

## Game News

### Academy Games

**Conflict of Heroes: Guadalcanal 1942**— War explodes across the Pacific after the Japanese attack of Pearl Harbor. The Japanese then take control of Guadalcanal to block the US supply line into Australia. The Americans counter with the 1st Marine Division. Experience the same tactical dilemmas that commanders faced during the ferocious engagements in the impenetrable jungles of Guadalcanal. The Japanese players track Bushido and must avoid 'losing face' to keep morale strong, while the American players hold against the might of the Japanese Empire. Fast and fluid, **Guadalcanal** forces players to think like their 1942 counterparts! Players: 2-4. \$80

<https://academygames.com/images/pdfs/Guadalcanal-Catalog-v02.pdf>

### Avalanche Press

**Soldier Emperor: Indian Empires** Between 1767 and 1846, war and intrigue dominated the Indian sub-continent. War constantly flared between the Indian kingdoms, both against one another and against the British and French interlopers. The Europeans, meanwhile, also busily fought each other.

**Indian Empires** is a complete game, using the same game engine as **Soldier Emperor**, our strategic game of the Napoleonic Wars. It can be played separately, or together with **Soldier Emperor**; our "Dreams of Empire" book includes a linking map and the rules and pieces for its use.

**Indian Empires** is a new edition of our long out-of-print **Soldier Raj**. It includes over a dozen scenarios from Hyder Ali's defeat of the British in the First Mysore War in 1767 to Britain's final conquest of the Sikhs in 1846. Colorful leaders of the time are all present. The playing pieces are decadently thick tiles; pieces like the Mysore Tiger Soldier or the Maratha War Elephant are original works of art by Terry Moore Strickland. As in **Soldier Emperor**, successful card play is a key to victory. \$50

<http://www.avalancheexpress.com/gameSoldierRaj.php>

### Bellica Generaion 3rd

**Mediterranean Empires** is a strategy game for 2 to 8 players representing the turbulent power struggle between the various powers of the Mediterranean Sea before the emergence of the Roman Empire, which, after conquering the lands surround-

ing this sea, called it Mare Nostrum (our sea). Each player will lead one of these empires.

Each player has a deck of cards, these cards are the player's resources (troops, fleets, leaders, etc.). The game is played in 3 turns, each turn is divided into a variable number of rounds of play; players will not know how many rounds will be played since the end of the turn is decided by a dice roll.

The game has also a historical component. Each player controls an empire that has its own separate game deck with its own historic features. However in order to improve balance, fun and chance of victory, each deck is based on different periods of classical antiquity:

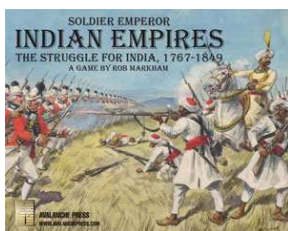
**Greece:** In the early V century B.C. Greek city-states waged war on each other for control of trade and limited arable land in mountainous Greece. Among them two powers with a completely different concept of state, democratic Athens and militaristic Sparta. These cities, and most of the others, were forced to form a common front after the invasion of the Persians, which gave rise to the so-called Persian Wars.

**Macedonia:** In the year 336 B.C. after the death of King Philip II, the great transformer of the army and the Macedonian Kingdom, Alexander III, his son, is elected king.

**Persia:** The western Satrapies of the Achaemenid Persian Empire. By the middle of IV century B.C. the Persian Empire was the greatest of the known world. Although far from the strength that had enjoyed 200 years before under its founder Cyrus the Great or just before the start of the Persian Wars under Darius, it was still a formidable enemy. Its wealth and the number of warriors forming in the army of the King of Kings were impressive.

**Egypt:** In two different periods from 525 to 404 BC and again from 343 to 332 BC the Achaemenids ruled Saitic Egypt, named for its capital Sais in the western arm of the Nile delta. However, between these two periods the Egyptians achieved independence from the Persians, largely with the help of Greek mercenaries. Egypt again became a powerful empire, again setting its sights on overseas expansion.

**Carthage:** Territorial and commercial growth led the Carthaginians to be the first economic and military power in the western Mediterranean. In the early third century BC they came into contact with the other great republic of the time, Rome, which was also immersed in a large territorial expansion project. Conflicting aspirations of both republics caused the hatred and rivalry which provoked three long wars called Punic Wars.



**From the President Kenneth Oates**

We will hear from Kenneth next issue.

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## Facebook: Love It Or Hate It?

by Bob Best

I used to be a hater of Facebook! There seemed to be little redeeming social value there. All you seemed to see when you logged in were a bunch of people making somewhat silly remarks and posting photos of fuzzy little animals. It seemed to be a "younger generation" phenomenon. It seemed like all you ever heard from your kids and grandkids was "this or that" was happening on Facebook. They were so attached to it that if you ever wanted to be involved with what they were doing you had to join Facebook, sort of "in self-defense" to find out.

Heck that was why I joined, just to be able to follow what my kids were doing. Well, like most of you who are probably not really very tech-savvy, I fumbled around there on Facebook for several years before I found out what you can really find there. It was less than satisfactory before I discovered what other things were available but, hey, I did get to be involved with the "social media" side of my two daughters' lives on a regular basis, which is something I probably wouldn't have been a part of if I had only relied on periodic telephone calls to see how they were doing. I even learned a whole new language! I discovered what OMG, BFF, and ROTFLMAO mean!

So, if you've read this far you are probably wondering what the heck this has to do with wargaming??? Well, I'm about to tell you.

Little by little I started to find out that there are a whole lot more things occurring on Facebook than just reading inane comments and seeing pictures of fuzzy little animals. Thanks to some tech-savvy younger people I know, I got introduced to the "other side of Facebook."

Facebook has become so popular in our society that it seems that just about every person and every business has a Facebook page. What this means for us gamer-types is that we can find just about anything game related all in one place. Do you want to know about the latest new game releases from your favorite game manufacturer? If you do, you can see what new games are on their pledge lists right there on Facebook. You can visit their on-line stores and see all their products, and most game producers also post game reports, reviews, interviews, and other interesting information on their Facebook page. It's just like having a copy of the Avalon Hill *General* or SPI's *Moves* magazine from the old days (pre-computer) in hand. But now I can do it all from my Facebook account. All of the major, and many minor game companies have Facebook pages that you can link to and follow right from your Facebook account. MMP, Legion Wargames, GMT, Decision Games, ADG, and ConsimPress are just a few of the game companies I follow on Facebook.

Also, my local game store has a Facebook page and not only talks about new products that have arrived in the store, but also lists gaming schedules for various game groups that regularly meet there, and other interesting news. I'm sure your LGS also has a Facebook page.

Another nice gaming feature is that you can find just about any game group there. We have the Fans of Avalon Hill Games, and SPI Games (both with several thousand members). There is a large group that specifically plays **Advanced Squad Leader** and we have **Traveller** role playing groups as well as **Dungeons and Dragons** groups. Board Game Geek is also there, as are some fun smaller gaming groups such as Vancouver RPG League and the MWF Forum Drop Zone where you

can buy and sell games. Do you like computer games, like EVE on line, or Mech Warrior? If you do, it's there too. You name it and it probably has a fan group that you can follow.

The neat thing about Facebook is that I can check these all out from one location. I don't have to go to the internet and look them up individually as I did in the past. It's all at my fingertips in Facebook. All I have to do is select the game company's name or the group's name from my "Groups list" in Facebook. It's as simple as that! I can even have Facebook send me an email when a new post is made in a group I'm following on Facebook.

Game companies I follow include Legion Wargames, MMP, GMT, Decision Games, ADG (for my Star Trek stuff!) and... Well you get the idea. They are all there in one place that is easy to find and use.

So how do you do all this you ask? Well, that was what took me the longest time to find out. I didn't understand how to find the gaming groups until I happened to run across a couple of people who were kind enough to clue me in.

AHIKS has a Facebook page. If you're not a member, the first thing to do is ask to join the AHIKS Facebook page. Once you are a member you can find some links on the page that will get you to some of the groups and game companies I've discussed above. Also read some of the posts there on the AHIKS page, and you will find game companies and game groups discussed. If you click on the company or group's name Facebook will take you to the site. All you have to do is click the "Like" button on a group or company's Facebook page, and they will show up on your "Groups List" on your own Facebook page. Next time you want to go there just click on the group's name in your Groups List. As you begin to look at different groups you will find more interesting links to Facebook pages that you can follow and "Like."

Facebook will also help you as they see that you are interested in searching game related topics. Facebook will automatically start showing you related game groups and companies in your history time line. Anytime you see one that looks interesting, just click on it to go there. Pretty soon you will be right in the middle of a huge gaming world than many of us never knew existed.

Now one last thing that is not quite game related but you might be interested in knowing from a Facebook perspective. We all seem to have other hobbies besides gaming. This same sort of "searching and finding" thing works for those other hobbies as well. I'm a history buff and there are many, many history groups from members of military units to the government agencies like the USAF and US Army and Navy that support historical research to be found on Facebook. If you are interested in something, chances are there are Facebook groups that support it. All you have to do to locate them is start searching.

It's really easy to do. Start by joining the AHIKS Facebook page and go from there. Just ask any of us on the AHIKS Facebook page for help if you need it. We can get you pointed in the right direction, and we can give you names of groups or even recommend you to groups if you want.

I hope this article was helpful. If you didn't know what was offered on Facebook or how to go about finding it, it would be hard to change from a Facebook hater to a Facebook lover!



## Open Match Requests from Duncan Rice

2nd Fleet VG	Thomas Ten Eyck (0826) PE	Sealowe SPI	Tony Arena (1652) C
3rd Fleet VG	Thomas Ten Eyck (0826) PE	Sorcerer SPI	Tony Arena (1652) C
5th Fleet VG	Thomas Ten Eyck (0826) PE	Squad Leader AH	John Carpenter (1830) EV
<b>1776 AH</b>	<b>Bob Herbst 1442 E</b>	Stalingrad AH	George Phillies (697)
1815: Waterloo Campaign GDW	Tony Arena (1652) C	<b>Storm over Arnhem AH</b>	<b>Andrew Patience 1646 V</b>
<b>1940 GDW</b>	<b>Stuart Helm 1528 PEL</b>	Summer Storm: Gettysburg	
Albion, Land of Faerie SPI	Tony Arena (1652) C	Campaign CoA	Tony Arena (1652) V
After the Holocaust SPI	Tony Arena (1652) VM	Sweden Fights On GMT	Richard Passow (1453) EPS
Afrika Korps AH	Wes Coates (1823)	Third World War GDW	Tony Arena (1652) V
Amateurs to Arms! CoA	Rod Coffey (1493) V	To Green Fields Beyond SPI	John Trosky (1554) CEV
Armada 2ed SPI	Tony Arena (1652) C	Twilight Struggle GMT	Chris Hancock (565)
Anzio/Cassino WG	Duncan Rice (1394) VS	Twilight Struggle GMT	Michael Mitchell (1086) ETF
Bastogne: Screaming Eagles		The U.S. Civil War GMT	Tony Arena (1652) V
Under Siege MMP	Ross Jefferson (1836) EV	<b>A Victory Denied MMP</b>	<b>Ed O'Connor (1243) V</b>
Battle Fleet Mars SPI	Tony Arena 1652 C	<b>A Victory Lost MMP</b>	<b>Ed O'Connor (1243) V</b>
Bitter Woods Compass	Michael Mitchell (1086) ETV	War Between the States SPI	Tony Arena (1652) V
Bitter Woods L2	Art Dohrman (1551) EV	War of the Ring SPI	Tony Arena (1652) C
Bitter Woods AH	Mel Yarwood (36) P	Washington's War GMT	Shannon McNamara (1639) V
Borodino S&T	Mel Yarwood (36) P	Waterloo AH	Brian Britton (1582) V
Breakout Normandy L2	Art Dohrman (1551) EV	Waterloo AH	Wes Coates (1823)
Bulge '81 AH	Mel Yarwood (36) P	Western Desert Europa GDW	Tony Arena (1652) V
Caesar's Legions AH	Tony Arena (1652) V	<b>Wooden Ships Iron Men AH</b>	<b>Bob Herbst 1442 E</b>
Chalons DG	Albert Bowie (299) EP		
Churchill GMT	Tony Arena (1652) VM		
Constantinople S&T 66	Richard Passow (1453) EPS		
Crown of Roses GMT	Tony Arena (1652) VM		
Descent on Crete SPI	Tony Arena (1652) C		
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)		
Empires of Middle Ages SPI/DG	Tony Arena (1652) VM		
Eylau SPI	Albert Bowie (299) EP		
Federation and Empire ADB	Tony Arena 1652 VM		
First World War SPI	Tony Arena 1652 C		
<b>Flat Top AH</b>	<b>Ross Jefferson 1836 FEVG</b>		
Flight Leader '86 AH	Paul Pearson 1638 EPV		
Fulda Gap SPI	Tony Arena 1652 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		
<b>Hitler's War AH</b>	<b>Stuart Helm 1528 PEVL</b>		
Imperium Romanum II WEG	Tony Arena (1652) VM		
Kursk SPI	Tony Arena (1652) C		
Last Chance for Victory	Bruce Gelinis (1668) VG		
The Longest Day AH	Tony Arena (1652) V		
Midway AH	Scott Saunders (1664)		
Mr Madison's War GMT	Rod Coffey 1493 V		
<b>NATO VG</b>	<b>Ross Jefferson 1836 FEV</b>		
Napoleon's Last Battles SPI	Mel Yarwood 36 P		
<b>Pacific War VG</b>	<b>Ross Jefferson 1836 FEVG</b>		
Red Star White Eagle GDW	Tony Arena 1652 V		
Red Sun Rising SPI	Tony Arena (1652) C		
Republic of Rome AH	Tony Arena (1652) VM		
Rock of the Marne MMP	Ken Oates (1238) PEV		
Russia Besieged L2	Michael Paul (1578) P		
Russian Front AH	Mel Yarwood (36) P		
Salerno MMP	Ken Oates (1238) PEV		

### 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@AHKS.COM](mailto:MC@AHKS.COM)

### From the Editor

Your editor is moving into an apartment. The space available is about half of what we now have, so we are consolidating. I see no problems with this newsletter.

