

The Kommandeur

50
Years

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From the President Kenneth Oates

By the time this reaches the membership, the national U.S. party conventions will have been held, and our Society election season also starts. So if you are still sitting on the fence and interested in any position, this is the Last Call! I am concerned there are not more members interested in joining the officer ranks, even for just one term (as I did). It gives a different perspective to AHIKS, and, as the old ads used to say, "You are in charge!"

AHIKS is more than just an opponent matching service. Throughout the many issues of *The K*, you can find many references to members meeting outside the gaming table. Some may only have corresponded through snail mail, or now through email, or even only the occasional phone call (again, technology in the form of the cell phone has made this practical).

We need talent to bring fresh ideas in order to keep the Society relevant, and we have even grown, despite the continued obituaries of our hobby. And look at the annual game releases during the past four years...simply awesome! Especially considering the quality of the components, the subject matter diversity, map style, and rule presentation—all lead to my conclusion that we have a VERY healthy hobby as we start the last quarter of 2016.

So, if you are willing, put your name in for any officer position, we need your input! Contact me or any officer.

Kenneth



Brian Laskey perched atop an M551 Sheridan at the Military Museum of Southern New England.

Unit Counter Pool News and Approach the Bench

from Brian Laskey

My apologies on not having an article in some time, so there is a little catching up to do. First and foremost I'd like to thank the following members for some very generous donations to the UCP. A big Thank You to: Ken Ellis, Randy Heller, William Krasner, Ray LaBarbera, and the late Harold McPherson. AHIKS very much appreciates the members' generosity of not only the games but for also absorbing the expense to ship them here. If there is anyone I have missed please let me know. With regards to donations they *do* help other members more times than many would probably believe.

Both the UCP Counter list and the UCP Parts list have been given a much needed update on the AHIKS website.

On a somber note, I'd like to extend my condolences to the family, friends, and opponents of Harold McPherson. Harold was a regular contributor to the UCP and in my dealings with him he was always a gentleman.

And yes here we go again with this reminder to please include your full name, AHIKS number, and mailing address when making a request from the UCP.

From the Judge's area, I am still looking for volunteers to act as Specialists on games of their expertise to assist the Judge if needed. Since the Judge cannot possibly be knowledgeable about every game out there, Specialists fulfill the advisory role of sharing their knowledge on a specific game regarding rules questions, clarifications, interpretations, et al. I had posted this before but received little if any response.

Besides being involved in game/rule situations, the role of the Judge also involves mediating problems between AHIKS members. This can involve any number of situations from unsportsmanlike conduct, disappearing opponents, accusations, and so on. AHIKS upholds high standards and wants to provide a pleasant gaming experience for everyone. Please do not let any situation get out of control until the point is reached where a mountain has been created out of a mole hill. If it cannot be handled between the players in a mutually friendly manner then drop it in the Judges lap. That's the Judge's role to investigate, mediate, and, if necessary, take the appropriate action. However, I've found that most issues can be avoided right from the start by making sure *both* players are on the same page. Please be clear on time expectations of turns, game or rules edition, optional/variant rules or counters, upcoming vacations and so on. Communication is the key.

That all said, I hope the summer has been treating everyone well. Be of Good Cheer!



Voss vs. 56th by Chuck Sutherland

September 23, 2017, will mark the 100th anniversary of the death of what may have been the greatest pilot to grace the skies of World War I. Werner Voss was, I believe, one of the greatest if not the greatest natural pilot to fight in WWI.

The admiration the pilots of the elite 56th gave to Voss after the 8 minute battle shows us how talented he was in his Fokker DR1. They were astounded to see an aircraft flying almost side-ways at times and still be controllable by the pilot. The great argument has been: was Voss simply skidding the aircraft or actually able to execute a flat turn without a bank. I personally believe he may have done both due to the unique design of the DR1. The wing supports acting as a stabilizer may have allowed Voss to actually turn the aircraft with almost no bank. Regardless, he put up a fight of the century against the best the English could put up. Having opportunities to escape, he continued to fight against high odds. Why, we can only guess. I believe he was a warrior who loved flying and fighting, and it was this joy that brought him back into the fight.

That being said, there are no flight board games to my knowledge that allow the recreation of the events of September 23, 1917. But I believe with some creative changes we can build the pilot's skills into **Richthofen's War** to allow us to recreate the battle that day.

We will add both an initiative roll and an ace movement phase, combined with placing combat at the end of the movement phase for all pilots. Those with an ace movement phase may fire at the end of their regular movement but with a die roll modifier equal to ½ of the remaining movement points of the enemy aircraft being targeted.

Here are the Ace ratings for the pilots involved.

Pilot Skills					Aircraft Turn Mode	
Init	Reserve	Missions	Kills	Type	Init Mod	Reserve
-2	-1	0	0	A	-2	-2
-1	0	1-4	0	B	-1	-1
0	0	5-19	1-4	C	+0	+0
1	1	20-30	5-10	D	+1	+1
2	2	31-50	11-17	E	+2	+2
3	3	51-75	18-40			
4	4	76+	41+			

Pilots	Aircraft	Kills	Bonus
Voss	DR1	48	+6
Menckhoff	DV	11	+2
Unknown	PIIIa	?	+1
60 th			
Hammersley	SE5a	2	0
R. L. Chdlaw-Roberts	SE5a	5	+1
RAF56 B Flight			
McCudden	SE5a	13	+2
Rhys-Davids	SE5a	18	+3
Muspratt	SE5a	6	+1
Cronyn	SE5a		0
High Cover			
Jeffer	SE5a	4	0
Young	SE5a	0	-1
RAF56 C Flight			
Bowman	SE5a	16	+2
Maybery	SE5a	13	+2
Hodge	SE5a	22	+3

Targeting is simple. If the enemy plane is in your front hex row, you may fire; if you have spent points turning without flying straight, you subtract those movement points from the combat die roll. Every hex moved straight removes one of the penalty points for turning. So if a C turn mode turned 3 hex sides it would have a -5 die roll. For every hex moved straight you remove 1 from the turn penalty.

Turn Sequence:

1. Initiative Roll for all pilots, with high roll going last. Break ties by an additional roll.
2. Regular movement
 - a. Pilots move their aircraft minus the reserve movement points.
 - i. Move the MP rating of the aircraft minus the bonus above
 - ii. A pilot who opts to fire during this phase subtracts ½ of target's remaining MPs
3. Ace reserve movement
 - a. This movement involves moving the bonus number listed above.
4. Fire phase for anyone who did not opt to fire after regular movement.

Fire modifiers:

Subtract ½ remaining movement points of the target aircraft rounded up.

Subtract MPs spent turning minus the MP moved straight after. Any new turn started after moving straight resets the counts.

This can also be adopted to the **Knights of the Air** game by changing the turn speeds based on ½ bonuses, so Voss could be 30mph off of the turn speed range making for much more 1mp turns.

Scenario Start:

Start by placing Voss on the center of the board. Decide east from west. Height 1,200 meters. Place the DV 6 hexes behind. PIII is not on the board at this time.

60th : Hammersly 15 hexes left of the DV. Must attempt to attack the DV 1st turn due to mistaking Voss as a Nieuport threatened by the DV.

Roberts 10 hexes behind Hammersly.

Start with initiative rolls for turn 1.

Reinforcements:

Turn 2: 56th 4 pilots McCudden and Rhys-Davids enter first with Muspratt 4 hexes behind and Cronyn 8 behind. All at 1,800 meters. Anytime Voss climbs above these 4 pilots by 500 or more meters, roll for entry of Jeffs and Young, who enter on a 5 or less at the end of Voss's reserve movement, 1 hex away, able to fire! (In other words Voss needs to stay and fight!)

Turn 8: Maybery, Hoidge, and Bowman enter edge of the board at 1,550 meters.

PIII pilot enters after the 3 above pilots in same location at 1,650 meters.

The Germans win by Voss lasting 49 turns; the allies win if he is shot down before that. Assuming each turn is 10 seconds.

I've posted on the local forums requests for pilots willing to play this.

Chuck Sutherland, call sign "Chiggy" after Space Above & Beyond's Chig ace pilot nicknamed Chiggy Von Richthofen.



Interested in WWI?

Need 7 Players to play-test multiplayer PBEM WW1 Wargame & Diplomacy Style WW1 Period Game. Weekly/bi-weekly turns by e-mail.

Stuart Schoenberger: tarleton1781@gmail.com;
forceof2@verizon.net



One of your editor's pastimes.

Looking for Louisville-area Miniatures Gamers

Louisville's Frazier Museum is potentially interested in hosting miniature wargames on site. They have a 10,000 soldier collection!

Does anyone have a contact in the miniatures gaming community in that region?

This might be a very interesting project!

Thanks, Walt Burgoyne

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National World War II Museum

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From the Secretary: Pete Menconi

By intent, the Secretary's job is quiet, takes little maintenance, almost no correspondence, plenty time for naps. It's a great job. I plan on keeping it that way!

