Matrix Games (for the PC)

In **Order of Battle: Morning Sun** players take control over the Japanese forces fighting for territorial expansion and rich Chinese resources. The conflict soon turns into a massive all-out war between the two sides during the Battle of Shanghai. While the Chinese forces are numerically superior, they have

suffered from internal conflict and are poorly equipped with outdated weapons. The recently modernized Japanese Army on the other hand is well trained and experienced, but as the war drags on it gets increasingly overstretched, allowing the enemy to regain the initiative at several occasions.

Japanese armies have been reinforced with several new units including biplane fighters and bombers such as the Ki-10, D1A and A4N1, the Sōkō Sagyō Ki flamethrower-equipped engineering vehicle and Type 89 medium tanks. The Chinese rely heavily on foreign arms deals, resulting in a diverse arsenal made up from Soviet Polikarpov fighters, Tupolev bombers and T-26 tanks, German Panzer Is, Sdkfz 221/222 armoured cars and 37mm PaK guns, Italian L3/33 tankettes, British Gloster Gladiators and many more. Nations now also have access to Cavalry units and Horse Transportation for towed guns. In total, almost 100 new unit types have been added to the game. <http://www.matrixgames.com/products/594/details/OrderofBattle-MorningSun>

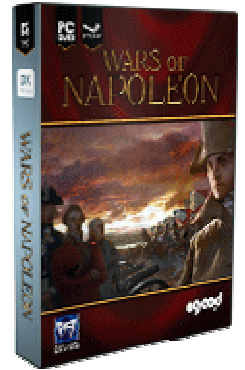
### Wars of Napoleon

The engine has been refined to better represent the peculiarities of the period, allowing players to think and act as commanders of the Napoleonic era.

Players are now able to manage the complexities of army's organization and logistics in a very detailed political setting, where each contender plays a vital part to the final outcome.

Also play as one of the other main contenders of the time such as Austria, Russia, Prussia, Spain, or the Ottoman Empire and emerge amongst the victorious powers! \$39

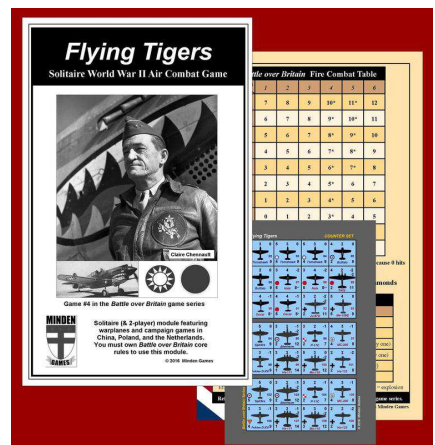
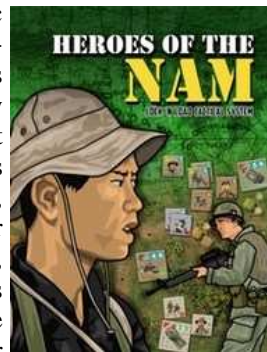
<http://www.matrixgames.com/products/593/details/Wars.of.Napoleon>



### Minden Games

**Flying Tigers** is game #4 in the Battle over Britain series. It is a solitaire module. Scenarios cover the Chinese AVG fighting the Japanese (in the P-40B made famous in the campaign), plus campaign games of the Polish and Dutch campaigns of 1939-40. With the core BoB rules, this module gives you everything you need to play these three historical campaigns. Included are a 12-page illustrated rule booklet, one counter sheet (counters must be cut apart prior to play), one game series Reference Card. Ziplocked.