The deadline for the next issue is delayed, of course, because of the WBC convention. The deadline is August 7. Quite a few AHKS' members attend each year, but very few are interested in sharing their experiences. Hopefully this year will be different. If *you* attend, send us a few lines that we can all appreciate. Please?

There are also other conventions. If you attend any of them, we would all appreciate a few words describing them. Are they worth attending?

I found a list of new (to me) game companies, and I went a bit overboard in the Games section. That is something we never could have done with the print version.

## The Solitaire Game: by Bob Best

Welcome back to the Solitaire Game column. In the last few columns we have been talking almost exclusively about that fantastic new solitaire wargame from ConsimPress **Silent Victory**. We will talk more about it in this issue too, but first I want to mention some other new solitaire games offered by a couple of game companies that might pique your interest.

We all know there are times when we just want to enjoy some solitaire play, be it because we don't have another player available right at the moment, or maybe we really like this particular topic (Like playing a Submarine Skipper in **Silent Victory**) and want to take on the game system and see how we fare, or... Well, I could come up with other reasons but you all get my point. Sometimes we just want to play a solitaire game!

Well, it seems that some of our game companies are taking heed of our needs and they are offering more solitaire games for our gaming pleasure. Since last issue I have received advertisements from Legion Wargames (<http://www.legionwargames.com/>) and Decision Games (<http://decisiongames.com/wpsite/>) offering several new solitaire games; some are ready for ordering and others are soon to be published.

I'm only listing ones that caught my interest. If you like to solitaire game, then you should go to their websites and have a look. The mini folios are priced around \$10 from Decision Games and I think you get your money's worth on them.

Here is a description of a couple of offerings from each company. Both companies have several others on their website that might also be of interest to you. Check 'em out!

From Legion Wargames (From their game descriptions)

**Target For Today!** is a solitaire game that recreates American's Daylight Strategic Bombing Campaign against Nazi Occupied Europe during the Second World War. Considerable research, including review of many oral histories gathered from veterans who flew heavy bombers in the Daylight Strategic Bombing Campaign was done to make **Target For Today!** function as closely as possible to reality. The game was designed to provide *you*, the player with the ultimate gaming experience depicting the same types of events and decision making processes experienced by our veterans who flew the real-life bomber missions.

Now, *you* are in command of an individual bomber on an individual mission over Hitler's Third Reich—flying either the B-17F or G model Flying Fortress or the B24D, or J model Liberator bomber. A series of individual missions are strung together in the campaign game to form the player's tour of duty. Just as it was in real life, the objective of the game for the player is to survive your tour of duty so you can rotate home.

**Target For Today!** Is an advanced update of Glen Frank's classic game **B17, Queen Of the Skies**. Some familiarity with that game is assumed, but **Target For Today!** is a completely new game—you do not need to own **B-17, Queen Of the Skies** to play it. New tables are included and the rules are organized according to the sequence of play in any typical mission. **Target For Today!** is designed so that each individual mission is fast and easy to play. The campaign game offers the player a game that is rich in detail, making the game as realistic as possible while still remaining playable.

**Target For Today!** is expected to be published in late summer of 2016.

**Redvers Reverse** (A Legion Wargames Design) **The Battle of Colenso, 1899** Designer: Geoff Noble.

On 15 December 1899 General Sir Redvers Buller tried to cross the Thukela River in order to relieve the Siege of Ladysmith. He was faced by well entrenched Boer commandoes who inflicted a reverse upon the British that ultimately led to Buller being relieved of command. **Redvers Reverse** is a solitaire area movement game that recreated the difficulties for the British in trying to affect a successful crossing of the Thukela against the Boer commandoes (who are played by the game system). The key feature of the game is to present the player with the problems and difficulties that Buller himself faced. The player is provided with the same level of information and ability to influence events. This game is currently being offered for sale on Legion Wargames' website.

From Decision Games: **Merril's Marauders: Commandos in Burma 1943-1944**. (See the Games section for a review.)

**Khe Sanh '68: Marines Under Siege** places you in command of United States and South Vietnamese (ARVN) forces in the campaign to relieve the USMC firebase at Khe Sanh during the Vietnam War. The historical campaign was something of a race against time as the US high command feared that the North Vietnamese were going to attempt to overrun the base. All resources put into the Khe Sanh fight, however, were subtracted from those available to deal with the Tet Offensive elsewhere. Your mission is to extract maximum communist losses while minimizing the allied effort.

The game uses the **Cold War Blitz** series rules, a solitaire game system. You command the US and ARVN units, and have a deck of cards to enhance your unit capabilities. A second deck of cards, drawn randomly one at a time, controls communist (OPFOR) activities. Combat is resolved with a quasi-tactical system with opposing units firing at one another.

So you have four titles that are available now or are expected by the end of summer to choose from if you want to enhance your solitaire gaming experiences!

And now more **Silent Victory!**

This was just posted on Facebook about 2 hours ago (May 25, 2016). As I said last issue, **Silent Victory** is a really exciting game with lots of appeal and was going to be sold out soon. Well, if you think you might want a copy you should try to find one on the secondary market soon, as I'm sure they will sell out quickly too.

(Just reported by ConsimPress)

Out Of Stock Announcement

Congratulations to game designer, Gregory M. Smith. His most recent published design, **Silent Victory**, is officially sold out. I just received word from GMT Games. I want to thank everyone for their tremendous support of this game and Greg's fine work!

As you can see, **Silent Victory** is a very popular game to be sold out so quickly! The submarine war in the Pacific is a popular subject that still holds a lot of interest for most gamers. It puts the player in command of his own submarine and sends him "on patrol" just like his real life counterpart. The game is fun and easy to play, which makes it appealing to a wide variety of gamers. One area that adds to this flavor is the Target Roster Tables that allow the player to identify specific real life Japanese ships, both merchant marine and warships that are his targets of attack.

But as good as **Silent Victory** is, it still does take some license in how certain other things are simulated and presented to the gamer. An example of this is the generic "1200 ton" escorts that are used in Rule 9.29 "Combat Against Escorts".

A generic 1200 ton escort is not very realistic when you consider that you have the names and tonnages of the merchant and warships you are attacking in game play. While it does give the flavor of attacking an escort, as our real life submarine skippers did almost routinely in the Pacific, it would be more realistic if a variety of escort types with names and tonnages were available instead of the generic 1200 ton escort. As we all know the Japanese used a wide variety of escort types to escort their convoys and warships. While using a generic 1200 ton escort in the game simplifies play, it is just not as realistic as it could be.

Now, for those of you who don't mind adding a little more complexity to the game, let me present a couple of optional rules for determining just which escort you happened to find while rolling your ship encounters.

This system works just like the procedure for determining the type, name, and tonnage of the target merchant ships or warships in Rule 8.2 Determine Ship Size and ID. When you encounter a "generic 1200 ton escort" as defined in Rule 9.2.9 Combat Against Escorts, use the following Optional Rules and Target Roster to determine the escort's type, name, and tonnage.

A quick word about this table is in order. You may be wondering where the escort information came from. I used the book "Japanese Warships of World War II" by A.J. Watts, Copyright 1966. Doubleday & Company Inc. This book gives a pretty thorough listing of all Japanese warships, including escorts, that saw service in World War II.

As most of you know, I am running the **Silent Victory** campaign game on the AHKS Forum. I am attempting to post enough information to give a **Silent Victory** player sufficient

background material on the course of the submarine war in the Pacific to really allow them to have a first class gaming experience when they play **Silent Victory**. Giving names and tonnages to the "generic 1200 ton escort" just adds to their gaming experience.

Two cautions for the reader, first the Escort Target Roster table only contains escorts that were built or in service at the beginning of World War II. None of the anti-submarine ships built in 1942 or later are listed. More may be added later as I progress with this project. Second, I am working on other optional rules for **Silent Victory** so there is more information included in Table [T5] Escort Target Roster than appears to be needed at the moment. This other information will probably be presented in the form of Optional Rules that will appear in future columns here in *The K*. Here is how it works.

#### Optional Rule [14.11] Determining Escort Ship Size and ID

When you have decided to attack an escort per Rule 9.2.9, rather than assign a generic 1200 ton escort, consult Table [T5] Escort Target Roster below. Roll 1D6+1D6 to determine the exact target. Assign one die to be the "tens" and one die to be the "ones" just as you do for Table [E4] Sub Damage Chart. Table results may range from a 1390 ton 2nd Class Destroyer to a 300 ton Subchaser Class escort. Table [T5] give you the tonnage, name, and ship class of the target escort. Disregard the # of Depth Charges and the gun turrets columns at this time. Only pre-war escorts appear in the table.

#### [T5] Escort Target Roster Roll 1D6+1D6

Die Roll	Tonnage	Ship Name	Ship Class	# Depth Charges	Gun Turrets	Comments
11	860T	Etorofu	Etorofu	36/60	2-4.7"	Upgraded to 60 Depth Charges in 1943
12	935T	No. 31	Momi	60	2-4.7"	ex-Kiku, converted 1939. Momi Class DD
13	1270T	Asakaze	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.
14	300T	No. 1	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.
15	860T	Hachijo	Shumusha	12	3-4.7"	1937 build date.
16	910T	No. 46	Wakatake	60	2-4.7"	Ex-Yugao, converted 1939. ex-Wakatake Class DD

Die Roll	Tonnage	Ship Name	Ship Class	# Depth Charges	Gun Turrets	Comments
21	1390T	No. 2	Minekaze	18	2-4.7"	No. 2 ex-Nadakaze. 2nd Class DD (1939)
22	935T	No. 34	Momi	60	2-4.7"	Ex-Sutsuki convert- 1939. Momi Class DD
23	1270T	Yunagi	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.
24	1270T	Matsukaze	Kamikaze	18	3-4.7"	(DD) 1921-22 build date
25	300T	No. 6	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.
26	935T	No. 39	Momi	60	2-4.7"	ex-Tade, converted 1939. Momi Class DD

Die Roll	Tonnage	Ship Name	Ship Class	# Depth Charges	Gun Turrets	Comments
31	860T	Shumusha	Shumusha	12	3-4.7"	1937 build date.
32	860T	Fukue	Etorofu	36/60	2-4.7"	Upgraded to 60 Depth Charges in 1943
33	1270T	Oitu	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.
34	860T	Amakusa	Etorofu	36/60	2-4.7"	Upgraded to 60 Depth Charges in 1943
35	1390T	No. 1	Minekaze	18	2-4.7"	No. 2 ex-Shimakaze. 2nd Class DD (1939)
36	935T	No. 32	Momi	60	2-4.7"	ex-Aoi, converted 1939. Momi Class DD

Die Roll	Tonnage	Ship Name	Ship Class	# Depth Charges	Gun Turrets	Comments
41	860T	Etorofu	Etorofu	36/60	2-4.7"	Upgraded to 60 Depth Charges in 1943
42	935T	No. 38	Momi	60	2-4.7"	ex-Yomogi, convert 1939. Momi Class DD
43	1270T	Asakaze	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.
44	300T	No. 2	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.
45	300T	No. 4	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.
46	300T	No. 5	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.

Die Roll	Tonnage	Ship Name	Ship Class	# Depth Charges	Gun Turrets	Comments
51	935T	No. 33	Momi	60	2-4.7"	ex-Hagi, converted 1939. Momi Class DD
52	935T	No. 31	Momi	60	2-4.7"	ex-Kiku, converted 1939. Momi Class DD
53	1270T	Kamikaze	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.
54	300T	No. 3	No. 1 SC	36	2-40mm	Subchaser Class 1937 build date.
55	860T	Kanju	Etorofu	36/60	2-4.7"	Upgraded to 60 Depth Charges in 1943
56	1270T	Hatakaze	Kamikaze	18	3-4.7"	(DD) 1921-22 build date.

If you are playing **Silent Victory**, you should also go to the ConsimPress website and download the latest copy of the errata. Version 1.2 dated 24 May 2016 has been posted there for players to update their rules.

If you decide you are interested in playing in our **Silent Victory** campaign game on the AHIKS Forum, you can join the game in progress. If you want to play, please drop me an email at b52bob@prodigy.net and let me know.

This is an easy, laidback game that provides background for your **Silent Victory** games, and it gives each game skipper a feeling of being involved in the war as they play. It also gives

each of you a chance to run patrols that interest you and be able to compare your scores against other skippers fighting alongside of you. Your goal to survive and be the best skipper to come out of the war and to have a fun gaming experience while you do it!

If you would like to see what the game is all about, take a look at the AHIKS Forum under the on-line games menu item. Just go to [www.ahiks.com](http://www.ahiks.com) and select the AHIKS Forum button to get to the forum's main menu. Come on by and take a look!

Until Next Time!