So what's been happening? Nothing. We get 3-4 new members a month. I redo the roster (in alpha sort format) on the first of the month....oops, just realized I haven't done August yet. It creeps up.

The only noteworthy thing is that the roster probably contains 10-20% not-really members. These are people who haven't done anything with AHIKS for years 'n' years. They assume they're no longer members, a presumption obviated by our unaltered records! A couple of weeks back, one such "rejoined" and I just put him in touch with our Webmaster so the member could access our site assets.

Other than that? Nap time!



The Republic of Rome

I listed a match request for a game of **The Republic of Rome** (Avalon Hill), using Vassal, and just recently was contacted by Duncan with a response from Shannon MacNamera accepting the request. However, although there is a 2-player version in the rules, that version lacks many aspects and interactions of the multiplayer version, which is the way the game was intended to be played. So I wondered if a notice about the game seeking an additional 1 to 4 players could possibly be placed in the next issue, to hopefully drum up additional interest? Tony Arena

If you are interested, contact Duncan Rice.

The Solitaire Game: by Bob Best

Well, it's time for another issue of **The Solitaire Game** column! I hope all of you are enjoying your summertime activities. Wargaming is generally low on everyone's activity list when the weather is good and family and friends gather for summer events. But there is always those slack times in our schedules when we are looking for a little challenging entertainment to pass some time. Your slack time may be short and there is no time to round up an opponent for some face to face play, so we turn to one of our solitaire games to pass a few minutes before the next outdoor activity begins with the family.

ConSimPress' **Silent Victory** is a fun solitaire game where you can run a submarine war patrol in just a few minutes. You can even leave it in the middle of a patrol if you have to and return later to finish the patrol. With a little planning, you can easily carry everything you need to play the game with you in a pretty thin manila file folder. You can be very low-tech and use a pencil, paper and a couple pair of those tiny dice you can carry in a zip-lock snack bag to play the game. You can run the patrol in a very small space, like the pull down tray on an airplane if you happen to be flying somewhere or when sitting at a Starbucks drinking your Latte, for example.

If you are into cell phones or tablets, you can even put all the files you need (rules, tables, combat mat, submarine layout, etc.) into your cell phone or tablet as digital files. Then you can just call them up as you need them to play the war patrol. A pencil and paper are helpful as are a couple of dice in case there is no WiFi connection. You can log into the AHIKS website if you do have WiFi and use the dice roller in the "Member's Only" section instead of the tiny dice if you like. Everything you need is at your fingertips to play a wargame when you find yourself with some "me-time" on your hands.

You can even peruse the AHIKS forum at www.ahiks.com and go to the on-line game section where you can post your patrol report in our **Silent Victory** campaign game that is currently running there. You can also see the latest Patrol Summary sheets for our players and read the background material on the Pacific War submarine operations to give you some added flavor for your own submarine patrols. All very easy.

Speaking of our **Silent Victory** campaign game that is currently running on the AHIKS Forum, you can find the Seventh Patrol Summary Sheet for our **SV** players posted elsewhere in this issue. There is a good rundown on what is happening "Around the Silent Service in the third quarter of 1943" posted with the patrol summary. I hope you all enjoy reading it. Want to see more of the **Silent Victory** Campaign? Just go to www.ahiks.com, click on the forum button and then select "on-line games" from the main Menu. You will find the **Silent Victory** campaign game listed there.

Moving on to an upcoming solitaire game release... If you are interested in flying a B-17 or B-24 bomber in American's Daylight Strategic Bombing Campaign against Nazi Occupied Europe during the Second World War then you need to check out Legion Wargames' **Target For Today!**

A quote from the write up on **Target For Today!**: *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 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 combat missions.

The player is 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 B-24D, or J Model Liberator bomber. (The YB-40 Escort Bomber is also included for those wanting a little different experience.- Ed.)

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.

The US Army Air Forces suffered one of the highest casualty rates of any branch of the military services including the US Marine Corps during World War II. The heavy bomber groups of the 8th Air Force flew a combined total of 10,631 strike missions over Europe during the period of this game. The 8th Air Force lost 4145 bombers on these missions. Surviving your tour of duty could be difficult!

In the game, as the pilot of your bomber you can fly from either England with the 8th Air Force or from Italy with the 15th Air Force. **Target For Today!** covers the entire bomber campaign for both the 8th and 15th Air Forces. The game covers 1942 to 1945 for the 8th Air Force and 1943 to 1945 for the 15th Air Force in six campaigns.

Target For Today! has been on Legion Wargames' CPO (proposed) games listing and has garnered more than 500 orders so far. This is the most number of preorders for any game proposed by Legion Wargames ever. It is now going to the publisher. **TFT!** is still available at the pre-order price but I would order soon as I'm sure that the price will be going to retail soon. If you want to know more about **TFT!** or you would like to order at the pre order price, you can find it listed at: http://www.legionwargames.com/legion_TFT.html

Other games on the AHIKS Forum

AHIKS member Charles Sutherland is putting together a **Richthofen's War** scenario about German ace Werner Voss' demise on the AHIKS Forum (see page 2). He will be trying out some special rules to duplicate the air battle and he plans to post it on the Forum. Charles is looking for players, so if you are interested, please see his game notice posted in this issue and on the AHIKS Forum. This sounds like an interesting **RW** scenario, and, if you enjoyed playing in or following the **Richthofen's War** game that was played on the Forum a while back, you might also be interested in this one.

For those of you who may be unfamiliar with Werner Voss, here is a quick bio about him and the air battle.

On September 23, 1917, veteran German ace Werner Voss was shot down and killed during a dogfight with British pilots in the skies over Belgium during the first World War.

Voss, who was born in 1887, enlisted in the German Army as a cavalry soldier in 1914. He soon transferred to the German Air Service. Voss was a natural pilot and served under Oswald Boelcke, another famous German fighter ace who commanded the elite Jasta 2 fighter squadron. After serving as a wingman to Manfred von Richthofen, the ace pilot later known as the Red Baron, Voss established a reputation as a leading pilot in his own right, and became a rival to von Richthofen. By May 1917, Voss had 28 victories to his credit and earned the prestigious Pour le Merite award.

At Richthofen's request, Voss was attached to his own squadron, Jasta 10, known as the "Flying Circus." Voss earned another 14 victories there before September 23, 1917, when he was involved in a dogfight over Belgium with the renowned British 56 Squadron's "B" Flight. No. 56 Squadron including the ace pilots James McCudden and Arthur Rhys Davies. Though Voss skillfully eluded his pursuers for some 10 minutes in his silver-grey Fokker triplane, he was shot down during the engagement and crashed north of Frezenburg.

McCudden later observed: "I shall never forget my admiration for that German pilot, who single handedly, fought seven of us for ten minutes. I saw him go into a fairly steep dive and so I continued to watch, and then saw the his triplane hit the ground and disappear into a thousand fragments, for it seemed to me that it literally went into powder."

The victory over Voss was generally credited to Arthur Rhys Davies, who also shot down the German pilot Carl Menckhoff when he came to Voss' aid. Menckhoff survived the fight, one of the best-known aerial dogfights of World War I, to lead his own squadron until the end of the war. As for Voss, his bravery and skill was celebrated posthumously on both sides of the line.

In James McCudden's words: "Voss' flying was wonderful, his courage magnificent and in my opinion he was the bravest German airman whom it has been my privilege to see."

Now you can have a chance to experience this historic aerial dog fight!

And, in closing, it looks like our school system may be helping recruit young potential new gamers into the board gaming ranks for us. Our daughter, who was visiting for a few days, told me that the school district that she teaches American history and social studies in will be using the theme of the *Zombie Apocalypse* (A rage movie and TV series, as well as several board games for those of you who may not know) as a teaching tool for the district's social studies curriculum. It will combine aspects of board gaming and role playing and run through the semester. There is even a graphic novel that goes with the program! Boy, times sure do change. I don't ever remember getting to bring any of my Avalon Hill wargames to class to study the American Civil War!

Until Next Time, Happy Gaming!

As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHIKS become totally self sustaining. Give it some thought. Send Brian Stretcher a couple of dollars. Especially since there are no dues this year.

Brian Stretcher
73 Kalvi Court,
Brevard, NC 28712

WBC 2016 – Seven Springs, PA

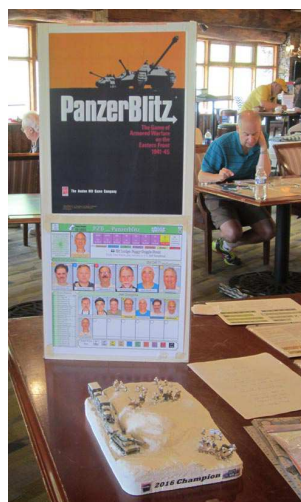
from Art Dohrman

This was the first year for WBC in the new venue southeast of Pittsburgh, and generally my feeling is that people are pleased. I heard no complaints as to facilities, and the comments I've seen on Facebook are very complimentary to the facility staff. There was a problem early on with air conditioning in the second floor of the ski lodge, where many of the grognard events were located, but it was fixed in a couple of days. In the meantime, affected events were relocated to the third floor. There was plenty of room; tables were spread out as opposed to being crammed together, and altogether it was a pleasant gaming experience.