Individually rated warplanes included in Flying Tigers: AVG P-40B Tomahawk; British Brewster Buffalo, Spifire I, Blenheim; Polish P-11C, Dutch Fokker D.XXI; Japanese Nate, Oscar, Sally; German Me-109E, Me-110C, Ju-87D, Hs-123, He-111; Italian MC-200. \$13 [http://minden\\_games.homestead.com/PanzerDigest13.html](http://minden_games.homestead.com/PanzerDigest13.html)

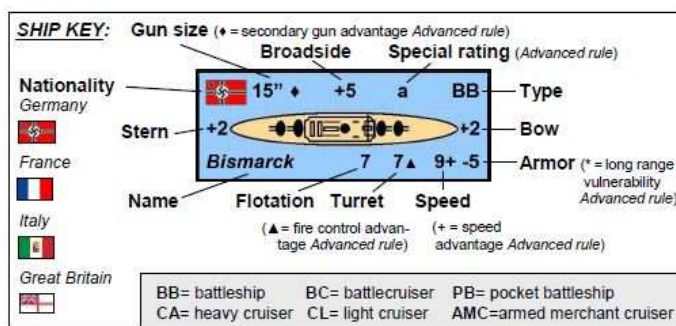




**Advanced Salvo! European Theater** is a strategy wargame simulating tactical World War II naval battles between individually rated warships. It uses the standard **Salvo!** game system, but with advances and enhancements to allow players to recreate WW2 naval engagements between ships or squadrons of ships. It has been designed to play equally well solitaire as for two players. The game system emphasizes playability and historicity. Warships from Great Britain, France, Germany, and Italy (BB, BC, PB, CA, CL, and AMC types) are provided.

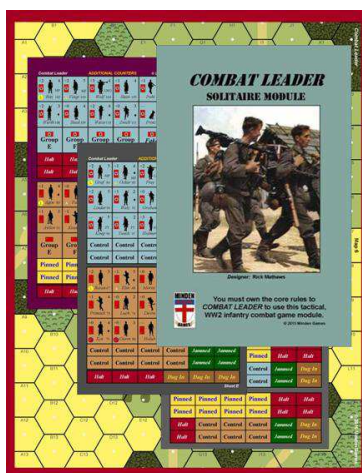
What's Included: 20-page illustrated rule booklet (containing standard, advanced, and optional rules, plus scenarios and ship record forms); four sheets (eight sections) of German, French, Italian, and British ship counters (144 in all); two Scenario Cards (Battle of the River Plate, and Denmark Strait), Sea Display; and two identical Reference Cards. Ziplock packaging. Counters are printed in full color on thick card, and must be cut apart prior to play. \$20

[http://minder\\_games.homestead.com/AdvSalvo.html](http://minder_games.homestead.com/AdvSalvo.html)



**Combat Leader: Solitaire Module** allows you to play solitaire using an easy, playable method of play. Includes 20-page, illustrated rule booklet, two counter sheets (E & F), one extra set of Markers, and Map 6 (farmland). Ziplocked. The rules allow you to play solo any of the original six **CL: Eastfront '41** scenarios, with the system playing the German or Russian opposition. Also included are four new **Encounter** scenarios, especially made for solitaire play. Finally, a Quick Scenario Generator lets you create your own CL scenarios, quickly and easily. **You must own the core rules of Combat Leader: East Front '41 to use this module.** You must own the **CL: Expansion** set to play one of the new **Encounter** scenarios. As mentioned, this module adds two new German and two new Russian squads (plus extra men, and some heavy weapons), extra game markers, and a new map. This is a complete package to expand your enjoyment of this tactical WW2 infantry game system. \$15

[http://minder\\_games.homestead.com/Specials.html](http://minder_games.homestead.com/Specials.html)

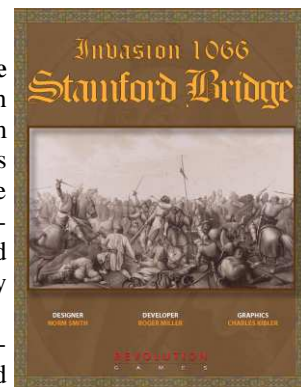


**Revolution Games**

**Invasion 1066: Stamford Bridge** is the second game in the Invasion 1066 series designed by Norm Smith. Originally published as Orri's Storm by Saxon Games, we have enhanced this great design by developing the rule set even further and providing new artwork by industry veteran Charles Kibler.