# Upcoming Events

**June 9-12**, Fargo, ND

CORECON

<http://www.fargocorecon.org>

**June 10-12**, St. Louis, MO area (Collinsville, IL)

DIECON

<http://www.diecon.com>

**June 15-19**, Columbus, OH

ORIGINS

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

**June 16-19**, Portland, OR

GEEKLYCON

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

**June 17-19**, Belfast, Antrim

Q-CON XXIII

<http://www.q-con.org.uk/>

**June 18**, Gondomar, Porto

PENGUIN CON

[dani.a.g.ferreira@gmail.com](mailto:dani.a.g.ferreira@gmail.com)

**June 18-19**, Schaumburg, IL

BRICKWORLD

<http://brickworld.com/brickworld-chicago/>

**June 23-26**, Hurst, TX

TEXICON

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

**June 24-26**, Reno, NV

RAGECON 2016

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

**June 25-July 2**, Tempe, AZ

CONSIMWORLD EXPO

<http://expo.consimworld.com/>

**June 27-July 3**, Charlottesville, VA

PREZCON: SUMMER NATIONALS (NEW)

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

**July 1-3**, Austin, Texas

RTX

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

**July 7-10**, Hartford, CT

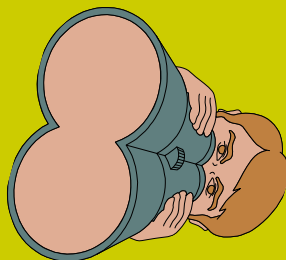
CONNECTICON

<http://connecticon.org/>

**July 8-10**, Chattanooga, TN

LIBERTYCON

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



**July 14-17**, Fredericksburg, VA

HISTORICON

<http://www.historicon.org>

**July 23-31**, Seven Springs Mountain Resort, PA

THE WORLD BOARDGAME CHAMPIONSHIPS

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

**July 29-31**, El Paso, Texas

BOARDER CITY GAME CONVENTION

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

**July 30-31**, Cary, NC

FANTASY GAMER'S CONCLAVE

[koflgames@gmail.com](mailto:koflgames@gmail.com)

**Aug. 1**, Seattle, WA

PAX PRIME

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

**Aug. 4-7**, Indianapolis, Indiana

GEN CON

[conventions@sjgames.com](mailto:conventions@sjgames.com)

**Aug. 4-7**, Indianapolis, Indiana

MUNCHKIN TAVERN 2016

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

**Aug. 13**, Watertown, South Dakota

AKUA CON

<https://www.facebook.com/AkuaCon-Mini-GamingAnime-Convention-280545982128198/>

**Aug. 19-21**, Bellevue, Washington

DRAGONFLIGHT

<https://www.dragonflight.org/>

**Aug. 20-21**, Hamilton, New Zealand

BOARD GAMES BY THE BAY HAMILTON

<http://boardgamesbythebay.org.nz/>

**Aug. 26-28**, Niagara Falls, NY

FAN WORLD

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

**Aug. 26-28**, Philadelphia, PA

FILLYCON

[cassandra.j.lowe@gmail.com](mailto:cassandra.j.lowe@gmail.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>

## Treasury Notes

Brian Stretcher



### Lost, forever lost!!!

Life caught up to me bigtime in April, to the point where I actually lost track of the deadline for the last *K*, and ended up out of town and unable to write anything at all for last issue. It is all a grand conspiracy to keep me from playing the games I love to play!

Speaking of which, this multiplayer **Kingmaker** game that finally got underway a few months ago is a blast! There's a game that takes all of 5-10 minutes per turn to play out, including the Vassal recording and emailing of the move. A boon for us poor time-strapped players, and a heckuva lot of fun too! We're only into the 5<sup>th</sup> round of play, and already two of the Royal Heirs and one of our player-nobles have succumbed to the plague. Edward, the Earl of March, is under siege in Harlech, and King Henry has just been seized by Lord Pole while the King was meeting with the Ambassador from the Pope. I was fortunate to capture the King's son Edward by subterfuge on the first turn, and also picked up George of Clarence in Cardigan. Lord Howard traded him away to Lord Audley in exchange for control of the strategic crossroads of Shrewsbury. Only Richard of York remains free in York, as well as Edmund, Earl of Rutland, in refuge in Ireland. There has been no blood shed between the players, however, as we all seek to build strength as we avoid the vagaries of the Event Deck, which tears the best laid plans asunder nearly every turn!

### Game of Thrones or The Tudors?

No, no discussion of House Stark or Winterfell here, or Natalie Dormer as Ann Boleyn either. Sorry. But, with the mention of **Kingmaker**, and having watched both of those programs and having read several works on the machinations of various royal houses both English and otherwise (many reviewed in these pages) since I originally learned to play **Kingmaker** some 40(!) years ago, with this most recent resumption of play I have come to respect the game quite a bit more than when I first bought it, probably when I was in 8<sup>th</sup> or 9<sup>th</sup> grade. A teenager plays a game because it's cool. An adult appreciates a game's "cool" factor, of course, but at least for games that purport to illustrate history, one wants a little more than just cool. We also want to play a game that at least in many ways properly models history or, at least, gives a good feel for the period, and offers subtlety in play on top of the obvious.

When I was 15, I had little appreciation for the true operatic (or maybe more properly "soap operatic") nature of the lives of kings, queens, their families, allies, and competitors. Now I do. It was not always a good thing to be king, emperor, or what have you. Indeed, it could be downright hazardous, as frequently there was treachery behind every apparently loyal subject. Do something that was taken as a slight, either rightly or wrongly, and someone, somewhere would take up arms against you in rebellion. It was a constant putting out of fires, balancing noble houses against each other, and keeping your own family from killing you to take the throne for themselves. Fortunately, the British figured most of that out by the mid-1700s or so, as the royal family lost most of their power to Parliament and the Prime Minister; it isn't a particularly good way for a modern society to govern itself. But, for those king wannabes, mostly

now petty dictators, they still play the game. And it's true, as Cersei says: you win or you die.

**Kingmaker** offers a good look at what happens when a king cannot properly maintain balance, and the noble houses take matters into their own hands. It does it, however, not by being a be-all, end-all simulation of medieval politics and economics, but by relatively simple and novel mechanics that let the players play the game while learning some English history. I would think, however, that if such a game were designed today, it would probably be a lot darker and bloodier, and perhaps made unnecessarily complex on top of that. Indeed, the system could probably be adapted to model portions of *Game of Thrones*, for example, as there may not be a whole lot of practical difference between holding the office of The King's Hand and Constable of the Tower of London or Chancellor of England. Although there are nobles who fall in battle or succumb to plague and other maladies in **Kingmaker**, it is rather sanitized, but that keeps the game simple. One can execute captured nobles and royal heirs, but it is by mere pronunciation that such an event occurs. There are no dirtier deeds other than combat between the players' armies. There is no way to seduce or otherwise subvert nobles or other characters, either, although it is possible within the game's framework to work a form of bribery or trade. The game has certainly maintained its appeal and fun factor for me.

### Book Review: Ring of Steel

This book came to me courtesy of my long-time AHIKS friend Mark Fassio. *Ring of Steel: Germany and Austria-Hungary in World War I*, by Alexander Watson, is a rather unusual book. It mostly deals with the internal workings of Imperial Germany and Austria-Hungary during WWI, rather than the usual description of battles, leaders, and so forth. Importantly, it focuses on the morale of the two Central Powers, from its zenith at the beginning of the war to its collapse in 1918, and reasons for its collapse.

I have to say that at over 600 pages of text (some 400 additional pages of notes that are only citations, not supplemental reading) it is rather dry. It is like reading a very long, albeit pretty well put together research paper. There are a fair number of tables of numbers, including casualties, production, and that sort of data as well. There are relatively few personal stories shared with the reader, although there are some. The leaders discussed are largely politicians and administrators, not generals and their battles, unless they are one and the same. Thus, I understand it's 2/5 star review at Barnes & Noble (only 2 reviews, so hardly statistically significant), as the book would not be for everyone, and certainly not the casual reader of military history. However, it is a must read for any would-be designers of WWI games or any true historian of the war. There are very few popular histories that I know of written about the ins-and-outs of internal Austro-Hungarian politics in particular, but there is quite a bit of it in this book. It is amazing AH managed to stay in the war at all once things started to go bad, and things went bad as early as 1914.

One tidbit of information I will share with you. In its early pages, the book mentions a patriotic song sung by German peoples (yes, the book uses the word "peoples" a lot) called *Wacht am Rhein*, as in the game of the same name. As I was unclear as to which tune that actually was, I looked it up on YouTube. Punch it in yourself and give it a listen, as it's easy to find. It will inspire you to trample any number of small cardboard countries, all in the name of defending the Fatherland.



If you're interested in WWI, give this book a read. It's a little pricey at \$25 for the electronic version, but worth the price if you're interested in the subject.

### **Treasurer's Report**

OK, it's been awhile. We've had some income and outgo the past few months:

<b>Total balance 1-30-16:</b>	<b>\$ 9,388.75</b>
<b>Dividend 1-31-16:</b>	<b>1.99</b>
<b>Dividend 2-29-16:</b>	<b>1.87</b>
<b>Dividend 3-31-16:</b>	<b>2.03</b>
<b>Dividend 4-30-16:</b>	<b>1.96</b>
<b>Print Dues and contributions:</b>	<b>165.00</b>
<b>Charles Marshall Webhost Expenses:</b>	<b>-253.63</b>
<b>Duncan Rice MC Expenses:</b>	<b>- 21.95</b>
<b>Total balance 5-30-16:</b>	<b>\$ 9,286.02</b>

This report will reflect the bulk of our income and expenses for the year. We pay our webhosting service once a year, and it's our most significant expense.

Until next time!

## A Silent Victory Campaign Game Review

### A 1942 perspective by Bob Best

Our **Silent Victory** campaign game has reached the end of 1942. Our six skippers each have four war patrols under their belts, so let's take a look at how our game skippers are doing as compared to their real life counterparts. First let's see what happened with our real life US Navy skippers during 1942 in the Pacific submarine war.

After the surprise attacks in the Pacific in December 1941 and Japan's 1942 campaigns our military forces were in general retreat during most of 1942. The Asiatic Fleet submarines based at Cavite in the Philippine Islands retreated southward to Java and then when the Japanese moved against the Dutch East Indies our submarines again moved south to the west coast of Australia establishing submarine bases at Freemantle and Albany. Later, Some Freemantle boats would be moved to Brisbane along with S-Boats transferred from the Atlantic Fleet by the Chief of Naval Operations, Admiral King. These submarines would fall under the command of General Douglas MacArthur's Southwest Pacific forces.

Pearl Harbor submarines would remain under the command of Admiral Chester Nimitz, Commander in Chief Pacific Fleet, and would be under jurisdiction of the Central Pacific command. There was no unified submarine command structure for Pacific submarines, and it would show up in tactics employed and other operational decisions.

Three US Pacific submarine commands were organized and deployed late in 1942. The Asiatic Fleet Submarine Force finally deployed in Freemantle (commanded by Lockwood) on the west coast of Australia and Brisbane (commanded by Christie) on the east coast. Both Commands reported to Admiral Carpenter, senior Naval Representative on General MacArthur's staff. There was a lot of animosity between these commanders, with Carpenter trying to micro manage submarine operations and taking orders directly from MacArthur about submarine deployments rather than regular US Navy commands. General MacArthur commanded all allied forces in the Southwest Pacific region.

Pearl Harbor was the main Pacific Fleet submarine base (commanded English) who reported to Admiral Nimitz CIC Pacific Fleet at Pearl Harbor. Admiral Nimitz commanded the Pacific Fleet and directed the naval war in the Central Pacific region.

1942 was not a good year for the Pacific submarine force. Much of the submarine failure in 1942 could be laid to poor skipper performance and poor torpedo performance. During 1942, the three commands relieved about 40 skippers out of 135—almost 30 percent—because of poor health, battle fatigue, or non-productivity, mostly the last. Many younger officers from the class of 1931 and three from 1932 became skippers, but the three commanders chose these younger men all too slowly and cautiously, still obsessed by the peacetime emphasis on seniority. During 1942, Lockwood made a substantial contribution by confirming the deep-running fault of the Mark XIV torpedo—and getting BuOrd to admit it officially—but all three commands were derelict in follow-up investigations of the magnetic and contact exploders. At the end of December 1942, a full year into the war, no live controlled tests of the exploders had been conducted, in spite of the almost universal belief in

the submarine force that something was wrong with both magnetic and contact exploder types.

The major reason for the submarine failure of 1942 was not mechanical, physical, or psychological. It was, to put it simply, a failure of imagination on the highest levels by King, Edwards, Nimitz, Hart, Wilkes, Withers, English, Lockwood, Christie, and Fife, all senior command people. All these men failed to set up a broad, unified strategy for Pacific submarines aimed at a single specific goal: interdicting Japanese shipping services in the most efficient and telling manner. The lessons of the German U-boat campaigns against Britain in World Wars I and II—the latter in progress almost on Washington's doorstep—had apparently not yet sunk home. The military and maritime theories of Clausewitz and Mahan were ignored. The U.S. submarine force was divided and shunted about willy-nilly on missions for which, it was not suited, while the bulk of Japanese shipping sailed unmolested in Empire waters and through the bottleneck in Luzon Strait.