There *are* things for spouses/kids to do, contrary to previous reports. At the venue itself, there's golf, mountain biking, hiking, and sporting clays available. I didn't personally use the swimming pool but it seemed to be well attended by others. I did go one morning and give sporting clays a try (\$55 for a 25-round introductory package, a fun little morning in spite of the rain). Off the venue, my wife and I visited Fallingwater, the Frank Lloyd Wright-designed home; Fort Necessity, built (and surrendered) by Lt. Col. George Washington in the run-up to the French and Indian War; and the Flight 93 Memorial, a very moving experience. My wife found several other historical museums to visit in the area. Next year we'll likely visit the Johnstown Flood Memorial, which is a little farther afield.

As to gaming, I mostly played in the **PanzerBlitz** tournament. It was located right at the entrance to the third floor of the ski lodge, and as people passed by en route to or from other events on the third floor, I heard many say, "Oh, I used to play that when I was a teenager," which naturally made me feel old. I took my annual thrashing in **Russian Campaign** and was able to get in a learning game of **Breakout: Normandy**. The game-master and my opponent in **BKN** were both very welcoming and patient with a newcomer (me) and I'm very grateful.

I would like to think I upheld the honor of AHIKS in terms of sportsmanship etc. The grognard events seemed to mostly be comparable in terms of participation to past years. Open gaming was definitely popular, as well as some of the non-grognard events. This was my fourth WBC; it is further from my home, but I realized, seeing many of the familiar faces, that it's really all about people, and I'll probably be back next year.



Tom Thorsen at the WBC

The World Boardgaming Championship has a new venue for 2016, moving from the Lancaster Host convention center in Lancaster, PA, to the Seven Springs Ski resort near Somerset, PA. I say 'near' Somerset as that is the exit off the PA Turnpike you take to reach the convention center. Somerset is about 30 minutes from Pittsburgh, and the resort is a good 20-25 minute drive from Somerset. I stayed at a hotel in Somerset to save some money, which means I had a 25 minute drive each way. There is nothing between Somerset and the resort except farms and residences. No traffic at all, but you do have to be aware of wildlife when returning at night.

I arrived late Tuesday to play in the **Wilderness War** mulligan round, just to refresh my memory of the game. Got matched with one of the top players in the game (George Young) and gave him a reasonable run for his money losing by only a couple of VPs. On Wednesday morning my first match was with the defending champion and GM Keith Wixson. I misplayed the advance on Ohio Forks up to Niagara and did poorly along lake Champlain. Keith had some excellent die rolls, and, while my cards were reasonable, I did not use them properly. The end result was a big win for Keith's French, and a first round elimination.

After lunch I found the first heat of the **Churchill** tournament, so sat down and joined in. A pretty poor start for me, as I played the role of Joseph Stalin and finished third in 3 player game. It was fairly close at the end, but I was never really in it. The other two players (Churchill and Roosevelt) did a fine job of working together to further their causes. Frankly, I failed to properly use the advantages afforded Stalin to get allied support for the advance on Berlin.

I wandered over to the open gaming, and checked on the "Monster" game room. Yes, there is a big room dedicated to Monster Games. One of my local pals was playing **World at War** there. That is the only game he played...all week. Not for me. Returned to the tournament room around 9 pm and the GM was recruiting for a quarterfinal round of **Churchill**, looking to get 9 players for a Semifinal. I decided to join in and this time I drew the role of Roosevelt, one I am more familiar with. The guy playing Stalin was not quite as experienced with the game, so we took almost 3 hours to complete all 10 turns/conferences. This time I finished first, just edging out the young man (Alex) playing Churchill, while poor Stalin again finished 3rd. It was now midnight, so I had to make the drive back to Somerset for some sleep, then be back by 9 am for the Semifinal. Alas, this meant missing one of my usual tournaments, **For the People**, which started Thursday morning as well.

As the fate of a random draw would have it, I was again matched with Alex who finished 2nd in our quarterfinal game. He was certainly good enough to qualify, or maybe he just showed up when someone else dropped out. In any event, this time he drew Roosevelt and I drew Stalin. The third man at the table (Mike) was also knowledgeable on the game, so we moved at a quick pace and finished in 2 hours. I knew that I needed Churchill to win the 10th conference, but was outplayed by Alex at the end, and he beat me by 3 points. I felt pretty good, finished 2nd with Stalin in a close game. Alex went on to win the final, a young man with a good head for games.

The **For the People** tournament was being held in the Ski Lodge, which requires a walk outdoors from the convention center. It rained on and off most of the time I was there, so you

had to be prepared for a walk in the rain. Talked to the GM and hung around for about 20 minutes waiting for another late entry to arrive, but no one showed up. After awhile I returned to the Open Gaming room and found another of the local gamers setting up **Empire of the Sun** to learn the game. This is another of my favorite games, so I sat down and helped introduce him to the system. A very long process, as this is not a simple game to learn since it has some very interesting mechanics, but Bill is quite adept at learning with his extensive game experience. When they broke for lunch about 2 pm, I went over to play a new game titled **Scythe** with another of the local guys. We broke off from that around 5 pm to enter the **Conquest of Paradise** tournament back in the Ski Lodge. Only played one round in that tournament, finishing 3rd in a 4 player game. Actually a blow-out as one guy made a great play one turn before I was able to counter his expansion, going to 24 VPs and the win while the rest of us had 15.5, 15 and 13 VPs. We all saw what was coming, but the guy was clever enough to be just out of reach and the two attacks we made on his islands were all rebuffed with poor die rolls.

Friday would be my last day there, and I made sure to be there by 10 am for the **Empire of the Sun** tournament. We play the 1943 scenario which should take about 3.5 hours. Won my first game against someone I know well from other games, Jeff Donald, who played well for someone just learning the game. We called it after two turns and 3 hours, as his Japanese had taken some heavy losses and my allies were doing well in the Central Pacific.

After a quick lunch I was paired with last year's champion, as I told the GM (Mark Herman) that I would not be continuing after this game. This was another very exciting game, as I committed a rookie mistake and left South HQ with no defending army at the end of the first turn. Dennis used his last move of turn 1 to redeploy the USN and a marine unit to Darwin to conduct a big surprise attack against Saigon and the Japanese South HQ there. Success would displace that HQ and leave all of the Japanese units in Burma and Northern India OOS. Fortunately, I held the Yamato Suicide Run response card in hand as was able to react to his attack with 7 air and naval units. The Allies rolled well and the Japanese poorly, inflicting a lot of losses on the Japanese forces, but enough Japanese strength remained to win the battle and turn back the invasion. The rest of the turn saw the allies invade in Sumatra and the Marshall islands, with the Japanese conducting reaction moves to create small battles to hurt the USN where it could. The allies captured Kwajalein, so the Japanese reinforced Eniwetok to make them risk heavy losses if they wanted to take control of the Marshall Islands. Near the end of the turn I revealed the "Panama Canal" event card to cause a one-turn delay for his next turn reinforcements, taking them out of the game. This was followed by a desperate attack by the SEAC HQ to recapture Dacca and restore the situation in N. India. When this failed, the allied player resigned, as he could see no way to counter the Japanese lead in VPs at that point.

I would have continued and was certainly a semi-finalist, but I had promised to play one game of **Tigers in the Mist** for the GM, and the first round was starting at 7 pm. I had just enough time for a quick visit to the Dealer room to see their wares and have dinner. Very, very sparse dealer attendance compared to Lancaster. GMT and Compass games were there,

but not many more. I have to believe that the remote venue discouraged a larger showing. I was highly recommending **The Lamps Are Going Out** to anyone who would listen, but Compass Games only brought 2 copies to the show, and they were quickly scooped up. If you are at all interested in a reasonably quick (4 - 5 hours) game on WWI, check this one out.

Tigers in the Mist is probably one of my best games. Was matched against Jim Fong in what is often a 5 hour game of the 5th Panzer Scenario, but some really good die rolls broke through the USA defense at Bastogne and after 90 minutes it was all over, the USA player resigned when the math clearly showed a German win was inevitable. I had to hang around a bit, as John Sharp and AHKS member Glenn Petroski were using my copy of the game for their match. Wish I had thought to pull out my camera and get a picture of Glenn for this issue.

Also ran into AHKS member Ed O'Conner in the Alpine Room when I observed the **Britannia** tournament. Ed and I have played both **Paths of Glory** and **A Victory Lost** through AHKS, but this was the first time we had actually met. Always interesting to have a face for the guy at the other end of the e-mail.

If I return to WBC, which I won't be next year due to a family event, I would probably opt to stay at the resort. That 25 minute drive each way was a hassle. There is a good variety of food at the resort, with a cafeteria and bar in the ski lodge and a couple of reasonable restaurants in the convention center. I did not go to the housing facility, so I have no idea what is offered there. There were some complaints about the cost of food, since attendees are a captive group, but coming from New York I did not find \$10-\$15 for lunch and \$25-\$30 for dinner to be unreasonable.