Just days after defeating an English army at Gate Fulford, Harald Hardrada, the Viking warrior king, is caught by surprise at Stamford Bridge by a second English army.

Map scale is 50 meters per hex and the units vary in size from 100 to 250 men. The game is quick-playing and bloody with easy to understand mechanics. Historical touches such as berserker rage, Orri's storm, Viking shield wall, army morale by troop type, leader loss, and arrow supply; it is all here in a very easy to play package. \$21 <http://www.revolutiongames.us/>



**Tiny Battle**

John Gorkowski's **In the Trenches** World War I tactical gaming system was first published in 2009 by Grenier Games. Tiny Battle Publishing is proud to reintroduce this modern classic to gamers in a series of affordable folio editions, beginning with two brand-new Base Sets. Base Set I is **Devil Dogs**, a three-scenario look at the famous and brutal Battle of Belleau Wood that earned the United States Marines the respect of allies and enemies alike. All the status and administrative markers you'll need to play any of the expansions that follow are included. Counter art is by Christian Sperling (**Neuschwabenland, Sticks and Stones**) with maps by Jose Faura (**Our Royal Bones**). The expansions coming later will include materials from the 2009 releases, appearing through the courtesy of Mr. Grenier. \$22

The second game in Tom Russell's **Blood Before Richmond** series recreates the battle of Glendale, plus the artillery-only sideshow that was White Oak Swamp. It's Lee's last chance to cut off the Union retreat before the boys in blue entrench at Malvern Hill. This battle has some very challenging terrain for the Confederates, rendered beautifully by Ilya Kudriashov. The Rebels are also starting to look a little weary and are opposed by fresh, high-quality Union troops. But it's a fairly even contest, especially if the Union Player adopts the handicap of the special "Galena Rule." \$20

The **Shields & Swords** series of medieval battle games debuted in the first issue of *Yaah!* Magazine with **Stamford Bridge** (\$20) and **A Hill Near Hastings**.

Tiny Battle is proud to reprint these games in one nifty package for those gamers who missed them the first time around. The games have been revised and rebalanced so as to utilize the updated ruleset that powers **Our Royal Bones** and **We Happy Few**.

<http://tinybattle.blogspot.com/search?q=in+the+trenches>

**Victory Point Games**

**For the Crown** combines the race of deck-building and the deep maneuvering of Chess. Sacrifice your cards to gain new units--but save enough to keep your economy growing. Get into position to use your new card to full effect--but make sure you have a backup plan if you don't draw it right away. Take a mo-



ment to capture a vulnerable enemy unit—but no more than a moment, lest a new and stronger unit arrive to take its place.

The **For the Crown Sceptered Bundle** includes: the base game; **Shock and Awe** (Expansion #1); **Between Heaven and Earth** (Expansion #3); and the **Vanguard** Promo Pack. This bundle gives you a total of 274 deck-building cards; 247 game units; a comprehensive Rulebook; and more. \$80

<http://www.victorypointgames.com/ftc-bundle.html>

## MAGAZINES

*Battles* magazine #10 arrived a few days after the last issue went out. I have always found the magazine well done and interesting. The downside is the frequency. It took about a year to get this issue sent out. If you are willing to wait, I can recommend *Battles*. <http://battlesmagazine.com/eshop/index.php>

*Modern War* #22 contains **New World Order**, a grand tactical wargame of battles that were, or could possibly be fought, in the era since the fall of the Berlin Wall, and even into the near future. Players control actual and hypothetical combat units using a wide range of technologies and forces to gain objectives. Two scenarios are included: Kiev, covering a hypothetical Russian clash with NATO forces at the Ukrainian capital, and Ulaan Baatar, a hypothetical clash between Russian and Chinese forces at the Mongolian capital.

There are two players in each game, commanding opposing forces. Both games use a system of shared rules, and each also has its own scenario special instructions. The game pieces represent military units, supporting firepower, and Netwar operations. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW22>



*Panzer Digest* #13 (Winter 2016) is a 44-page magazine that contains articles, reviews and two issue games.