During 1942, Pacific-based submarines had made a total of about 350 war patrols. They had been employed for coastal defense (Lingayen Gulf, Java, Midway), for blockading (Truk-Solomons), for intercepting Japanese capital ships via Ultra (Magic) intercepts, for interdicting merchant shipping, for commando raids (Makin), for delivering and retrieving guerrillas and spies in Japanese-held territory (mostly the Philippines), for minelaying, for reconnaissance (primarily in the Marshalls), for delivering supplies and evacuating personnel (Corregidor), for shifting staff around in the Asiatic theater, and for "beacons" and weather forecasting in support of a few carrier strikes (Doolittle raid, bombing of Wake Island).

In pursuit of these missions, seven submarines had been lost in the Pacific: three S-boats by grounding (S-27, S-36, and S-39), one fleet boat (Sealion) in the Cavite Navy Yard, and three most likely by enemy countermeasures (Perch, scuttled after being trapped in shallow water; Shark and Grunion to unknown causes, probably depth-charge attack).

Only one of these kinds of missions did real harm to the Japanese (and the harm was, on the whole, slight); this was interdiction of Japanese shipping. During the 350 patrols, the three submarine commands (Pearl Harbor, Fremantle, and Brisbane) claimed they had sunk 274 Japanese ships for 1.6 million tons. According to postwar Japanese records (incomplete in some cases), the figures were 180 ships sunk for 725,000 tons. This figure was about equal to what thirty-eight operating German U-boats in the Atlantic sank during the two months of February and March 1942.

This effort had not seriously interfered with Japanese imports and exports. Imports of bulk commodities—coal, iron ore, bauxite, rice, lead, tin, zinc, and so on—for 1942 remained about the same as for 1941, about 20 million tons. While U.S. submarines were sinking ships, more were being built. Japan began the war with 5.4 million tons of merchant marine shipping, excluding tankers. By the end of December 1942, the figure stood at 5.2 million tons, excluding tankers, a net loss of only 200,000 tons. As for tankers, Japan began the war with 575,000 tons, built more during the year, and by the end of December 1942 the figure stood at 686,000 tons—an increase of

about 111,000 tons. Combining the figures for merchant ships and tankers, the Japanese suffered a net loss in shipping of about 89,000 tons, a figure so slight as to be meaningless.

The considerable effort was expended in chasing Japanese capital ships from Ultra (Magic) reports and was likewise largely unproductive. Including the Battle of Midway and the Truk blockade, these reports (plus lucky finds) resulted in about twenty-three individual sight contacts on major Japanese units—five on battleships and eighteen on aircraft carriers. Four of the five battleship contacts, Flying Fish, Amberjack, Trout, and Nautilus actually fired torpedoes. (Gudgeon at Midway did not fire torpedoes) These four attacks resulted in slight damage to one battleship.

Ten of the eighteen carrier contacts were developed into attacks. Skipjack, Narwhal, Pollack, Nautilus, Trout, Saury, Goto, Greenling, Stingray, and Drum actually fired torpedoes at carriers. These attacks resulted in slight damage to three carriers. Only two major Japanese naval vessels were sunk in all of 1942: S-44 sunk the heavy cruiser Kako and Albacore sunk the light cruiser Tenryu.

By contrast, Japanese submarine effort against U.S. surface forces was rewarding—for the Japanese. Japanese submarines sank the damaged carrier Yorktown at Midway and the carrier Wasp and the light cruiser Juneau in the Solomons. The carrier Saratoga was twice torpedoed and put out of action for most of the year. In addition, Japanese submarines inflicted heavy damage on the brand-new battleship North Carolina and the older heavy cruiser Chester.

Thanks in part to Ultra (Magic) intercepts Japanese submarine losses in 1942 were heavy. They lost twenty-three submarines. Six of these were sunk by U.S. submarines: Gudgeon, Tautog (two), Triton, Grayback, and Seadragon.

By far the most successful U.S. submarine effort of 1942 was the fifty-four fleet boat war patrols mounted from Pearl Harbor to Empire, East China Sea, and Formosan waters. These fifty-four, amounting to about 15 percent of all war patrols, accounted for eighty-one confirmed ships, about 45 percent of all sinkings for 1942. Had all the fleet boats been concentrated at Pearl Harbor at the beginning of the war and sent to these same waters—and the Luzon Strait—to prey on merchant shipping (as Doenitz was doing in the Atlantic), they could probably have carried out an additional two-hundred-odd patrols possibly accounting for maybe an additional three hundred ships, assuming average results for each patrol. This would have been a truly meaningful inroad in Japanese shipping services. The concentration of submarines in the Philippines, Java, Fremantle, Midway, Alaska, Truk, Brisbane, and the Solomons achieved little compared to Empire patrols.

In summary: US Navy submarines averaged less than one ship sunk per patrol. This averaged 4571 tons per patrol per submarine. 40 of the 135 skippers (roughly 30%) had been relieved of command. One Japanese battleship had sustained damage.

Now let's look at our six skippers playing in our **Silent Victory** Campaign game.

S-39 is an S-Boat commanded by LCDR Sandy Sander-son (Sue Best). (That's right ... an S-Boat! It is a prototype design for **Silent Victory** that we have been working on). S-39 has sunk 1 ship on each of her 2 patrols. She has 9600 tons of shipping to her credit.

USS Salmon, commanded by CMDR Pete Jennings (Bob Best) is a prewar boat that has four war patrols to her credit.

Salmon has 13 ships sunk for 51,340 tons. Salmon is definitely ahead of the average number of ships sunk per patrol, but there were other US Navy submarines that sank several ships per patrol in 1942 also.

USS Tuna, commanded by LCDR O'Brein (Brian Stretcher) is also a prewar boat with four patrols to her credit. Tuna has 10 ships to her credit for 30,700 tons. Again a boat that is ahead of the average ships sunk per patrol.

USS "Lucky Lady", commanded by CMDR Dennis Sheppard (Dennis Sheppard) has sunk 11 ships for 94,700 tons of shipping. "Lucky Lady" is the only boat to sink a Japanese capital ship—the battleship *Krishima*, 36,600 tons.

USS Sea Bass, commanded by LCDR Williams (Jim Williams) is on her 3rd patrol. Jim Williams' first submarine was lost in action on his first patrol. Sea Bass has sunk six ships in 3 patrols for 34,500 tons. This is an average of 2 ships per patrol.

USS Revenant, commanded by LCDR Miller, II (Jeff Miller) is also on his second ship, losing his first sub on his first patrol. Revenant has 3 ships to her credit averaging one ship sunk per patrol.

The game skippers have reported fleeting contacts with aircraft carriers and battleships. Some have engaged them, but CMDR Sheppard is the only skipper to have bagged a battleship so far. So overall we are doing slightly better than real life skippers in the capital ship category.

None of our skippers have had an unsuccessful patrol so far, so none have been relieved for cause. **Silent Victory** rules say that if you sink a ship or complete your mission, you have a successful patrol.

Most of our skippers have completed special missions. Minelaying is USS Tuna's favorite with two of those missions under her belt!

All of our game skippers are complaining about the poor performance of the Mark XIV torpedoes as were their real life counterparts. This poor performance allowed many targets to get away just as in real life.

The one area where our game skippers have not duplicated real life skippers is in the area of Japanese submarines sunk. Only one submarine has been credited and that was to Salmon. Many contacts have resulted in the skippers letting the IJN submarine go as they can fire back at you if you miss your shot.

So there you have it. A pretty favorable comparison after four patrols for all six of our **Silent Victory** campaign game skippers. All in all **Silent Victory** gives a very realistic performance when compared with the real life experience of our US Navy submariners. This adds to the game's charm for me, and I think it is another reason that **Silent Victory** has sold out already. If this article has interested you, then check out the **Silent Victory** campaign game that is in progress on the AHKS Forum. It contains more detailed information on many of the topics only touched up above. If you have **Silent Victory** you can find considerable background material in the campaign game on the forum. For a more detailed look at the Pacific submarine war, check out Clay Blair's two volume set of books on the subject. You can see a review of his book in the last issue of *The K*. Good Luck on your submarine patrols!



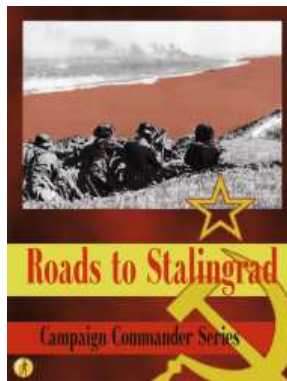
(Continued from page 1)

**Rome:** The Roman Republic was in a period of Roman history characterized by the expansion of this powerful city. In the second half of the third century BC, Rome projected its power outside Italy, which led to a series of clashes with other major powers in the Mediterranean, defeating Carthage and Macedonia and annexing their territories.

**Hispania:** In the second century BC after the Roman victory over the Carthaginians in the Second Punic War, the southern coast of the Iberian Peninsula is subject to Rome; the various Hispanic peoples saw this as a breach of the covenants made with Rome, so they rebelled. The defense of Numantia by the Celtiberians and the Lusitanian revolt under the leadership of Viriato have gone down in history as a faithful reflection of the Spanish tenacity to defend their homes.

**Gaul:** The Celts called themselves galiain (i.e. Gauls). The so-called Gaul was a group of villages composed of different tribes and ethnic backgrounds. In 56 BCE Julius Caesar intervenes, with the excuse of a war between the tribes of the Edui and Arverni, and the friendship with Rome of the first. In a few years Caesar subjected the whole of Gaul. All? Not quite! In the year 52 B.C. Gallic chieftain Vercingetorix revolted against Caesar, leading the Gallic tribes to expel the invader. €50 [http://www.bellica3g.com/index.php?option=com\\_virtuemart&page=shop\\_product\\_details&flypage=flypage\\_new.tpl&product\\_id=72](http://www.bellica3g.com/index.php?option=com_virtuemart&page=shop_product_details&flypage=flypage_new.tpl&product_id=72)

**Roads to Stalingrad** is the first volume of the Campaign Commander Series and depicts the campaign in southern Russia from the summer of 1942 to the end of the winter of 1943. After a terrible first winter in Russia, the German troops reorganized and readied themselves to launch the offensive to end the war. The Soviets got ready first; they launched an attack to retake Kharkov that ended in disaster for the troops involved. After finishing this offensive the Axis forces—numbering many



Hungarians, Romanians and Italians—launched, at the beginning of July 1942 the operation code named "Case Blue". German advance seemed unstoppable, reaching the Caucasus and the banks of the river Volga. At the city of Stalingrad the German army would experience a real nightmare, fighting through August to October in an attempt to conquer it. Control of the city meant that the Germans could cut the traffic

along the Volga, while for the Soviets it became a symbol of resistance against the invaders. Both Stalin and Hitler sent more and more troops to the cauldron of that destroyed city, into the fiercest and bloodiest battle ever known in history. In the event, conquering the city was rather useless to the Germans since, beginning on the 19th of November, Operation Uranus was launched and Marshall Zhukov could trap the German 6th Army into the ruins just won. Successive Soviet offensives destroyed the Italian, Romanian and Hungarian armies on the river Don, forcing the Germans to evacuate their conquests in the Caucasus and endangering even the survival of the whole German Army Group South. Only the timely intervention of Marshall von Manstein allowed the Germans to stop the Soviet advance and stabilize the front, thus saving an already catastrophic situation.

The game is played at the operational level. Designed for two players, the game has an estimated playing time of 3-4 hours and uses a double system of counters/map and cards in its mechanics. Players must use appropriately their troops and resources to obtain victory points either by destroying enemy forces or by occupying cities on the map. This is not a card driven game, cards are used for causing certain events, influ-

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### **PUBLICATION DEADLINES**

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: August 7, 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.

**WEB SITE ADDRESS**  
[www.AHIKS.com](http://www.AHIKS.com)

ence the outcome of battles and to place on map the necessary resources and reinforcements to fight with. €48

[http://www.bellica3g.com/index.php?option=com\\_virtuemart&page=shop.product\\_details&flypage=flypage\\_new.tpl&product\\_id=27](http://www.bellica3g.com/index.php?option=com_virtuemart&page=shop.product_details&flypage=flypage_new.tpl&product_id=27)

### Blue Panther

**Hokkaido** is a strategy game with a Euro feel for 2-4 players that plays in an hour or less. Players take the role of a clan leader in feudal Japan, trailblazing trade routes and holding on to them in an effort to convince the Shogun that they are worthy to rule the isle of Hokkaido. Three actions per turn, seven actions to choose from including move, grow, sea move, claim public trade route, draw a card, discard, reveal private trade route. An important decision or two every turn, and never enough actions to get it all done. Conflict can be used, but sparingly, when a province is overpopulated. A simple and robust combat mechanic rewards players who plan ahead. Victory is won through control of key trade routes and area control. Population limits scale with the number of players to ensure a tight board for any number of players. \$30

[http://www.bluepantherllc.com/BP3\\_Hokkaido.htm](http://www.bluepantherllc.com/BP3_Hokkaido.htm)

### Bounding Fire Productions

**Poland in Flames (PiF)** covers the conflict that triggered the start of World War 2 in Europe when Germany invaded Poland in September, 1939. This campaign was much more than the German Blitzkrieg overrunning a helpless Polish opponent. Rather, the Poles, deficient in both quality and quantity to the German Army as well as having to fight against Slovak and Russian forces, put up stiff resistance under the most dire of circumstances. The contents of **PiF** depict this brave struggle against overwhelming odds.