I need to get in sync with some of the other local guys to share one of the larger units. They offer different accommodations, from 2 bedroom units to 4 bedroom units that probably sleep more than that. The place is certainly family oriented, with a small bowling alley and other entertainment. You can bring the family, but if they are not into the games or outdoor activities (hiking, biking, golf) there really isn't much to do. I would guess that any shopping or other entertainment is at least 30 minutes away, maybe more like an hour.

Tom Thorsen
4 August 2016



7-Springs Lodge



Open gaming



World at War



Empire of the Sun tournament

Treasury Notes

Brian Stretcher



To End All Wars: Initial Impressions of New WWI Titles

Since we are in the middle of the 100th anniversary of the War to End All Wars, and I have resumed the relatively regular purchase of games that I want after a relatively long purchasing hiatus, I have picked up a number of recently released WWI titles over the past year. A couple of them I have even started playing with some other AHKS folks. I thought I would share with you my impressions of these titles over the next couple of issues, as I may soon be looking for opponents. Let's go in order of purchase, shall we?

Balance of Powers came out a little over a year ago. From Compass Games and designed by John Gorkowski; it is a corps-level strategic game of all of World War I, across the entire globe. As some of you may recall, a year or two before the game's release, I wrote a series of articles about what the ultimate game of WWI should include. Although the combat system and map scale is somewhat different than I described, the game appears to include just about everything I thought a game should include: corps level maneuvering, technology development, airpower, a substantial naval system, a general slow erosion of combat effectiveness, and in the Campaign Game, victory based upon forcing enemy powers into collapse, not by capturing or holding so many cities by game's end.

This is a large game, with two-and-a-half maps of Europe from Britain to Basra, a small map of the entire continent of Africa, and another track map of boxes representing the rest of the globe. Most of the action takes place in Europe, of course, but there can be naval combat in the Pacific or Indian Oceans, and even potential ground combat in the off-map boxes, of which there are many. The game contains some 864 counters, is rated 7/10 in complexity, and has numerous scenarios, from the three-month opening of the war in Europe in 1914, through the campaigns in Russia and the Middle East, to the final efforts in 1918. There is also a naval scenario on the Jutland campaign.

I am currently playing *Before the Leaves Fall*, the three month opening moves scenario with Mike Kettman, so have only explored the ground movement and combat rules to any significant degree. Game turns are monthly, with each turn having a number of phases and subphases, including air and naval, diplomacy, construction, and supply, as well as air, naval, and ground phases. The ground phase consists of a weather and two "fortnight" subphases. It is the Fortnights in which ground units move and fight. Ground combat in this game is a function of movement. To attack, a unit or stack of units announces an intent to enter an enemy-occupied hex, expending part of its movement allowance to do so, and a Resource Point to carry out the attack. Each side selects one corps (or fortification, if defending) to be their point unit, meaning the units whose effectiveness ratings are compared to produce a possible combat modifier. Units are rated 0 to a possible 5 in effectiveness, with 2 (reserve) or 3 (first line) being most common; there are no combat strengths per se. There are other modifiers applied during combat, including for terrain, leadership, and entrenchment for the defenders. An entrenched defender can also attempt to call in an adjacent corps as a reserve before combat is resolved. Odds only change the modifiers, and then only if you fight at less than 1-2 or greater than 3-1, and odds are determined only

by counting steps, each corps having one step. Combat is done on a 2d6 table. Most results give losses for both sides, but extreme rolls can severely maul either side. Major battles, those with more than one corps on both sides, can also produce Demoralization die rolls, which if failed will result in an increased demoralization level for the nation affected. If you repeatedly choose your best units as your point unit, then the overall quality of your forces will erode even if you win most of the battles. Excessive attacks will also eat up resource points, and defeats will increase your demoralization levels.

All powers march inevitably towards political instability, with Russia, Germany and Austria-Hungary able to reach revolution once demoralization reaches a certain set point for each power. In addition, major battles increase the Tactical Innovation level of the attacker, win or lose, which eventually will produce even more modifiers in that country's attacks later in the game, and relieve them from some of the issues in attacking trenches. If a hex is cleared of defenders, the attacking force **must** advance. If it has movement points remaining, the force may continue its move and even attack again. Since entrenched units have a movement allowance of one, they can't go very far even if they clear an enemy hex. Until a certain level of tactical effectiveness is reached, if an attack fails to clear a hex with entrenched defenders, the hex is marked with a Trench Battle marker and cannot be attacked again in the same fortnight. Finally, because over stacking is not allowed even during movement, and a player has to move one stack (force) at a time, executing a decent offensive takes a great deal of planning and coordination. Pretty realistic.

There are no ZOCs in this game. Thus, on a front that is not packed with units, movement options are open. In the West, the front can be packed, at least after the opening moves, and units can entrench at any time instead of moving, thus encouraging but not requiring stalemate. But if everyone is entrenched, there aren't enough movement points to conduct deep offensives, since entrenched units have a movement allowance of 1. In addition, if a mobile force enters a hex to pick up additional units for an attack, those units are considered to have spent the same number of movement points as the attacking force. Thus, mobile attackers can't approach the front, then pick up some entrenched units to assist in the attack, since as soon as they enter the hex the entrenched units have spent all their movement allowance. Again, a player who conducts attacks willy-nilly will struggle over the long run.

The Central Powers moves first in each fortnight. After two fortnights, units check supply, and air units return to base. Supply is fairly simple; units need to be on or adjacent to a friendly railroad or population center, and trace back to a "Bargaining Chip," essentially strategically important cities. If they are out of supply, they are eliminated unless they roll less than their effectiveness rating. There are seasonal turns after each quarter in which new units can be purchased and/or added to the force pool, and new resource points collected.

Although I have not yet played with them, air units are available to each side starting in 1915, and are essentially used to provide additional combat modifiers. If both sides fly air into the same hex, there will be a dogfight, with the winners getting to add their modifier. There are some air units that have strategic bombing abilities, including zeppelins.

As I mentioned, the naval system is extensive. There are mines, submarines, and ship counters representing a few ships each, ranging from coastal defense vessels to light cruisers to the

dreadnaughts. Destroyers and other support ships are factored in to the capital ship counters. Ships may attempt to blockade enemy nations. There are ample rules for U-Boats and submarines, which can be employed both versus ships and enemy resources, and, yes, the Germans do get to decide whether to launch or refrain from unrestricted submarine warfare. Movement is hex based, but the naval combat system itself appears to be mostly a War at Sea sort of affair, in which ships line up and fire at each other, with some restrictions and additions, such as faster ships getting to fire first. Battleships are very hard to take down, but if lost put a big hurt on national morale. So there is the potential for large scale naval combat, if both sides dare. The High Seas Fleet can attempt to take on the Grand Fleet and break the blockade.

Just about everything you might want or expect in a WWI game can be found here, even if there aren't any stossstruppen counters or gas attacks per se. Those sorts of little details are factored into the Tactical Innovation rules. But there are tanks, siege artillery, airplanes, zeppelins, two types of fortresses, fortresses that can potentially be forced by naval gunfire, breaching of trenches, leaders (yes, including a von Richthofen counter) and a whole lot more than I can't really detail in one summary. Even though I don't know how the Campaign Game might play out, the game seems to work like it should, and a lot of what works and makes for a WWI simulation is quite subtle. I have yet to uncover any anomaly that destroys either the game or history, which puts it ahead of its older competitors. I do know from reading comments in the Consimworld forum that inexperienced players have a tendency to rack up demoralization rather quickly, ending the game by revolution relatively far in advance of history. The game was intentionally designed that way.

I am hoping to play this game for a while. There is a very nice Vassal module for the game available through the publisher. After learning the ground system, I hope to try a more extended scenario and layer on the other rules. A Campaign Game isn't out of the question. It would be playable but would probably take a number of years to complete because of the player interaction required. The complexity rating of 7/10 is probably accurate, at least when all of the subsystems are in play and interacting.

In the next issue, I'll take a look at Avalanche Press' game of **Jutland**, part of their **Great War at Sea** series.

Book Review: "The Ruin of the Roman Empire"

"The Ruin of the Roman Empire: A New History," by James J. O'Donnell, Harper Collins ebooks, (2009). I bought this through Barnes & Noble to read on my Nook in the "Books Under \$2.99" section. Usually there will be one or two history works in the cheap section, and this was one. I've got a few more in the pipeline. If I see one I find interesting, I usually go ahead and buy it, as they don't stay on the cheap list for long.