**Combat Leader: Winter War** covers the 1939-40 Winter War between Finland and the Soviet Union. While it functions within the Combat Leader game series, it is also a complete, stand alone game. It includes everything you need to play the scenarios involving these two nationalities. Special rules cover snow conditions, as well as special characteristics of Finnish soldiers, and their unique squad compositions. Comes with 13 pages of rules, Finnish (set G) and Russian (set H) soldier counter sheets, a double-sided map, and Reference Card.

**Stringbag** is a solitaire module in the **Battle over Britain** game series. It is a strategy card game (you must supply a regular deck of playing cards) where the player flies a single Fairey Swordfish torpedo bomber against Italian warships in Taranto harbor, December, 1940. Play is quick, but filled with decisions. See if you can match the British success by playing a series of games. Includes rules, game tables, counter sheet, and Reference Card. An extra scenario pits the Swordfish against another target: the *Bismarck*, in May 1941. "Stringbag" was the affectionate British nickname for the Swordfish, and you



will be all set to recreate the bombers' most famous actions in this module. Designed by Gary Graber. You must own the core rules of **Battle over Britain** to play this module.

This edition's magazine also includes articles and game reviews. Under the able editorial leadership of LTC Robert Smith, we are treated to pertinent and entertaining reviews of more than a handful of current releases: **2WW** (One Small Step), **Islands of the Damned** (Against the Odds), **Scotland Rising** (Worthington), **Wing Leader** (GMT), **Wallachia 20** (Victory Point), **Tank on Tank East Front** (Lock 'n' Load), **Night Raiders** (Sabrestorm), **US Civil War** (GMT), **Ultra-Quick College Hoops** (Downey), **Fall of Berlin** (One Small Step), **Allenby's Blitzkrieg** (Schutze), **Master and Commander** (White Dog), and **Huzzah** (One Small Step). \$19

[http://minder\\_games.homestead.com/PanzerDigest13.html](http://minder_games.homestead.com/PanzerDigest13.html)

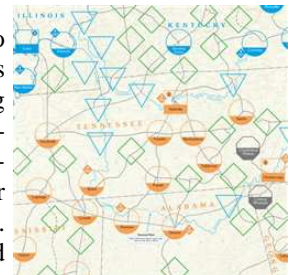


*Strategy & Tactics* #297 contains **1863**, a two player wargame of a pivotal year in the American Civil War. 1863 saw the Union victories at Gettysburg in the east and Vicksburg in the west, and the Chattanooga-Chickamauga campaigns when the Confederates had the opportunity to win a decisive battle and potentially gain foreign recognition.

Each player commands one of the two Theater of Operations; East and West. What makes this game unique is that one player commands the Union in the Eastern Theater, and the Confederates in the Western Theater; the second commands the Union in the Western Theater, and the Confederates in the Eastern Theater. Both players are competing to gain the most Victory Points in each Theater while defeating their opponent on the other.

The objective of each player is to score the most Victory Points in terms of seizing critical cities and winning battles. The idea is that you are positioning yourself for a major promotion for total command of all your side's armies for the rest of the war. Units represent corps, divisions and individual leaders with their staffs. Each turn is one month. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST297>



*World at War*, #46 **Yamato Unleashed**. US forces returned to the Philippines in October 1944. In a desperate attempt to halt the US landings, the remnants of the Japanese fleet sortied. While the last carriers, with only a few planes between them, drew off the massive US carrier strike force, a flotilla of Japanese battleships and cruisers descended on the American invasion fleet in Leyte Gulf. As the Japanese ships rounded the island of Samar, they ran into two task forces of US escort carriers.

**Yamato Unleashed** picks up the action at this point. The Japanese player must push through the carrier groups and get heavy ships off the edge of the map, where they will find the American transports. The US player must fight for time, using carrier aircraft and light vessels, destroyers, and destroyer escorts, to delay the Japanese until a squadron of US battleships arrive to even the odds. Historically the Japanese turned and ran; it might not work out that well this time.