The game was under development for years, and all 45 of the scenarios were very thoroughly playtested. \$139  
<http://www.boundingfire.com/buy/index.php?tab=0>

### Chris Harding Simulations

**1st El Alamein** is an operational level simulation of the World War II battle between Axis and Allied forces around El Alamein in Egypt, conducted during the period of the 1st to the 4th of July, 1942. Axis Field Marshal Erwin Rommel launched his attack against the Allied forces of the British 8th Army. \$28 <http://users.sa.chariot.net.au/~topkat/home%20page/>



### Collins Epic Wargames

**Frontline General: Spearpoint 1943** is a fast-paced two-player tactical card wargame set in WWII. **Spearpoint** focuses on WWII frontline combat, chaos, tension, and fun. 100 Unit Cards feature an assortment of historical German and US squad



level infantry, artillery, armor, and aircraft. 50 Command Cards give support and intel to players. 25 Damage Cards apply unique Damage Effects if a unit becomes damaged. Combat is quick and tense and resolves using four (included) D10 dice. Standard and Situation games play in about 30 minutes including setup. \$30

<http://www.collinsepicwar.com/Spearpoint1943.html>

### Compass Games

**Fall Blau: Army Group South, June to December, 1942.** Fall Blau uses a modified version of the classic **Operation Typhoon/Victory in the West** system which uses a randomly drawn strength chit pull for strong units to determine their combat value. The basic turn sequence is classic IGO-UGO which consists of movement and combat, with possible attacks for mechanized units during movement. Planes are simplified through the use of Air Points.

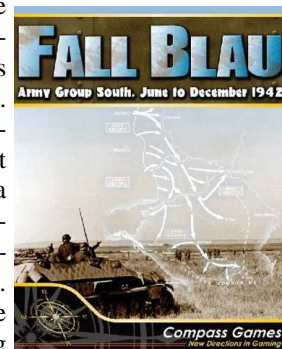
As the campaign progresses, the Axis player is constantly hampered with supply limitations. The supply/support system is tied closely with combat and restricts the Axis player from being able to attack everywhere at once.

Each turn covers 3 days. Each scenario literally breaks battles off into smaller pieces for shorter playtime and smaller space requirements. Scale is just over 10 km (6.5 miles) per hex and basic units are divisions, with Soviet corps, brigades, and tank battalions, as needed. The Order of Battle came from various sources, largely from the works of David Glantz, and further fine-tuned to give a reasonably accurate flow to the campaign. Three full-sized maps with two smaller extensions run from Kursk toward Baku across the diagonal. **Fall Blau** boasts a very accurate portrayal of the rail network at the time of these battles.

There are nine scenarios in the game: six small and three major campaigns. Five of the smaller scenarios are designed to form a balance arc. The first "learning" scenario is a pro-Axis solo exercise so players can get familiar with aspects of the game in a small setting. Balance then shifts toward the Soviet side as players progress through the list of scenarios. Operation Uranus is the inverse of the first scenario with the Soviets busting up the opposition. The last ("Gates") scenario is a large snippet of the campaign and was added to capture a high point in the campaign.

For the main campaign there are a few German panzer divisions and SS-LAH division available as options. The Eleventh Army can be kept from going to Leningrad and sent to help capture the oilfields as an option. Free and historical setup options are available and automatic victory goals based on Hitler's whim. So there is plenty of replay value built into the game. \$140

<http://compassgames.com/index.php/preorders/fallblau.html>





### Critical Hit

**Devil's Domain II** Combine **Devil's Domain II** with **Gates Of Hell** and play on the largest Kursk battlefield ever published at this scale. **Devil's Domain** rolled the Elephants into the heart of downtown and now the battle just got escalated to include two new linking mapsheets that create one massive Eastern Front conflagration ... on your gaming table. The maps link 'long-ways' and

that means you will deploy your forces across a rollicking six foot long × four foot deep spread when you combine the two games. You will **not** need to own **Devil's Domain** to play **GOH** (but you'll want to!)

**DD2** includes the original set of 16 scenarios, as many as any stand-alone module. You also receive a brand new color die-cut counter collection in Eastern Front camo and colors for both sides. \$90

[http://www.criticalhit.com/mm5/merchant.mvc?Store\\_Code=criticalhit&Screen=PROD&Product\\_Code=ASLDD2](http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=ASLDD2)

### DDH Games

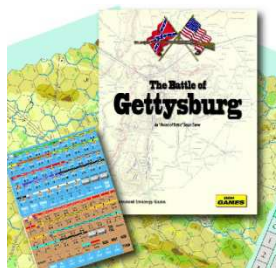
**Antietam** is a division-level game of the American Civil War. The game combines traditional hex and counter mechanics with a unique "Orders" system, where players issue orders to their various corps at the beginning of a turn, then alternating phases are conducted by each side. <http://ddhgames.com/Antietam.php>



**The Battle Of Gettysburg** is a division-level game of the American Civil War and is the second game in the "Orders of Battle" series.

The game combines traditional hex and counter mechanics with a unique "Orders" system, where players issue orders to their various corps at the beginning of a turn, then alternating phases are conducted by each side.

<http://ddhgames.com/Gettysburg.php>



### Decision Games

The **Complete Der Weltkrieg Series Set** includes the new Grand Campaign game, plus new reprints of previously published games!

**The Grand Campaign** (SPW) covers the strategic and production aspects of Der Weltkrieg Series for WWI and completes the Weltkrieg series.

**Italian Front** contains five scenarios: May 1915 (1st Isonzo), May 1916 (Strafexpedition), May 1917 (10th Isonzo), October 1917 (Caporetto) and June 1918 (Albrecht and Radetzky). This game links with the other East Front games in the series for campaign games.

**Ottoman Front** contains five scenarios: Kalfas Cephesi - Caucasus: 1914-17, Sinai-Filistin Cephesi: 1915-18, Irak Ce-

phesi - Mesopotamia: 1914-18, Canakkale Cephesi - Gallipoli: 1915 and Makadoya Cephesi - Greece: 1915-18.

**The Western Front** contains six scenarios, each covering a major WWI campaign fought in France or Belgium.

**Eastern Front** contains six scenarios: Tannenberg: Eagles in the East, Galicia: The Forgotten Cauldron, Serbia the Defiant, Gorlice-Tarnow Breakthrough, The 1916 Brusilov Offensive, Romania: Transylvanian Gambit. \$320

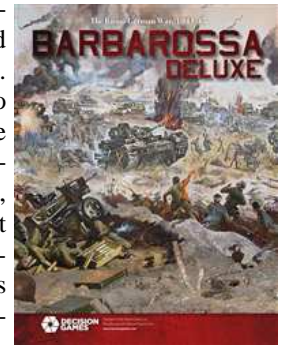
<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=SPW108A>

**Barbarossa Deluxe** A strategic-level, two-player "mini-monster" of intermediate complexity, designed by Ty Bomba, covering the entire Russo-German War. Play may end sooner than the historic termination time, if the German player is able to do significantly better than his historic counterparts by advancing so quickly he causes the overall political, social, economic, and military collapse of the Soviet Union. Likewise, if the Soviet player is able to carry out his strategic comeback more efficiently than did historic counterparts during the second half of the war, the game may again end earlier than it did historically. Each extra-large hexagon on the two-sheet map represents 55 miles. The large-size counters provide corps as primary units of maneuver for the Germans, while for the Soviets they are armies. The full order of battle is the most complete ever published in any simulation at this level. There are six scenarios include: the Grand Campaign, 1941-45; The Road Back, 1942-45; Operations Blue & Kremlin, 1942; Operation Citadel, 1943; What If: Manstein's Gambit, 1943; and What If: 1942 (assuming the war didn't start until a year after its historic date). \$65

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1410>

**The American Revolution** Designed by Joseph Miranda (originally published in *Strategy & Tactics* 270), is a strategic two-player wargame of intermediate complexity. It covers the entire struggle (1775-82) at the continental and intercontinental levels. One player commands the British, while the other leads the Americans along with their French and Spanish Allies. Each brigade-equivalent unit of maneuver represents two to four battalions (about 1,500- 4,000 men) of regulars, militia or Indians, and fleets, along with individual leaders of general and admiral rank. Each turn represents a year. There's a full campaign game, along with a short scenario that ends in 1778. Both scenarios begin with full historical set ups. Playing time for the campaign scenario is about eight hours, while the short scenario can be fought through in half the time. Rules cover: politics in North America and Britain, colonial loyalties European balance of power, Hessians, fortresses, sieges, partisans, Indian sovereignty, massacres, and honors of war. \$35

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1405>



**Long Range Desert Group (LRDG)** is a solitaire game covering British commando operations against the Axis forces in North Africa. The player must complete one of four missions to win a scenario, or complete all four progressively more difficult missions to win the campaign game. LRDG uses the Commando series rules. Each mission card grants the player a specified number of operations points to reach certain objectives. Operations points are expended to recruit the special ops team, then to move and attack on the map. A deck of event cards controls the opposition forces (OPFOR). Combat is resolved using a quasitactical system with opposing units taking turns firing at one another. Victory can increase the number of operations points available, but heavy losses can reduce them. A game ends when the player is unable to complete a mission. \$13 <http://shop.decisiongames.com/>

**Merrill's Marauders** is a solitaire game covering missions behind Japanese lines in the Burmese jungle by Merrill's Marauders and British Chindits. The player must complete one of four missions to win a scenario, or complete all four progressively more difficult missions to win the campaign game. The game uses the Commando series rules. Each mission card grants the player a specified number of operations points to reach certain objectives. Operations points are expended to recruit the special ops team, then to move and attack on the map. A deck of event cards controls the opposition forces (OPFOR). Combat is resolved using a quasitactical system with opposing units taking turns firing at one another. Victory can increase the number of operations points available, but heavy losses can reduce them. A game ends when the player is unable to complete a mission. \$13 <http://shop.decisiongames.com/>

### Europa Simulazioni

**Strafexpedition**, The Spring Offensive against Italy. May-June 1916. The simulation, using battalion level units, comes with a brand-new impulse system, which allows a remarkable level of interaction between the two players. Maneuvering is by brigade, at times depending by the initiative of the single commanders.

To keep units and brigades in reserve, and the way you use them in battle, can make the difference between victory and defeat.

Great importance is given to the morale of troops, and to its wearing, which affects the units' efficiency in combat, and can take them even to surrender.

The logistic effort is simply simulated using Logistics Points, that are the real "fuel" of any activity: attacks, artillery bombardment, trench building.

Bayonet assaults, machine gun fire, trenches and forts, terrible artillery bombardments, fast counterattacks, snow on high mountains, fighting over 2000 meters... €48 [http://italianwars.net/games/strafexpedition\\_1916](http://italianwars.net/games/strafexpedition_1916)

### Grognard Simulations

**Death Ride Kursk - Das Reich DRK. Das Reich** is the capstone game for the DRK-IISS game set. That is the final game in the 3 game set. This game builds on the first 2 in the set, DRK-Totenkopf and DRK-Leibstandarte. This game focuses on the Das Reich sector of the southern part of the salient. After a good start and rapid movement this sector of the front became quiet. Das Reich, from 8 July, did little in the way of attacking. DRK-Totenkopf, at a minimum (and DRK-Leibstandarte is recommended), is required to play this

game. The game system features the representation of units at Platoon and Battery level for the Germans and Company and Battery level for the Red Army. The Command and Control and Fire Support Enhancements are built into this game, just as they are for DRK-Totenkopf and DRK-Leibstandarte. The Command and Control Enhancement provides Company sized replacement units for the Germans and the representation of communications between HQ (the concept of Radio Line of Sight is used) and the HQ ability to respond on its own initiative when ammo is bad. The Fire Support Enhancement provides for artillery unit missions of Direct Support, General Support, and Reinforcing fires. This helps to restrict the fire of artillery in the game to something more like what happens in real life. Artillery cannot be gathered from around the map to support attacks or defense engagements. It must be planned.

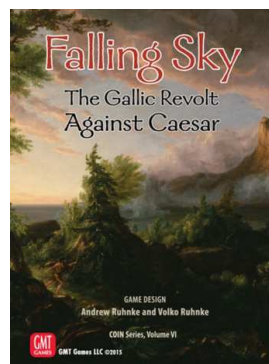
Both of the previous 2 games start the battle from 9 July. This game does that and also provides a battle start, along the entire IISS front, from 4 July. The same game design features, from DRK-Totenkopf and DRK-Leibstandarte, are included in this game.

There are 22 scenarios included. These include the Das Reich scenarios for 9-13 July plus a couple of smaller regimental scenarios, and daily scenarios for each day from 4-8 July for all 3 divisions. A real action packed monster. \$150

<http://www.grognardsims.com/ProductDetails.asp?ProductCode=GSI-0036>

### GMT Games

**Falling Sky: The Gallic Revolt Against Caesar** Late Summer, 54 BC: In a series of brilliant and brutal campaigns, Caesar has seized Gaul for Rome. But not all tribes rest subdued. In the north, the Belgic leader Ambiorix springs a trap on unwary legions while Caesar is away. In the south, an ambitious son of the Arverni seeks to unite a Celtic confederation in revolt against the hated Romans. What of the influential Aedui? Their republic appears content to shelter under Roman protection, but can they be trusted any further than any other Gauls? Meanwhile, along the Rhine, Germanic warbands multiply.



**Falling Sky** takes 1 to 4 players into the military actions and complex politics of Roman-occupied but not-yet-conquered Gaul. Caesar and his hard-hitting legions cannot be everywhere and will not triumph without powerful allies among local tribes. But each Gallic confederation has its own agenda and must keep its eyes not only on the Romans but also on Celtic, Belgic, and Germanic rivals. Players recruit forces, rally allies, husband resources for war, and balance dispersed action with the effectiveness and risk of concentrated battle.