The book deals mostly with the decline of the Roman Empire during the period of 400 to about 600 CE. The author's thesis is that the fall of the Western Empire and the emergence of the Byzantine Empire was not the result of what have become commonly understood as a series of Barbarian invasions of the West. Although 476 is commonly used as the year of the fall, that isn't really accurate. Rather, the "Barbarians" that replaced the traditional Italian families to rule the Western Empire were quite Romanized. They didn't actually invade anything, even if they did previously migrate to Italy, and they viewed themselves as Romans and generally ran the West in traditional Roman style, complete with a Senate and all the trappings of Imperial Rome. What happened instead was a forcible attempt by the Eastern Emperor, Justinian, to later reconquer a West that didn't actually need to be reconquered. What would be viewed today as relatively minor differences between factions in the quickly expanding Christian church, factions that eventually evolved into Eastern Orthodox and the Roman Catholic church, led to a power struggle in which Justinian sought to re-establish control over the entire empire and impose the "correct" way of thinking. That struggle, in turn, led to eventual collapse of the Western empire and degeneration into the fractious kingdoms of Italy that remained until the unification of Italy in the 19th century. The Byzan-

tine Empire lived on separately in various states of flourish until finally the rump state was snuffed out by the Turks in 1453.

The book is well written. The way it starts out reminded me of the recent remake of the TV series *Cosmos*, in that it introduces a merchant from Alexandria in the sixth century to provide a viewpoint for the narrative. For the most part, the book maintains that tone, although at times it gets a little deeper into the religious schisms of the time than might be necessary, even if those schisms were in part responsible for driving military decisions, or at least an excuse for them. But readers get to meet a number of "Barbarian" emperors or kings who were actually barbarian in name only. Justinian, who essentially sat in Constantinople and let his generals deal with his enemies throughout his long reign, could not leave well enough alone and tried to assert his authority and his specific brand of Christianity over all of the traditional empire, from the Goths in Italy itself to the Vandals in what was at one time the Carthaginian Empire. Although mostly successful in the short term, ultimately the effort failed. The empire was irreversibly fragmented and thus "ruined" in the process, and most of the civilization of Western Europe fell into the Dark Ages.

My sole complaint with this book is that at times, especially toward the end, it is overwritten. The author uses a lot of obscure or fancy words that aren't really necessary. I have two graduate degrees and what I think is a pretty good command of the English language, especially when it comes to reading history. I can confuse and confound the ignorant masses when it is beneficial to do so. So I shouldn't have to look up words repeatedly, unless I'm reading some book that uses a lot of peculiar terminology, like nautical terms for sailing vessels. Fortunately, my Nook allows me to look things up by touching and holding the word. That was a relatively minor annoyance, however. The book teaches a good lesson about nation-states trying to overreach to regain past glory. The book ends with this perhaps prophetic quote, particularly relevant during these rather strange political times, even though it was published in 2009:

"Old errors are easy to reenact—as fading empires, bereft of self-awareness, struggle again to use their old power to preserve themselves, and in so doing risk weakening beyond repair.... Today, as in the sixth century, a calm sense for the long view, and a pragmatic preference for the better rather than the best can have a hard time overcoming the noisy anxiety of those who would transform—that is ruin—what they do not understand. Civilization is a thing of the calm, the patient, the pragmatic, and the wise. We are not assured that it will triumph."

Anniversary Prize Awarded

Jim Williams was the winner, by random draw, of our 60th Anniversary drawing. Interestingly, the logistics of awarding such a prize these days is not as simple as one might think. There are no "gift certificates" available online from many if not all of the game publishers, and, as should come as no surprise, typically no way to order and pay from one address and ship to another. So the game had to be ordered, shipped to me, then forwarded to Jim. Ah, the benefits of technology!

Treasurer's Report

Minimal activity this "turn:"

Total balance 5-30-16:	\$ 9,286.02
Dividend 5-31-16:	1.62
Dividend 6-30-16:	1.52
Contest Award:	-100.00
Total balance 7-30-16:	\$ 9,189.16

Until next time!

Open Match Requests from Duncan Rice

2nd Fleet VG	Thomas Ten Eyck (0826) PE	Republic of Rome AH	Tony Arena (1652) VM
3rd Fleet VG	Thomas Ten Eyck (0826) PE	Rock of the Marne MMP	Ken Oates (1238) PEV
5th Fleet VG	Thomas Ten Eyck (0826) PE	Russia Besieged L2	Michael Paul (1578) P
1776 AH	Bob Herbst 1442 E	Russian Front AH	Mel Yarwood (36) P
1815: Waterloo Campaign	GDW Tony Arena (1652) C	Salerno MMP	Ken Oates (1238) PEV
1940 GDW	Stuart Helm 1528 PEL	Sealowe SPI	Tony Arena (1652) C
Albion, Land of Faerie SPI	Tony Arena (1652) C	Sorcerer SPI	Tony Arena (1652) C
After the Holocaust SPI	Tony Arena (1652) VM	Squad Leader AH	John Carpenter (1830) EV
Afrika Korps AH	Wes Coates (1823)	Stalingrad AH	George Philles (697)
Amateurs to Arms! CoA	Rod Coffey (1493) V	Storm over Arnhem AH	Andrew Patience 1646 V
Armada 2ed SPI	Tony Arena (1652) C	Summer Storm: Gettysburg	
Anzio 4ed AH	Tom Walsh 1427 P 160714	Campaign CoA	Tony Arena (1652) V
Anzio/Cassino WG	Duncan Rice (1394) VS	Sweden Fights On GMT	Richard Passow (1453) EPS
Bastogne: Screaming		Third Reich AH	Dan Johnson 1816 V
Eagles Under Siege MMP	Ross Jefferson (1836) EV	Third World War GDW	Tony Arena (1652) V
Battle Fleet Mars SPI	Tony Arena 1652 C	To Green Fields Beyond SPI	John Trosky (1554) CEV
Bitter Woods Compass	Michael Mitchell (1086) ETV	Twilight Struggle GMT	Chris Hancock (565)
Bitter Woods L2	Art Dohrman (1551) EV	Twilight Struggle GMT	Michael Mitchell (1086) ETF
Bitter Woods AH	Mel Yarwood (36) P	The U.S. Civil War GMT	Tony Arena (1652) V
Borodino S&T	Mel Yarwood (36) P	A Victory Denied MMP	Ed O'Connor (1243) V
Breakout Normandy L2	Art Dohrman (1551) EV	A Victory Lost MMP	Ed O'Connor (1243) V
Bulge '81 AH	Mel Yarwood (36) P	War at Sea AH	Tom Walsh 1427 EP
Caesar's Legions AH	Tony Arena (1652) V	War Between the States SPI	Tony Arena (1652) V
Chalons DG	Albert Bowie (299) EP	War of the Ring SPI	Tony Arena (1652) C
Churchill GMT	Tony Arena (1652) VM	Washington's War GMT	Shannon McNamara (1639) V
The Civil War VG	Tony Arena (1652) V	Waterloo AH	Brian Britton (1582) V
Constantinople S&T 66	Richard Passow (1453) EPS	Waterloo AH	Wes Coates (1823)
Crown of Roses GMT	Tony Arena (1652) VM	Western Desert Europa GDW	Tony Arena (1652) V
DDay '77 AH	Tom Walsh 1427 P	Wooden Ships + Iron Men AH	Bob Herbst 1442 E
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	Tim Dekker (1593)		
Empires of the Middle Ages SPI/DG	Tony Arena (1652) VM		
Eylau SPI	Albert Bowie (299) EP		
Federation +Empire ADB	Tony Arena 1652 VM		
First World War SPI	Tony Arena 1652 C		
Flat Top AH	Ross Jefferson 1836 FEVG		
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		
Gunslinger AH	Matt Scheffrahn 1844 VMG		
Hell's Highway VG	Thomas Ten Eyck (0826) EP		
Hitler's War AH	Stuart Helm 1528 PEVL		
A House Divided Mayfair	John Hoffmann 884 EP		
Imperium Romanum II WEG	Tony Arena (1652) VM		
Kursk SPI	Tony Arena (1652) C		
Last Chance for Victory	Bruce Gelinias (1668) VG		
The Longest Day AH	Tony Arena (1652) V		
Midway AH	Scott Saunders (1664)		
Mr Madison's War GMT	Rod Coffey 1493 V		
NATO VG	Ross Jefferson 1836 FEV		
Napoleon's Last Battles SPI	Mel Yarwood 36 P		
Pacific War VG	Ross Jefferson 1836 FEVG		
Red Star White Eagle GDW	Tony Arena 1652 V		
Red Sun Rising SPI	Tony Arena (1652) C		

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: DUNCANR@TELUS.NET

IMPORTANT NOTICE

Do not use the MC@ahiks.com email address. I am not receiving email from the AHIKS account currently. Use my personal email duncanr@telus.net.

It's a typically slow summer for AHIKS. I have made only four matches for June and July, as compared to nine in May. There are a few going on behind the scenes and a multiplayer game of **Gunslinger** is in the works. A four-player unrated game of **A Distant Plain** is still ongoing, held up somewhat by my computer issues. Tony Arena is looking for a multiplayer match of **After the Holocaust, Churchill, Crown of Roses, Federation and Empire, Gladiator, Imperium Romanum II, and Republic of Rome**. I might be willing to run multiplayer matches of **History of the Roman Empire, Sword of Rome, Dragon Hunt, Diplomacy, A Distant Plain, Andean Abyss, or Fire in the Lake**. If you are interested in any of these multiplayer games, hosted by Tony or myself, contact me at duncanr@telus.net.