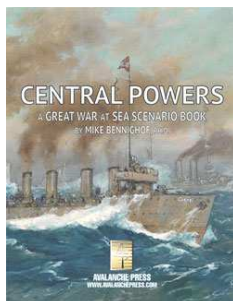
Each counter represents a single ship, or a fighter, dive bomber, or torpedo squadron, each hex is a nautical mile, and each turn is 12 minutes. Ships are rated for main guns, secondary guns, torpedoes, armor, speed, and maneuverability. Hits can cause general damage, start fires, slow a ship, or cause a catastrophic explosion. Simple mechanics and a quick combat resolution keep the game moving. \$35  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW46>

## BOOKS

*Central Powers* is a book supplement for the Great War at Sea series based on this naval war that never happened, but was probably more likely to have occurred than the actual events. It is not a complete game; ownership of our **Mediterranean** and **Jutland** boxed games and **Triple Alliance**, **Dreadnoughts**, and **Zeppelins** supplements is required to enjoy all of the scenarios.

The book includes 90 new playing pieces. The French receive their powerful Normandie- and Lyons-class super-dreadnoughts, and a pair of battle cruisers as well. And there's a quartet of French light cruisers proposed before the war but never built, that would have been very useful in fleet actions.

\$30 <http://www.avalanchepress.com/gameCentralPowers.php>



*Retro*, 4th edition, is a tactical, squad-level World War II combat variant rules set. Its goal is to provide players--experienced and inexperienced alike--with simplified rules to enable them to play and enjoy tactical wargames and modules without having to master hundreds of pages of rules and a steep learning curve. You must own the necessary components (counters and mapsheets) of the "host" game to utilize *Retro*.

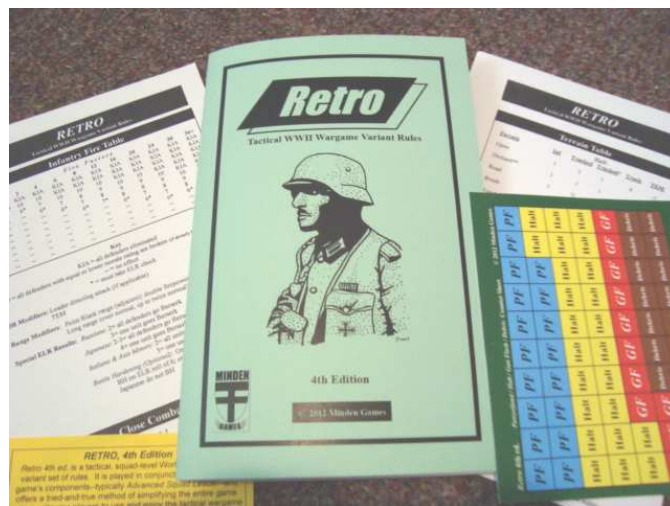
The variant was originally written assuming that Avalon Hill's **Squad Leader** and **Advanced Squad Leader** were the host systems, and this edition continues that tradition, even

though gamers have used *Retro* with other tactical World War II games from various publishers.

*Retro* covers the various nationalities and theaters of the war, but using a greatly simplified sequence of play. This shortened, "I go/You go" sequence utilizing the "Hesitation" rule, and a new *Infantry Fire Table* which makes morale checks unnecessary are the biggest modifications to the standard game, although streamlining and simplification has also been applied to a myriad of details, including those for AFV and vehicular combat.

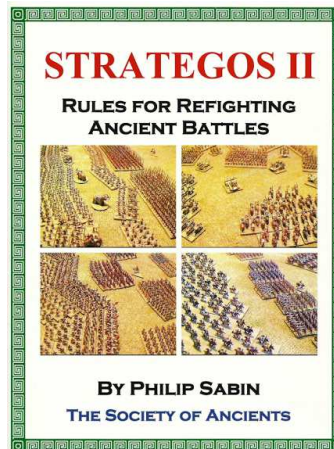
To quote the variant's Introduction, *Retro* is not for the gamer who thinks "more is better" when it comes to chrome and realism and process, but is offered to those who think that "less is acceptable" and even preferable, in the name of straightforward playability.