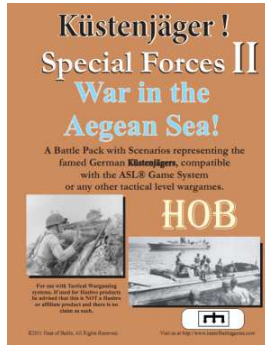
Leveraging GMT's popular COIN Series system to integrate historical events with wide-ranging strategic options across the gameboard, **Falling Sky** provides accessible and deep historical gaming of war, politics, and diplomacy. A full solitaire system



enables solo players to test their skill against an array of game-run factions, each unique. \$80  
<http://www.gmtgames.com/p-503-falling-sky-the-gallic-revolt-against-caesar.aspx>

**Heat of Battle**

**Special Forces II** The second installment in a series, which focuses on Special Forces from a variety of Nations, set in World War 2. **Special Forces II** focuses on the German Küstenjäger and their battles against the British, Greeks, and even Italians in the Mediterranean.



Includes six tournament-style scenarios. Each scenario card is professionally printed in a two-color format. Counters representing Küstenjäger SMC, MMC, Crews and special MGBs.

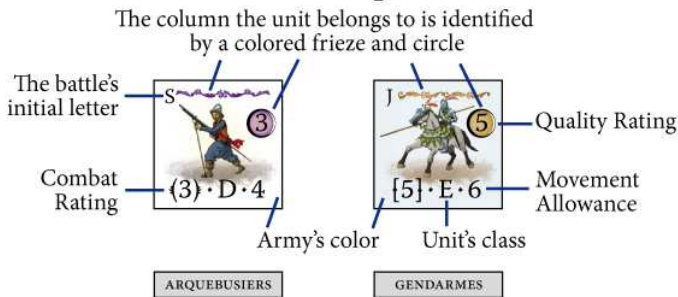
1 overlay. Ownership of most of the ASL system is required to play this module. ASL and its modules are registered trademarks of Hasbro's WWII Tactical Warfare system \$37  
<http://heatofbattlegames.com/sf2.php>

**Hexasim**

**By Shot, Shock and Faith** allows the simulation of religious wars that occurred in France from 1562 to 1598. This civil war opposes, in a first conflict phase, protestants (otherwise known as Huguenots) to Catholics, then royalists to League members after the accession of Henri IV to the throne in 1589.

The art of war during this period of the Renaissance was rapidly changing. The great feudal landlords, steeped in morals, fight alongside mercenaries motivated by sole cupidity. The diversity of the weapons that are used offers great tactical possibilities, based on impact and fire. Gendarmes, cuirassiers, reiters, harquebusiers, lansquenets and Swiss mercenaries confront each other in a merciless fight. €49 <http://www.hexasim.com/en/1613-By-Shot-Shock-and-Faith.html>

**Units description**



**High Flying Dice Games**

**Bad Moon Rising** Up until March 26, 1970, the 1<sup>st</sup> Air Cavalry Division's "in country" reputation was a relatively fortunate one. It had not suffered particularly horrendous losses since its battles in the Ia Drang valley years before. In March Charlie Company was caught in a large scale ambush set up by the NVA's 9<sup>th</sup> Division's 272<sup>nd</sup> Infantry Regiment. Alpha Troop of the 11<sup>th</sup> Armored Cavalry, attached to the 1<sup>st</sup> Air Cavalry Division, that was a little more than 4 kilometers away, immediately "saddled up" and "busted humps" through the jungle in

an epic trek through the jungle that savaged men and machine alike. After driving off the NVA and rescuing Charlie Company, the combined US force made it back to Fire Base Illingworth, named for one of the heroes of an earlier battle fought by the 1<sup>st</sup> Air Cavalry.

The strategy of using Fire Bases (also termed Fire Support Bases) was created as part of the "Vietnamization" of the conflict in which US forces were gradually withdrawn and the bulk of the fighting turned over to the ARVN (Army of the Republic of [South] Vietnam). General George Casey, Sr. developed the Fire Base strategy in which US Artillery and other battlefield support assets were deliberately deployed in forward areas to disrupt the Communists' lines of communication and supply, thereby inviting them to attack. Once the enemy was in the open and engaged the US forces would then call in massive amounts of air and artillery support to wreak devastation upon their foe. A Fire Base was only to be in one location 3 to 5 days, and extensive fortifications were not possible as everything had to be removed and redeployed by helicopter in a matter of hours. By April 1<sup>st</sup> Fire Base Illingworth was in place for 11 days, allowing the NVA to completely map out the base's positions, garrison, and weak points. Adding to Fire Base Illingworth's woes was the arrival of thousands of 8 inch artillery rounds on March 31<sup>st</sup>. The garrison had only hours to provide rudimentary protection for the new ammo dump by the time of the NVA's attack.



The survivors of Alpha Troop and Charlie Companies thought they had reached a place of refuge where they could rest, recuperate, and train their newly arrived replacements (FNGs as they were derisively termed by the veterans). However, the NVA saw their opportunity to exact revenge upon the Americans grow with each passing day Fire Base Illingworth remained in place. Little did they know, that those who fought on March 26<sup>th</sup> had leapt from the frying pan directly into the fire that exploded all around them at 0214 on April Fool's Day, 1970. \$25 <http://www.hfdgames.com/propages.html>

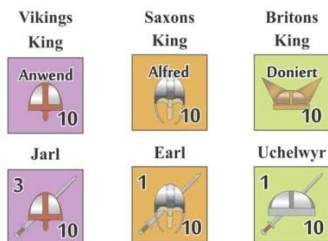
**Alfred the Great, War In the West Country, 876 AD** Warrior Kings Campaign Series, Volume 2. The game system is designed to reflect the decisions the Saxon and Viking Kings had to make. The Vikings are the more professional soldiers and are stronger in combat than the Saxons from the Fyrd which was in essence a local shire militia called together by their Earl. The Earl, Jarl, and Uchelwyr (British sub-king) are of equal fighting quality. The Saxon Earls and their house troops were as well trained and motivated as their Viking opponents. The Britons were renowned for their fighting ability, if



not battle tactics. Kings have different combat strength depending on their historical standing.

In this period monarchs were in the true meaning Warrior Kings; leading their men in battle and their presence lifted the moral of their soldiers. You will have to fight the temptation of leaving them all safely hidden away in a fortified hex, as without them on the battlefield your troops will be at a severe and constant disadvantage. \$15  
<http://www.hfdgames.com/alfred2.html>

### Alfred the Great Volume 2 Unit Counters



### Histogram

**Wir Sind Das Volk!** The divided Germany, 1945–1989. A boardgame for 2 players by Peer Sylvester & Richard Sivé. Playing time: ca. 150 min €28 <http://www.histogram.de/wir.sind.das.volk.html>

### The Historical Game Company

**Fields of Battle, Volume 1: The Great Northern War**, is a low to moderate complexity level tactical game covering 8 battles of The Great Northern War, 1700-1721 which pitted Sweden against Denmark, Russia, and Saxony (including its Polish and Lithuanian domains). Each battle can be played in about an hour and the game includes tactical cards for each side that can vary combat and movement and utilize various historical circumstances and events to affect game play. In most battles, the Swedish forces must be aggressive to secure a victory. Each battle has its own game map on a period feel calligraphy style map. Counters are 5/8" thick, laser cut, which primarily consist of combat units and leaders of the countries involved in the war. \$50 <http://www.thehistoricalgamecompany.com/fields-battle-volume-1/>

### H&S Games

**Ostfront** is the newest edition 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>

### Ludifole

**Les Maréchaux IV: Joseph 1809** After their victory over Marshal Soult in northern Portugal, the British plan a joint campaign with their new Spanish allies to capture Madrid. The initial Allied plan is to pin the Victor corps in the Tage valley against the main Anglo-Spanish force while Vénégas, coming from Bailen, threatens the capital from the South.

Joseph did not anticipate this offensive and is surprised by the enemy attack. But he reacts promptly and, taking advantage of his central position, converges the Victor and Sebastiani corps in addition to his reserves toward Madrid and the combined forces of Wellesley and Cuesta. He completely ignores Vénégas who has the path to the capital wide open.

**The Marshals** is a generic game simulating the campaigns led by the French generals and marshals under the Consulate and the 1st Empire far from their brilliant commander Bonaparte. **Joseph 1809** is a new game in the series. It focuses on the Talavera and Ocaña campaigns.

<http://boardgamegeek.com/boardgame/199222/les-marechaux-iv-joseph-1809>

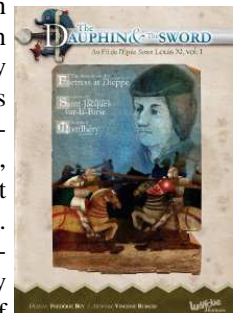
**Alea Iacta East** (English Version) is a historical strategy game for two players. It narrates the civil wars that tore the late Roman Republic to shreds and paved the way for the establishment of the Principate. The period covered extends from Cae-



sar's crossing of the Rubicon with soldiers of the XIII Legion (12 January, 49 BC) to Octavianus' closing of the doors of the Temple of Janus (January 11, 29 BC), the act that symbolized the return of peace. One player defends the interests of Caesar, his Allies, his supporters, and his successors. L'autre defends the interests de son Adversaries. The roles of the two players may be reversed during the game. The rules of **Alea Iacta East** constitute an evolution for a different epoch of the game system developed for **Imperator** (*VaeVictis* 42), **Semper Victor** (*VaeVictis* No. 56) and **Ultimus Romanorum** (*VaeVictis* No. 74). These games, though similar, cannot be played using the rules from **Reviews** another game in the series. Complexity: 6/9 . Ziplock game **Alea Iact East** is a Cannons game in cardboard . Designer: Frédéric Bey. Artist: Pascal Da Silva €25 <http://www.ludifolie.com/produit.php?ref=alea-iacta-est-en>

**The Dauphin And The Sword, Au Fil de l'Épée Series : Louis XI, vol. 1** is the 12th volume in Au Fil de l'Épée (By the Edge of the Sword) series and the first "Louis XI" volume. It covers three battles of Louis XI, when he still was Dauphin of France and finally King of France: Dieppe (1443), Saint-Jacques-sur-la-Brise (1444) et Montlhéry (1465).

**Dieppe (1443):** In 1435, the French captain Charles des Marets succeeded in taking the fortified port of Dieppe by stealth, with just a few hundred men. This audacious operation in the middle of Normandy dealt a huge blow to English pride, as Normandy was an English possession at that time (or at least was viewed as such). In the beginning of the year 1442 the English decided to recapture the town. They constructed a "very strong and big fort of wood, of large diameter," whose sides were protected by a wide moat, on the hill called "Pollet" overlooking Dieppe from the



east. This siege of Dieppe, by the English, gave the Dauphin Louis the opportunity to distinguish himself in combat for the first time.

**Saint-Jacques-sur-la-Brise:** The Swiss confederation had been in the throes of a civil war since 1439, with Zurich fighting against seven other cantons who had formed a Confederation. In 1442 Zurich made an alliance with Austria which, up until that time, had been an hereditary enemy. Unable to defeat the Confederation of Cantons, Frederic III of Habsburg asked for the military help of the king of France. Charles VII readily accepted, because he had just signed a truce with England. This was an opportunity to remove the bands of mercenaries and soldiers that he couldn't pay from his kingdom—mercenaries that were living off the land and terrorizing the population. The king gave the command of these terrible "écorceurs" (flayers of dead bodies) to his son, Louis. The Dauphin gathered around him one hundred forty companies of adventurers, who were followed by the usual horde of looters, women and even children of all nationalities. From 25,000 to 30,000 French, Gascons, Spanish, Scottish and English assembled in the Langres region in the beginning of August 1444. Among them were only 10,000 to 12,000 real soldiers, of whom around 40% were men at arms and 60% archers, commanded by some of the most sinister representatives of the military profession.

**Montlhéry (1465):** In March 1465, civil war erupted in the kingdom of France. Louis XI, having ascended the throne in 1461, payed the price for the political errors he made in the beginning of his reign. All the princes, the great nobles, the former counselors of Charles VII that he dismissed, and even his own brother Charles of France, allied against him in the League of "Public weal." At the end of spring in that year, they all converged on Paris—Bretons from the West, Burgundians from Picardy, the Duke of Bourbon and the Count of Armagnac from the Massif Central. Louis XI, after a disappointing campaign in Auvergne, decided to go north to battle the Burgundians before facing the Bretons. The Burgundians, under the command of Charles the Bold, Count of Charolais, first son of Duke Philippe the Good, crossed over Seine at Saint-Cloud and advanced to meet the royal army.

Design: Frédéric Bey / Artwork: Vincent Burger €29  
<http://www.ludifolie.com/produit.php?ref=louis-xi-the-dauphin-and-the-sword>

### Microgame Design Group

**Ypres 1914,** The First Battle of Ypres. Game Design: Kerry Anderson. Death Of An Army. The Battle of the Marne signaled the failure of the Schlieffen Plan and of German hopes to win a quick, decisive victory. In turn, this triggered the Race for the Sea as opposing armies attempted to outflank each other. Then, in a final bid to gain the upper hand, both Allied and German Armies clashed in the First Battle of Ypres. On these fields, the British Expeditionary Force, the professional army of Britain, and the strongest on the Continent, was bled dry.

**Ypres 1914** is a brigade/regiment level simulation of the First Battle of Ypres. Players assume the roles of the commanders of the German and Allied troops as they desperately fight for this valuable position in the line.