Seventh Patrol Summary Sheet For Silent Victory

from Bob Best



For all of you following the exploits of our submarine skippers in the **Silent Victory** Campaign Game being played on the AHIKS Forum, here are the latest statistics as of September 1943.

SEVENTH PATROL SUMMARY SHEET FOR SILENT VICTORY - October 1943

Player's Name	Submarine Name/Base	Patrol Number	Patrol Dates	No. of Ships Sunk this Patrol	Tonnage this Patrol	Total Ships Sunk to Date	Total Tonnage Sunk	Decorations Received
LCDR Sandy Sanderson	S-39 Dutch Harbor	(2)		No Patrol Transit Dutch Harbor AK	0 Tons	2	9600	S-39 - Battle Star (2) Crew: Submarine Combat Badge
LCDR Roger Mast	S-43 Dutch Harbor	1	May - '43	1	900 Tons	1	900	S-43 Battle Star (1) Crew: Submarine Combat Badge
CDR Jennings Bob Best	USS Salmon Refit Mare Island Naval Base	(5)	Mar-Aug '43	0	0 Tons	16	70,410	USS Salmon - Battle Star (5) CMDR Jennings - ComSub Pac Staff Torpedo Committee. Crew Veteran Status
LCDR O'brein Brian Stretecher	USS Tuna - Pearl Harbor	7	July - '43	3	12,300 Tons	17	54,600	USS Tuna - Battle Star (7) Bronze Star for LCDR O'brein
CDR Sheppard Dennis Sheppard	"Lucky Lady" Brisbane	(6)	No Patrol	0	0 Tons	17	149,800	Battle Star (6) Sheppard - PIO Assignment/Movie duty
LCDR Williams Jim Williams	USS Sea Bass	6	Jun-Jul - '44	7	25,600 Tons	22	95,400	USS Seabass - Battle Star (6). Sea Bass awarded Navy Unit Citation. LCDR Williams - Navy Cross
LCDR Miller II Jeff Miller	USS Revenant	6	Nov-Dec '42	0	0 Tons	7	48,100	US Revenant - Battle Star (6) - unsuccessful patrol

Seven submarine skippers have posted patrol logs for this seventh Patrol Report for our **Silent Victory** campaign game being run on the AHIKS Forum. You can find the **Silent Victory** game playing on the AHIKS forum located at www.ahiks.com. Just enter the forum and select On-Line Games from the menu. The game is listed under the title "Silent Victory Campaign Game."

The latest around the "Silent Service!" as of October 1943

CDR Dennis Sheppard and his "Lucky Lady" boat still leads the tonnage war with 149,800 tons of shipping sunk. CDR Sheppard and his famous Fleet Boat "Lucky Lady" got some well deserved rest during the period covered by this report (3rd Quarter of 1943). No patrol was conducted by "Lucky Lady" this period. Instead, after some much deserved leave for the crew of the "Lucky Lady," CDR Sheppard and his crew have been detached the Public Information Office and are now "at sea" with an official US Navy photography crew recording the

exploits of our brave submarine crews as they valiantly fight against Imperial Japanese Naval Forces. The Silver-Tone movie documentary will be shown in movie theaters around the country. Look for it in your local theaters soon. CDR Sheppard and his crew were selected for this honor as they are the leading scorers against Japanese shipping so far in the war.

LCDR Jim Williams has completed his sixth patrol commanding USS Seabass. LCDR Williams and Seabass were awarded a Navy Unit Citation for sinking 7 Japanese ships this patrol. Seabass under LCDR Williams has racked up 14 ships in two patrols in Empire waters. CDR Williams will receive a second Navy Cross for his actions on this last patrol. LCDR Williams has moved into second place behind CDR Sheppard in "Lucky Lady" with a total of 22 ships sunk for 95,400 tons.

CDR Pete Jennings still hold third place in the tonnage race even though he is currently assigned to the staff at ComSubPac HQ. CDR Jennings did yeoman work on the Torpedo Commit-

(Continued on page 12)

(Continued from page 11)

tee which found the solution to the contact exploder problem in the Mark XIV torpedoes. Reports are coming in from Subs using the Mark XIV that they are getting reliable results with them now that the three problems have been corrected. CDR Jennings was commended for his work and is expected to get another submarine command any day now.

LCDR O'brein commanding USS Tuna, on his seventh war patrol sunk three IJN merchant ships. Awarded another Bronze Star for this feat LCDR O'brein brings his total ships sunk to 17 with total tonnage being 54,600 tons.

LCDR Jeff Miller II commanding USS Revenant on his sixth war patrol failed to make contact with any shipping this patrol. He still has 7 ships and 48,100 tons of shipping sunk in the tonnage war.

LCDR Roger Mast, Executive Officer of the USS Salmon was given command of USS Salmon after her skipper CDR Jennings was transferred to ComSubPac HQ. Mast sailed Salmon to Mare Island where she put in for an extensive refit after the damage she received on her fifth patrol. LCDR Mast was give command of S-43 and dispatched to Dutch Harbor

Alaska along with several other S-Boats to engage the IJN in their attempts to hold and reinforce the Aleutian Islands of Attu and Kiska. Both islands were taken during the IJN's Midway Campaign. During Mast's first deployment in S-43 he sank one Japanese freighter for 900 tons.

LCDR Sandy Sanderson commanding S-39 has been reassigned to the Alaskan Front and has been assigned to the submarine base at Dutch Harbor, AK (All you **Silent Victory** players keep reading this newsletter as we will be adding some rules for patrolling in the Alaskan waters off of Kiska and Northern Japan in the near future! - Bob Best) LCDR Sanderson has 2 ships for 9600 tons of shipping sunk after her second patrol in the tonnage war.

In other News

The Mark XIV torpedo problems seem to have been corrected. Reports coming in from fleet boats using the Mark XIV after corrective action by ComSubPac Torpedo committee at Pearl Harbor show they are performing as expected now.



Another of your editor's efforts. How does he do it?

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PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: September 30, 2016.

GENERAL INFORMATION

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

Game News

Avalanche Press

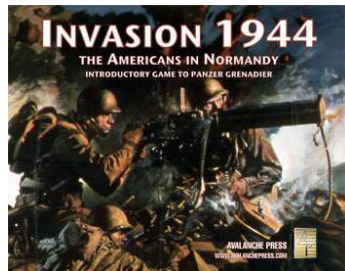
Panzer Grenadier: Iron Curtain: Maple Leaf Brigade introduces the Canadian Army to Panzer Grenadier. It's part of our Iron Curtain setting, looking at a Cold War turned hot in the early 1950s. There are 88 new playing pieces showing the Canadian Brigade in its configuration of that era, with a complete armored regiment and a small helicopter squadron as well as its tough infantry. Plus you get a set of 10 scenarios in which to use them.

Iron Curtain: Maple Leaf Brigade is a supplement for **Panzer Grenadier: Elsenborn Ridge**. It is not a complete game: ownership of **Elsenborn Ridge, Iron Curtain: Hammer & Sickle**, and **Road to Berlin** is necessary to play all of the 10 scenarios included.

The game is available only to the Gold Club, and only for a limited-time. \$25 <http://www.avalanchepress.com/gameMapleLeaf.php>

Panzer Grenadier: Invasion 1944 is based on the battles waged by American troops in the days following the landings in Normandy. It is specifically designed to introduce new players to the Panzer Grenadier system. Each player commands the troops, tanks, and artillery of the U.S. Army and the German Wehrmacht, using leaders to activate and move forces.

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



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

Defiant Russia: Player's Edition is our fast-playing game of the Axis invasion of the Soviet Union, known as Operation Barbarossa. It's a completely new edition of the game we produced in the early 2000s: new rules, more pieces, more map, more scenarios.