*Retro*, 4th edition, consists of a 36-page rulebook, two double-sided Reference cards, seven scenarios, and a set of 70 uncut color card counters. The rules contain no major changes to the game system from the 3rd edition, though they do have a new *Introduction*, rules layout, and illustrations. \$19  
[http://minden\\_games.homestead.com/Retro4.html](http://minden_games.homestead.com/Retro4.html)



*Strategos II* is a 2015 reprint of Phil Sabin's third-generation rules for refighting ancient battles. Building on the ideas of Phalanx and Legion before it, *Strategos II* further refines Professor Phil Sabin's vision of how to simulate ancient warfare using easy-to-grasp mechanisms.

Includes 36 historical scenarios. £6  
<http://www.soa.org.uk/joomla/>





# Upcoming Events

**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/>

**Feb. 12-15**, Los Angeles, CA

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

**Feb. 12-15**, San Ramon, CA

DUNDRACON 40  
<http://www.dundracon.com/>

**Feb. 18-21**, Morristown, NJ

DREAMATION 2016  
<http://www.dexposure.com/d2016.html>

**Feb. 18-21**, Mansfield, MA

Total Confusion 30  
<http://www.totalcon.com/>

**Feb. 21-28**, Eastern Caribbean

JOCo CRUISE  
<https://jococruise.com/what-is-the-joco-cruise/>

**Feb. 22 - 28**, Charlottesville, VA

PREZCON: WINTER NATIONALS  
[www.prezcon.com](http://www.prezcon.com)

**Feb. 22 - 28**, Charlottesville, VA

COLUMBIA CON (at Prezcon)  
 Columbia Con runs within Prezcon  
<http://www.prezcon.com/minicons/columbiacon/columbiacon.aspx>

**Feb. 26-28**, Guelph, Ontario

GRYPHCON  
<http://www.gryphoncon.org/info.php>

**Feb. 26-28**, Iowa City, IA

GAMICON  
<http://www.gamicon.org/>

**Mar. 3-6**, Lake Geneva, WI

GARY CON  
<http://garycon.com/>

**Mar. 4-6**, Cincinnati, OH

CINCYCON  
<http://cincycon.org/>

**Mar. 5-6**, Pleasant Prairie, WI

MIDWEST OPEN 2016  
 262-654-5044  
 AREA1@ATT.net

**Mar. 5-6**, Vancouver, BC Canada

TERMINAL CITY TABLETOP CONVENTION  
<http://www.terminalcitytabletop.com/>

**Mar. 11-13**, Cleveland, OH

CLEVELAND CONCOCTION  
<http://www.clevelandconcoction.org/>

**Mar. 12-13**, Victoria, BC

LANTASY 2016  
<https://www.lantasy.com/>

**Mar. 17-20**, Portland, OR

GAMESTORM  
<http://gamestorm.org/>

**Mar. 18-20**, Kalamazoo, MI

MARMALADE DOG 21  
<http://www.marmaladedog.org/>

**April 1-3**, Vancouver, BC Canada

TRUMPETER SALUTE  
<http://www.trumpetersalute.com/>

**Apr. 1-3**, Lake Geneva, IL

GAMING HOOPLA  
<http://www.gaminghoopla.com/>

**Apr. 8-10**, Glen Ellyn, IL

CODCON XXI  
<http://www.codcon.com/>

**Apr. 15-17**, Dearborn, MI

MIDWEST MEDIA EXPO  
<http://www.midwestmediaexpo.com/>

**Apr. 29-May 1**, Omaha, NE

PRETZCON  
<http://www.pretzcon.org/>

**April 29-May 1**, St. Charles, IL

LITTLE WARS  
<http://www.hmgsmidwest.com/>

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