The 17 x 22" map (with 3/4" hexes) covers Flanders battle-field. The 480 1/2" counters (die-cut and back-printed) show the forces involved in the battle. \$40 <http://members.shaw.ca/kerryanderson/MDG/Y14.html>

### Miku Games

**Tornio '44** is a Finnish design in English about the Finnish naval landing behind the German lines. "A boardgame about the largest battle of the Lapland War 1944--45." [http://www.mikugames.com/the\\_games.php](http://www.mikugames.com/the_games.php) €51 includes shipping

### Multi-Man Publishing

**Last Blitzkrieg** is the first entry in the new Battalion Combat Series (BCS), which simulates combat in World War II (and beyond) at the battalion scale. Its subject is the German Ardennes offensive *Wacht Am Rhein* (the Battle of the Bulge) on four detailed maps (at 1km per hex) and with 1,680 counters. **Last Blitzkrieg** covers the battle in a level of detail rarely seen before and does so in a very playable manner. The BCS itself was designed to show that battalion level combat is its own subject, being neither "small divisions" nor "large platoons." The results may surprise some players but will hopefully pique the interest of all and allow them to see many things they thought they already knew in a fresh light. \$132



<http://www.multimanpublishing.com/Products/tabid/58/ProductID/312/Default.aspx>

### Matrix Games

**Order of Battle: Morning Sun** is an expansion of **Order of Battle: Pacific** and requires the base game to be played.

In the spring of 1942 the Japanese suffer their first major setbacks of the Pacific War with the naval battles of Coral Sea and Midway. Seizing this opportunity to take back the initiative, US High Command launches an offensive operation against forward Japanese outposts in the Solomon Islands. As part of this expeditionary force, the US Marine Corps is tasked with assaulting the islands of Tulagi and Guadalcanal. A long and bloody campaign of island hopping in the Pacific Ocean has begun.

**Order of Battle: U.S. Marines** puts players in control of the elite U.S. military branch which proved essential in the Allied victory over Japan. While **Order of Battle: Pacific** featured the major ground and naval battles of the Pacific War, this **new expansion** follows the story of the U.S. Marine Corps during the island hopping campaign of 1942-1945. As the fighting progresses across small, isolated jungle islands, the Japanese adapt their strategy from ruthless assaults to deep, well-prepared defensive systems, determined to hold on and fight to the last man. \$10

<http://www.matrixgames.com/products/610/details/Order.of.Battle.U.S..Marines>

**Sengoku Jidai: Shadow of the Shogun** Sixteenth century East Asia is in turmoil. In Japan, the ruling Shogun family has lost its grip on the country. A civil war is brewing as regional lords actively expand their influence. In Korea, the Joseon dynasty is paralyzed by factional struggle within the royal court. In China, the might of the Ming dynasty is waning due to rebellions and foreign incursions. These seemingly separate internal

conflicts will pave the way for an international war involving the three countries.

**Sengoku Jidai: Shadow of the Shogun** is a turn-based tactical and strategic game set during this turbulent time; primarily focusing on the Japanese Warring States period and Japanese Invasion of Korea. Other armies from East Asia are also made available to simulate different conflicts across the region.

Take command of diverse armies which employ varying tactical doctrines. Lead your chosen army and their generals to victory in set-piece historical battles or "what-if" skirmish situations against an AI or human opponent. Become more ambi-



tious and achieve regional domination through the operational campaign layer where you have to deal with the consequence of preceding battles.

To become the Japanese Shogun, to overthrow the Emperor of the Middle Kingdom, or to establish a Pan-Asian Empire, one requires mastery of the battlefield. \$30 <http://www.matrixgames.com/products/603/details/Sengoku.Jidai..Shadow.of.the.Shogun>.

**Panzer Corps: U.S. Corps** It is 1942, war rages as Germany and its allies continue the colossal invasion of the Soviet Union, which seems to be on the brink of collapse. An increasingly isolated Great Britain is the last bastion of resistance in Europe, and the armies of the Axis seem unstoppable. But the USA has entered the fight! The Allied High Command debates the opening of a new front: it's time to reverse the tide.

**Panzer Corps: U.S. Corps** is composed of three different DLCs, each one with its unique theatre of operations and scenarios, but all linked in a colossal branching campaign with complete unit carry over!

Start with inexperienced "rookies" in the sands of North Africa, then assault the shores of Italy and fight your way up the peninsula, and eventually land on Normandy and take part to the final push for Germany! Learn how to wisely employ your troops to save your veterans for the next battles! <http://www.matrixgames.com/store/?a=0&pt=1>

**Minden Games**

**Poor Bloody Infantry: Somme** is a solitaire World War I wargame that puts you in command of a single British platoon going "over the top" early on July 1, 1916, at the Somme. Your goal? Lead your men (approximately 45 strong platoon, each counter representing one soldier) across No Man's Land and into the German trenches, to dispatch any defenders. Of course, this is easier said than done (even given your preliminary bombardment), as the game system uses German machine guns and

wire emplacements to keep you from your goal. Published in the hundredth anniversary year of the battle, **PBI: Somme** simulates the chaotic battlefield conditions and allows you vicariously to experience the terror and uncertainty of going over the top.

**PBI: Somme** has a strong "role play" (or "experience") element built into it, as you nominate one of the soldiers or officers to represent you; to win, you must not only clear the enemy trench, but survive.

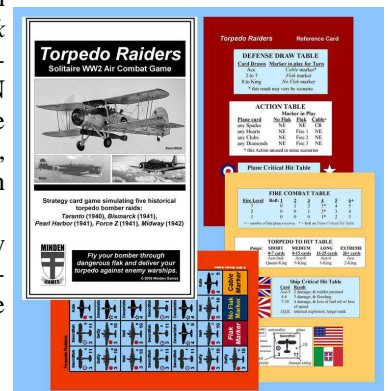
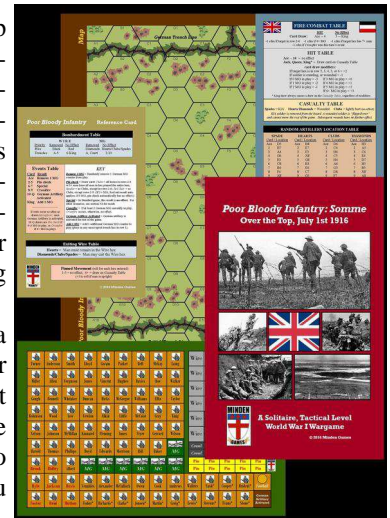
The game has simple mechanics and is designed for solitaire play. The map is a hex grid, with opposing trenches on opposite sides, separated by No Man's Land. The standard scenario ("Red Hand at Thiepval Wood") represents one platoon from A Company, 14th Royal Irish Rifles (Belfast Young Citizens), which is part of the 109th Brigade, 36th (Ulster) Division, northwest of Thiepval, making the assault. Incredibly, 60,000 British soldiers fell that day (including about 20,000 killed), so don't expect a walkover. Seven additional historical scenarios are provided, and rules for linking these together to form a Campaign game.

You'll need access to a standard deck of playing cards, and a six-sided die, which act as randomizers during play.

**PBI: Somme** is a solitaire game, but may also be played by almost any number of gamers, each "controlling" the action of a single man during play. Play Time: About 45 minutes. Optional rules cover fire lanes, shell holes, differences between Regular, Territorial, and New Army units, rewards for valor (winning the Victoria Cross is a rare achievement, but possible), and more. \$18 [http://minden\\_games.homestead.com/PBI.html](http://minden_games.homestead.com/PBI.html)

**Torpedo Raiders** is a solitaire WW2 air combat card game, depicting torpedo bombers and their exploits in historical scenarios. The game system is similar to the game system used in **Stringbag**, which appeared in *Panzer Digest* #13. Players take the role of one (or a group) of torpedo bombers and fly through flak to deliver torpedoes against enemy warships. Includes eight-page illustrated rule booklet, two identical Reference Cards, and one counter sheet with individually rated warplanes. (Counters must be cut apart prior to play.) Optional rules are provided as well. There are five historical scenarios that come with the game: *Taranto 1940* (involving British *Fairey Swordfish* planes), *Bismarck 1941* (Swordfish), *Pearl Harbor 1941* (with Japanese B5N Kates), *Force Z 1941* (Japanese G3M Nells and G4M Bettys), and *Midway 1942* (American Devastators).

All you need to do is supply a regular deck of cards, a six-sided die, the supplied plane



counters and Reference Cards, and an imagination, and you are in business. \$12

[http://minden\\_games.homestead.com/PBI.html](http://minden_games.homestead.com/PBI.html)

### Naval Warfare Simulations

**Rule the Waves** is a computer game that places you in the role of 'Grand Admiral' during the early years of the 20th Century. You manage the naval affairs of your chosen nation while navigating between the desires and demands of your own government, the efforts of potential adversaries, and the affairs of your potential allies.

The battle resolution mechanics are based upon our success-



ful Steam and Iron (SAI) system for combat but technical, economic and foreign policy decisions will also be necessary as the player guides their navy's design, construction, deployment and operations during a period of great technological innovation and political tensions.

**Rule the Waves** is modeled on the period of European global dominance but is not intended to precisely recreate history. Rather RTW gives the player the tools to lead a navy during the era when 'steam and iron' dominated the high seas. You will create your own naval history with your decisions, the ships and fleet you design, and the conflicts that you avoid or fight!

If you ever wanted to design the perfect battleship or plan the perfect fleet, then **Rule the Waves** is the game for you! \$35 <http://nws-online.proboards.com/thread/335/rtw-rule-waves-information-downloads>

**M.A.C. (Modern Armored Conflicts)** is a tactical land-combat simulation that covers (at least initially) the 1970s Central Front with the US, USSR, UK, and FRG forces well represented. The game scale is 3 minutes/turn, 250m per hex. The 'standard' unit is the platoon, but individual squads, sections, or vehicles may be used as well (these are called 'Elements' in the game). The goal of the game design is to allow a game with up to 1 (or 2) battalions on each side but keep a sufficient level of detail that each major-caliber round fired is accounted for. The maps provided are based upon real locations in the Northern/Central German theatre covered by the game.

Each platoon has a number of Strength Points equal to the number of squads or vehicles in that platoon. The game system allows one to account for each major-caliber round fired without requiring the tedious book-keeping that often occurs in such detailed-level games.

The game system includes rules for the following: direct fire combat rules, close-combat and overrun rules, smoke, darkness levels, illumination, realistic spotting and target identification (including the very real possibility of fratricide), engineering tasks such as minefield breaching/bridge-laying/digging entrenchments, bunkers and fortifications, quick but realistic ar-

mor penetration/damage mechanisms, over 200 data sheets for armor/APC/truck/ATGM/infantry/helicopters /aircraft/recon/scout/fire-support/artillery/command/engineering/and more, maneuver & formation/terrain/skill effects upon maneuver, 'military' versus actual terrain crest rules, fog of war, morale (a unit is always in one of 6 different 'morale states'), detailed NATO-US-SOVIET doctrine implementation and enforcement, command and control effects, intelligence/readiness levels in scenarios, over-watch (multiple types), tactical helicopter and air operations (including the employment of guns/bombs/rockets and PGMs), detailed artillery rules accounting for the differences in ammo types/SP or towed/plotting systems/doctrine, off-board artillery rules, scatter-able mines, stacking limits/effects, detailed terrain and environmental effects, etc...and lastly the human element, which is the single most important influencing factor in the entire game system.

The game system is designed to generate realistic combat results with a modicum of effort, and is based on extensive scientific research into & analysis of the mechanics and history of combat, including the weapon systems / combatants / doctrine / and organizations of the period covered by the simulation.

<http://www.navalwarfare.net/mac.html>

### New England Simulations

**Overlord: D-Day and the Beachhead Battles** is an expansion module for **The Killing Ground** that covers the period from June 6, to July 5, 1944. This 30 game-turn module links directly to **The Killing Ground** with an additional map, playing pieces and rules. It may also be played as a single map, stand alone game. In either case, the original **The Killing Ground** game is required to use this module.

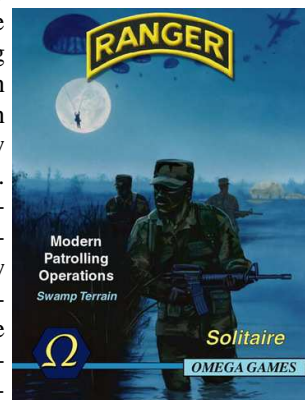
**Overlord: D-Day and the Beachhead Battles** is divided into three stages, each with a different sequence of play.