Designed by William Sariago, **Defiant Russia** puts its emphasis on fast and challenging play. Play is easy; strategy, not so much. The Axis player starts with overwhelming force, but has a stiff set of objectives to meet. The Soviets will usually see much of the seemingly-

powerful Red Army melt away in the first turns of play, but powerful reinforcements are on their way. \$45

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

Chris Harding Simulations

The Second Battle of Corinth: October 3-4, 1862 was fought in Corinth, Mississippi between the Union's Army of the Mississippi under the command of Maj. Gen. William Rose-

crans and the Confederate Army of West Tennessee under Maj. Gen. Earl Van Dorn. The basic combat unit is the infantry division. Daylight game turns represent 3.5 hours, the night turn represents 8 hours. Each hex on the map is approximately half a mile across. \$32.50

<http://users.sa.chariot.net.au/~topkat/home%20page/>

Coatney

Murmansk Run: Arctic Convoys to Russia is a free download at: <http://www.coatneyhistory.com/MurmanskRun.htm>

Murmansk Run: Arctic Convoys to Russia

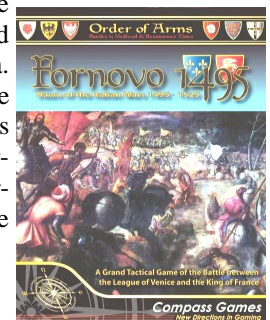


	SB		B		B		B	BCt	BC
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	1.		2.		3.		Dummy	D	D
	Gruppe		Gruppe		Gruppe		Dummy	D	D
	Convoy		Battle Force		Dummy			D	D
	B		B		B		SB	SB	SB
	B		B		BC		B	CA	CA
	CA		CA		CL		CA	CA	CA
	CA		CA		CA		CA	CA	CA

Compass Games

Fornovo 1495 is the first game in the series and presents the battle fought between the French Army of King Charles VIII, and the Condottieri forces of the League of Venice under the command of Francesco II Gonzaga of Mantua. The game features the Historical Battle as fought by Francesco Gonzaga across a rising Taro River, a free set-up version, and a what-if scenario that portrays the Italian fear of a French drive on Parma. \$69

<http://compassgames.com/index.php/fornovo-1495.html>



Critical Hit

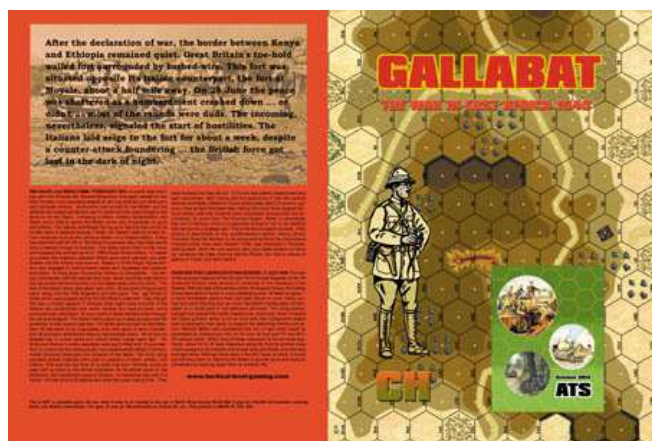
ATS Caesar in Abyssinia. Moyale, Kenya, 1 July 1940: After the declaration of war, the border between Kenya and Ethiopia remained quiet. Great Britain's toe-hold walled fort was surrounded by barbed-wire. This fort was situated opposite its Italian counterpart, the fort at Moyale, about a half mile away. On 28 June the peace was shattered as a bombardment crashed down ... or didn't ... most of the rounds were duds. The incoming, nevertheless, signaled the start of hostilities. The

Italians laid siege to the fort for about a week, despite a counter-attack foundering (the British force got lost in the dark of night). The Italian force then withdrew for 24 hours before striking again. This latest attack was also beaten back. By 14 July the defender's water supply had been expended. Resupply was impossible so the remaining soldiers of the garrison slipped socks over their boots and withdrew, weapons in tow, under the cover of darkness.

Scenarios cover actions in Kenya, Sudan, British Somaliland, Ethiopia, across Abyssinia, and include the eponymous tank battle at Gallabat, naturally. Colonial troops, Italians, South Africans, and more are featured along with brand new boards. \$70

[http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=ATS_Gallabat)

[Store_Code=criticalhit&Screen=PROD&Product_Code=ATS_Gallabat](http://www.criticalhit.com/mm5/merchant.mvc?Store_Code=criticalhit&Screen=PROD&Product_Code=ATS_Gallabat)



Decision Games

Meuse Argonne: The Final Offensive. After successful offensives in August 1918, Marshal Foch ordered an all-new offensive into the Meuse-Argonne with no less an objective than the encirclement of the entire German Army. The US First Army commenced the new offensive on 26 September, but formidable German defenses stalled the operation within four days. The drive resumed after a few days of reorganization, this time supported by over 300 tanks and 500 aircraft. Steady progress was made until the



attackers encountered the depth of the Argonne, one of the densest forests in France. It would be a tough slog until the Americans broke into the open. \$20

[http://shop.decisiongames.com/ProductDetails.asp?](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1628)

[ProductCode=1628](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1628)

Axis Empires: Dai Senso! This game stretches from the border clashes at Marco Polo Bridge and Nomonhan to the titanic battles of Midway, Guadalcanal, and Leyte, to the firestorms of Tokyo, Hiroshima, and Nagasaki and everything in between. No game tells the story of World War II in Asia and the Pacific like **Dai Senso!**

Dai Senso! takes the playable, unpredictable and enjoyable Krieg! system used for World War II in Europe and adapts it to tell the story of Japan's struggle from a unique perspective.

Most other Pacific wargames focus on the operational aspects of the 1941-45 war. **DS** starts in 1937 for a true strategic experience from the beginning of World War II in Asia. As the leader of imperial Japan, and seeking complete domination ("hakkō ichū"), will you strike at China or Russia or the British Empire or the United States? Whichever you choose, you must eventually face the grim struggle of total war. All of these options are literally in the cards that form the strategy for the major powers.

Best of all, **Dai Senso!** can be played linked with its new European companion game, **Totaler Krieg!**, to play the joint Axis Empires scenario, a global eye opening look at all of World War II. \$120

[http://shop.decisiongames.com/ProductDetails.asp?](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1023)

[ProductCode=1023](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1023)



Flying Pig Games

Old School Tactical Base Game (OST) is the first in a dynamic series of fresh, tactical war games. **OST** simulates, through an easily-learned game system, small unit engagements on the Eastern Front during 1941-42.



Infantry target other soft units and attack using their Firepower value against the target's Defense value. The attack can be modified by Leadership, support weapons and terrain

effects. And when things get intense, Assault moves into enemy hexes result in deadly Close Combat. Dice rolls are made using the Infantry Combat Table and results are implemented. Attacking armored vehicles requires a roll to Hit the vehicle at range. If a Hit is scored, the Firepower value of the attacker's gun is used against the target's front or flank Defense value. Dice rolls are made using the Vehicle Combat Table and results are enforced. Vehicles may also use their HE Firepower value and secondary armaments directly against soft targets using the Infantry Combat Table. \$70; \$25 download.

<http://flyingpiggames.com/products/old-school-tactical>

GMT Games

MBT is a complete game system modeling the US 7th Army and the GSGF Soviet mechanized forces of 1987. It is M1 Abrams (105mm and 120mm armed versions) versus a whole stable of Soviet armor with their T-80s, T-72s, T-64s, and upgraded models of the T-62 and T-55. There is even M60A3s sprinkled in to balance out the US tank inventory. Bradley IFVs and CFVs mechanized units are set to take on their counterparts mounted in BMP-1, 2s and even a few 3s. Not to be overlooked, M113A2s and BTRs and MT-LBs are also set to make their appearance.

Mechanized infantry and their related weapons are in abundance, including the M47 Dragon, M72 LAW, AT-7 Saxon, AT-4 Spigot, and multiple RPG versions.

The rules cover the total realm of modern mechanized combat with ATGMs, including TOW and deadly Soviet gun launched missiles like the AT-11 Sniper and AT-8 Songster,

special armor (including ERA), advanced night fighting with thermal imagers and image intensifiers, advanced artillery with ICM and laser guided shells, helicopters, including the AH-64A Apache and Mi-24P Hind-F, attack aircraft, including the A-10A Warthog and Su-25 Frogfoot, and missile and gun armed AA units to counter the deadly air threats. It is all included in this total package. \$95

<http://www.gmtgames.com/p-478-mbt.aspx>

Europe's worst fears are now a reality. For the 3rd time in the century, war erupts.

MBT TIME: 27 September 1987
Main Battle Tank (MBT)

MBT is a complete game system modeling the US 7th Army and the GSFSG Soviet mechanized forces of 1987.

P500 Game Design James M. Day It is M1 Abrams vs a whole stable of Soviet armor



Grognard Simulations

Incredible Courage 100 Days – Quatre Bras starts a 4 game set that explores Napoleon's 100 Days campaign that ended his reign and finished his aspirations as emperor of France. This game expands on the feature set started with the **Incredible Courage at Austerlitz** series and followed with **Incredible Courage at Elchingen**. One of the expanded items is doctrine specific rules for the various combatants. Each of the Anglo-Allied countries had some specific doctrinal distinctions that must be presented to the players. There are also now cavalry regiment counters, in addition to the infantry battalion counters. And there are now leaders that have some special capabilities in the areas of handling infantry, cavalry, or artillery.

There are 5 scenarios included in this game and 2 of them are very small in terms of unit density. These scenarios include "The Battle of Quatre Bras", "15 June 1815" (very small), "Counter-Attack at Thyle" (very small), "Hooves of Destruction", and "The Guard Attacks".

This is the base game in the set and is required in order to play the follow on games of Ligny, Wavre, and Waterloo. These games feature the final map artwork of Rick Barber. \$170

<http://www.grognaardsims.com/ProductDetails.asp?ProductCode=GSI-0038>

Heat of Battle Games

Long March. Years of research and devotion to detail of one of the major world turning points is represented in this amazing test of skills and wills.

Long March contains 17 scenarios, covering the fight between the Chinese Communist forces and the Chinese Government forces.