1. D-Day: June 6, 1944
2. OVERLORD: The Build-up
3. The Killing Ground

D-Day: June 6th, 1944, sequence of play is used only on game-turn one. OVERLORD: The Build-up sequence of play starts on turn 2 and ends the Game-turn in which both Allied nationalities have completed their depots. **The Killing Ground** sequence of play starts the turn after the depots are completed. The rules from the original **Killing Ground** game are used throughout the Build-up except where noted. The rules for D-Day and OVERLORD are in addition to and supersede the standard **Killing Ground** rules until the end of the Build-up. \$38 [http://www.carpatina.com/nes/overlord\\_page2.html](http://www.carpatina.com/nes/overlord_page2.html)

### Omega Games

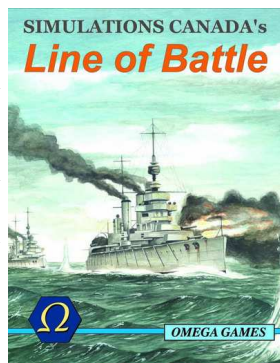
**Ranger**, the classic solitaire wargame, returns. Our first game and one of the biggest selling wargames of all time returns in an all-new, revised 3000 Line edition completely updated with new weapons, equipment and tactics. The new maps are UV coated allowing the use of dry erase markers. Four versions of the game now allow patrolling in wooded, mountain, jungle and desert terrain. Face the challenge of planning and executing a Ranger patrol on the mod-



ern battlefield. Missions include squad reconnaissance or platoon ambush and raid patrols. Experience the actual decisions faced by today's U.S. Army Ranger. The first of these solitaire games simulates operations in a jungle environment. \$40 <http://www.omegagames.com/omega/do/military/product/omegagames/AutoForward;jsessionid=0A9C-C22E0B0F1F2D94A5063DDB4AAEC6?forward=Ranger>.  
pagedef

**Line of Battle** recreates naval battles during the era of the Dreadnought battleship. A unique combat system simulates shell strengths, immune zones, armor placement, gun ranges and the angle of incoming shot without resorting to complex calculations. Take command of a squadron of dreadnoughts to duel for domination of the seas. \$35

<http://www.omegagames.com/omega/do/military/product/omegagames/AutoForward;jsessionid=0A9C-C22E0B0F1F2D94A5063DDB4AAEC6?forward=LineOfBattle.pagedef>



### Red Sash Games

**Pro Religione et Libertate: The War of the Two Kings: 1688-1691** Volume X in the Lace Wars series  
**Important.** you must own a copy of **Remember Limerick!** (\$100) to use this module.

**Remember Limerick!** covered the war between King James II and King William III in Ireland during the years 1689-1691. **PRL** adds the theatres of England and Scotland and lets the players simulate the Glorious Revolution of 1688, when William of Orange invaded England with a Dutch army, and the Scottish insurgency of 1689-1691. Two Grand Campaign modules allow the players to simulate the entire war in the British Isles by combining **PRL** and **Remember Limerick!** In each case each player controls the forces of one king. Added to the troops available in **Remember Limerick!** are additional Dutch and English regiments, militia forces, Scottish Highlanders, and King James' entire pre-war army.

**PRL** uses the same game system as **Remember Limerick!**, adding special rules for Scotland, inter-theatre travel, and the Securing of each of the Three Kingdoms. The rules also allow play of the original **RL!** scenarios using the latest version of the series rules (3.75). **PRL** incorporates the accumulated game errata from **RL!**

The 1688 scenario and campaign game allows the players to see what might have happened if King James had met his nephew on the battlefield or waged a war of attrition against him.

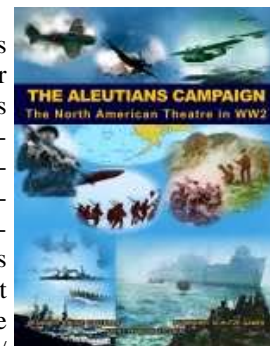
One player commands the forces of King James and his adherents, the other the forces of the Prince of Orange. 420 counters are added to those of **Remember Limerick!** Together they represent the forces of the Williamites and the Jacobites: Irish, English, Scottish, Dutch, French, Danish, and Huguenot. One map (6 panels in the digital version) depicting England, Wales, and Scotland in the late 17th Century. Print & Play: \$30. Boxed edition \$160 postage included.

<http://redsashgames.com/>

### Schutz Games

**The Aleutians Campaign** covers the most active phases of the little known strategic campaign in the North Pacific between Japan and the Allied powers from June 1942 to August 1943. Using the historically available individual warships, squadrons of aircraft and ground units players will attempt to dominate the region.

While the fighting in the Aleutians chain has been overshadowed by other events occurring at the time, such as the battles on Guadalcanal, this Alaskan island chain represented potentially vital ground for both the Japanese and their American and Canadian opponents. Control of the islands would open up either the northwest coast of America or the Japanese Home Islands to attack. \$30 <https://sites.google.com/site/schutzegames/product-list2/aleutiancampaign>



**Allenby's Blitzkrieg The Last Cavalry Crusade** is a 2 player game on the last great horse cavalry campaign in history. The game covers the first 48 hours of the offensive launched by General Edmund Allenby's army on 19 September 1918 in northern Palestine (now Israel).

The battle commenced just before dawn on the 19th after a brilliant deception operation that ensured that the Turks were out of place. It pitted a British army consisting mostly of Indian and Australian troops against the Ottoman Turks.

The speed at which the British army's mounted units moved and the distances they covered during the 48 hours and immediately afterwards, exceeded the best efforts of the Germans in any of their WW2 Blitzkriegs. \$30

<https://sites.google.com/site/schutzegames/product-list2/allenby>

### Revolution Games

Originally published in Japanese by Bonsai Games, Revolution Games brings **Pacific Fury** to the English speaking world.

**Pacific Fury** is a fast playing simulation covering the Solomons campaign in the South Pacific from August to November 1942. The game starts on 7 August 1942, after the US Marines 1st Division landed on Guadalcanal and occupied the airfield there.

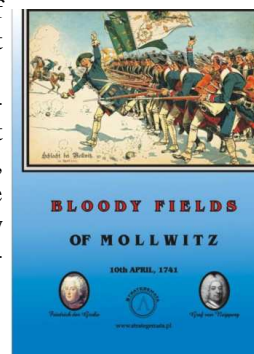
The game system features an abstract semi-hidden area movement system where both players must determine the timing and size of task forces during an operation. The American player starts with control of Guadalcanal, and the Japanese must take it to win. \$24 <http://www.revolutiongames.us/>

### Strategemata

**Bloody Fields of Mollwitz** is the first game in the tactical battle series entitled The Battles of Enlightenment, representing the first battle of Frederick II, King of Prussia.

The game is divided on the activation phases, in which the players first can change the order of the commander, and then move troops belonging to the commanders of the wings or infantry line (the same are treated Hussars regiments and artillery).

In each activation phase players:



- 1) use their Commanders-in-Chief and dispatch riders to give orders to subordinate commanders;
- 2) activate infantry / cavalry or artillery, moving it first and then carrying out the combat. Inactive player may respond by performing cavalry countercharges. Infantry can react with fire. Also in this phase employed to rally broken units and moving commander-in-chiefs.

The principle of the game is based on an order system. The player must carry out the assigned order (of course, he gives them to himself), until the order is changed by the Commander-in-Chief, or the wing/line commander manages to change it by himself.

The game distinguishes the tactics used by the Prussian and Austrian armies, with particular emphasis on platoon fire combat used by the Prussian infantry.

Infantry and artillery fire combat is based on the shooting unit's current morale level—it results in a loss of morale level of the fired upon opponent.

Melee combat is based on morale checks: first the attacker checks his morale, if he gets a positive result he initiates the melee combat. Then the defender checks his morale and if his result is positive the attacker checks his morale again (by checking the effects of the lack of success).

The loss of morale level is indicated with special markers. When the unit loses morale, it is broken. \$52  
<http://strategemata.pl/en/19-bloody-fields-of-mollwitz.html>

### Tiny Battle

**War Plan Crimson: (The U.S. Invades Canada)** is a simulation game of a hypothetical invasion of Canada by the United States sometime between 1935 and 1939. The game is for two players. In reality, both countries have enjoyed cordial relations but it is also historical fact that the United States Army did make plans to invade Canada, in the context of the 'Rainbow' war plans where potential enemy countries were referenced by colors (Japan was orange, Britain red, and Canada crimson—whence the title of the game). In most cases these plans were created, studied and maintained in order to keep staff officers sharp, but the strategic priorities of an actual plan submitted for consideration in 1935 (seizing Halifax and Montreal in a quick campaign before Britain could intervene decisively) are the obvious ones and have been used as the basic framework for the action in this game. \$30

<http://tinybattlepublishing.com/products/war-plan-crimson-the-us-invades-canada>

### Udo Grebe Gamedesign

**Medieval Conspiracy** introduces players to the Holy Roman Empire of Germany. That Empire is divided into numberless small earldoms, principalities, and bishoprics.

The ruler of the Empire is the Holy Roman Emperor who is elected by the 7 electoral princes.

In **Medieval Conspiracy** you take the role of a mighty noble family. Increase your power, gain new countries, get votes



of the electoral princes to finally be elected the new Holy Roman Emperor.

The map uses original German names to give the game a greater historical flair. Functions on the map you need for game play are handled with symbols. The map is easy to use for people who do not prefer to use English. The symbols are explained in the rules book.

**Medieval Conspiracy** is run by Action cards and Event cards. After collecting income, players bid for Event cards. 3 Event cards are displayed on their open side. €59  
<http://www.ugg.de/>

## MAGAZINES

*Against the Odds* #45 includes **Red Dragon, Blue Dragon**. One might ask why it is we know so much (and game so much) about the Russian Civil War and see very little on the Chinese Civil War, a conflict more prolonged, larger in scope (in terms of the numbers involved), and with more bearing on modern times.

**Red Dragon, Blue Dragon** brings gamers face to face with the series of battles that finally tipped the balance of power towards a Communist victory. You will see how the salient of Xuzhou and its implications toward Nanjing and Shanghai attracted seven whole armies from the ROC side and larger forces from the Communists, locked into a series of battles and maneuvers that saw whole armies destroyed, one after another.

Pitting the PLA "People's Liberation Army"; the Communists) against the GMD ("Guomindang"; the Nationalists), **Red Dragon, Blue Dragon** explores this critical campaign in depth, with 20km hexes, mostly corps-sized units, and turns representing one week of action. The GMD advantages include air support, rail movement, and convoys, while the PLA player benefits from pontoon bridges, guerrilla movement, and "fast marches." Both sides can be affected by random events and there are even rules for GMD units "defecting" and a Deng Xiaoping marker and effect! Differences like these give each side a distinctive flavor — it's not just red counters against blue counters, but two worlds colliding. \$33

<http://www.atomagazine.com/Details.cfm?ProdID=139>

*Battles* #11 (supposedly shipped in May) includes **Amigos & Insurrectos, The Philippine Insurrection 1899-1902**. €30  
<http://battlesmagazine.com/eshop/index.php>



*Modern War* #24 **Ambush at LZ Albany** depicts the ambush of US air cavalry units by the North Vietnamese Army on 17 November 1965, during the Pleiku Campaign. Turns cover one hour, with multiple impulses driven by a random chit draw. Additional chits add extra assets like artillery and air power. US and NVA platoons maneuver through areas of jungle, sawgrass, and clearings. Leaders magnify unit abilities but are vulnerable. The NVA player is bent on maximizing US losses before being overwhelmed by firepower. The US player must stabilize the situation, maximize NVA casualties, and evacuate wounded to prevent their falling into enemy hands. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW24>



*Paper Wars* #82 includes **I Will Fight No More Forever**, a game of the retreat of the Nez Perce Indian tribe, the longest contested retreat in history.

It is played on both the strategic and tactical levels so as to as fully as possible place the entire situation in the hands of the players. In the strategic game, played on a map of the Northwest and Northern states, a set of counters is used to represent the major units and bands involved in the campaign. Each is rated for movement abilities and search or evasion potential.

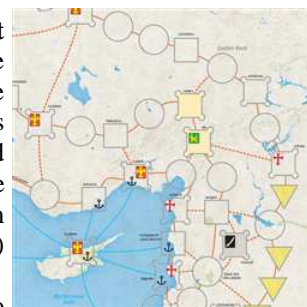


This is a large game for a magazine, with a strategic map, 4 tactical maps, one and a half counter sheets, and a set of rules for both the strategic and tactical games. Design by Stephen Newberg. \$47 <http://compassgames.com/index.php/preorders/issue-82-magazine-game-will-fight-no-more-forever.html>

*Slingshot* 305, March/April 2016, contains articles on  
 Holes in the Checkerboard, by Justin Swanton  
 It's a Long Way to Tibareni (2), by Alastair McBeath  
 A Note on Herod the Great's Army, by Dave Beatty  
 Saga for Dummies, by Gordon Lawrence  
 Late Roman Army & the Notitia Dignitatum (2), by Luke Ueda-Sarson  
 A Violent Day on the Via Egnatia, by Chris Hahn  
<http://www.soa.org.uk/joomla/>

*Strategy & Tactics* #299 **The First Crusade** is a solitaire wargame system covering the First Crusade of 1097-99. The player controls Crusader and allied Byzantine and Cilician Armenian forces. The game system controls Muslim forces (Seljuk Turks and Fatimids) as well as the Assassins.

The objective of the player is to reconquer the Holy Land while accomplishing various quests in the name of Christendom. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST299>



*World at War* #48 includes **Duel in the North: The Leningrad Campaign, Jun-Sep 1941**. This design covers the campaign of Germany's Army Group North, from the border to Leningrad, during the first year of the war in the east. This game uses the same rules system as **Sedan: The Decisive Battle for France, May 1940** (W24), **Tobruk: Operation Crusader, Nov-Dec, 1941** (ST278) and **Duel on the Steppe** (ST285), albeit with some occasional modifications appropriate to the scale and theater portrayed.

The map area portrays the Leningrad region of the Soviet Union, encompassing about 600 miles from east to west; each hexagon is about 12.5 miles. The various game pieces represent the historic combat units, as well as all necessary chits to facilitate game play. Soviet combat units are primarily divisions, the German units are divisions and Kampfgruppen and are color-coded by nationality and command affiliation. Combat units may represent from 2,000 to 14,000 men, and 50-400 armored vehicles. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW48>



★★