Also included is a linked Campaign Game that uses 14 of the included scenarios to represent the entire struggle of preservation and revolution. \$32

<http://heatofbattlegames.com/lm.php>



Hexasim

Liberty Roads. The system focuses on the different structure of the two opposing armies. The allied army has important military and logistics supports, while the German Army uses his elite troops and tactical superiority.

The standard rules incorporate all the features of this campaign. Particular attention has of course been made to the landing rules. The system provides great flexibility to the Allied player to choose his landing beaches since virtually every coast hex can be an amphibious assault. The landing beaches reflect the importance of historical defenses thereof in spring 1944. In addition, the landing cannot be solved on a single roll of the dice, but implements original and very playful mechanisms.

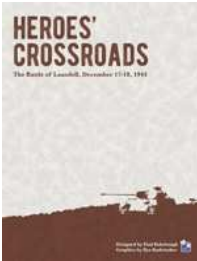
All major aspects of the campaign are naturally taken into account: the disinformation operation Fortitude, airborne operations, resistance, German fortresses in the ports, rivalry Patton / Montgomery, Kampfgruppen training, and many other items. The German player receives Fuhrer requirements that affect the means at its disposal.

Allied Logistics is taken into account through its historical features: PLUTO (pipeline under the sea) and RED BALL (emergency device). It depends on the control of major or minor ports. The release and activation of major French, Belgian ports or the Netherlands then constitute a challenge for the player. €49 <http://www.hexasim.com/fr/4-Liberty-Roads.html>



High Flying Dice Games

Heroes' Crossroads, The Battle of Lausdell December 17-18, 1944. When the German offensive in the Ardennes opened, speed was of the essence for them to win. The capture of the crossroads at Lausdell in the first days of the attack was crucial, as this would allow the 1st SS Panzer division to break through. Holding the critical road juncture were the 1st Battalion, 9th Regiment of the 2nd Infantry Division, with support from Company A, 741st Tank Battalion and elements of the 99th Infantry Division, who had fallen back in the face of the overwhelming opening attacks the day before at Lanzerath. Behind this small force there was literally nothing to stop the Germans. Tasked with seizing the Lausdell crossroad was the 12th SS, Hitler



Youth Division. One of the war's truly epic fights was about to begin.

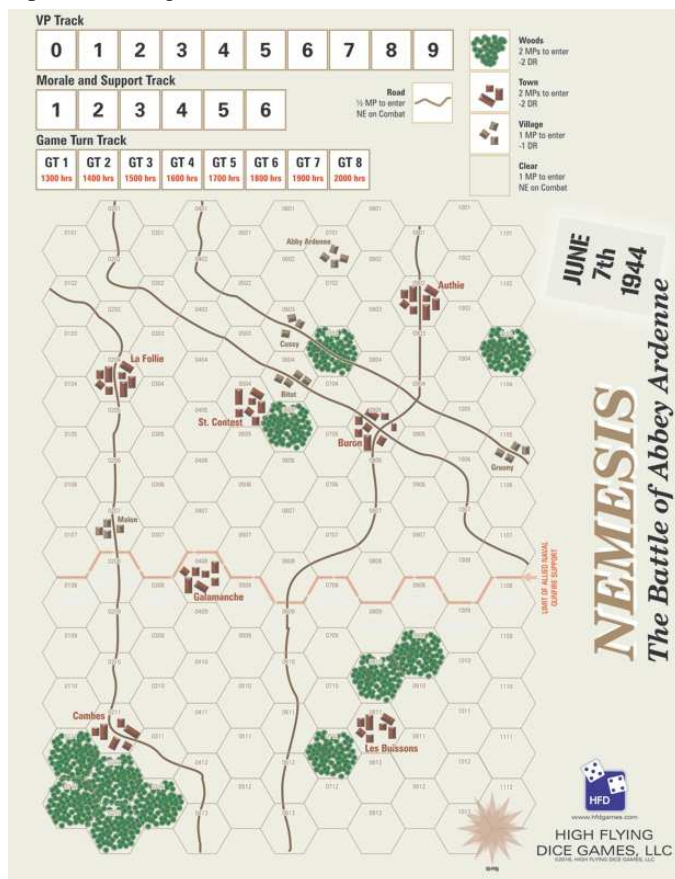
The heart of the game is card draws, which determine the number of activations a player may do in their round. The game has 8 Turns, but each with many Rounds.

Both players reveal top cards from their decks at the start of each round of play. The side with the highest Card Draw (CD) wins the Round. If the winning player's CD is odd, that side can do 1 Activation (ACT) or pass. If the winning CD is even, that side can do up to 2 ACTs or pass. On ties, the side that did not get to perform any ACTs in the previous round can perform 1 ACT.

The side drawing the first joker gets no ACTs that Round and instead that player rolls a die to determine if a Random Event is in effect (see the Random Effects Chart). When the second joker is drawn, the turn ends immediately (with no ACTs performed).

Activations possible are: Artillery support combat; Air Support combat; Move; Assault; Entrench; Rally \$12
<http://www.hfdgames.com/hc.html>

Nemesis, The Battle of Abbey Ardenne June 7, 1944 was marked by a level of ferocity and savagery that would be continued for the rest of the war whenever these combatants met. The massacre of Canadian prisoners by the SS, who viewed such measures as rather common-place when they fought on the Eastern Front, was never forgotten or forgiven by the Canadians. The conduct of the fanatical 12th SS Hitlerjugend unit made it very clear what the war on the western front would become, and what the stakes were in this conflict. Game action is the same as the game above. \$6
<http://www.hfdgames.com/nemesis.html>



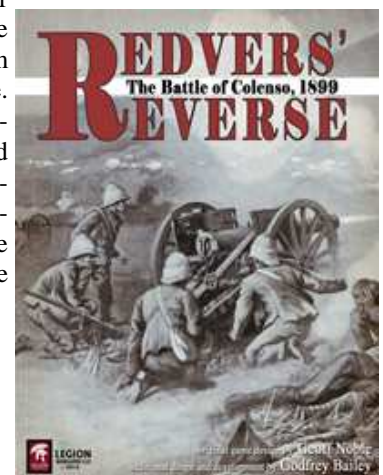
Legion Wargames

Redvers' Reverse, The Battle of Colenso, 1899 is designed by Geoff Noble. On 15 December 1899 General Sir Redvers Buller tried to cross the Tugela River in order to relieve the Siege of Ladysmith. He was faced by well entrenched Boer commandos 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 recreates the difficulties for the British in trying to affect a successful crossing of the Tugela River against the Boer commandos (who are played by the game system). The game is at Battalion and Battery level with emphasis upon the leadership of the British at a Brigade level for Infantry and at Divisional level for the Cavalry. 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. Units are activated by orders sent from HQ to the various commanders, with the caveat that the receiving commander may not react as required. Orders remain in place until a rout or a commander initiative role. The nature of orders are to occupy a designated area. Combat is resolved rolling a 10 sided dice with a minimum number to hit. The impact on the two sides, from hits received, differs considerably due to the asymmetrical situation, both historically and in game terms. In addition there are numerous die modifiers for Dug in (mostly Boer), Terrain of area, Density of units in the area, Flank fire etc. Boer fire is usually determined by each Gruppe firing at the closest occupied area but there are certain designated exceptions. Besides combat loses units can become Disrupted, Suppressed, or Rout. Leaders can Stand Firm or Panic. Both Units and Leader can recover from these postures during the Recovery Phase.

For the British it is a race against time, the longer he delays the higher the Boer confidence goes, this is measured by a "Confidence track" which rises and falls according to events on the Battlefield. As the level of Boer confidence, alongside the extent of the Boer losses, is central to determining if the Boer retire and thus the British win, it must be kept low at all costs. This simple rule prevents the British concentrating against the Hlangwane and turning the Boer flank, he just hasn't got the time to redeploy his forces. There will also be a simple rule to handle Hart's confusion when trying to find a fordable crossing of the Tugela River. The Boer Gruppe are in their historical positions but their exact Firepower can change slightly from turn to turn. The British player does not know the exact firepower of each Gruppe until they are engaged. As losses are inflicted upon the Boers, their firepower will slowly decline and the likelihood of them withdrawing slowly increase. Whether or not they withdraw is determined at the end of each game turn by revealing the full firepower available, the position on the "Confidence track" and a die role. \$56

http://www.legionwargames.com/legion_RVR.html#



Microgame Design Group

The Battle of Armageddon is a 2 to 6 player game depicting the final battle as described in the Bible. The game brings together the forces of the World into the ultimate battle for control of the Earth. The 17 x 33" game map represents the battleground, stretching from Egypt to Iran. The 216 5/8" counters (die-cut and back-printed) represent the armies of Israel, the Arabs, Magog (Russia), the Revived Roman Empire (Europe), USA, and the Kings of the East (China).

The 2015 edition comes with a box, mounted map boards, four custom-made battle dice, 256 die-cut counters and 144 die-cut 2.5" x 3.5" cards. \$80

<http://members.shaw.ca/kerryanderson/MDG/ARM.html>



Naval Warfare Simulations

Modern Naval Conflicts 1970s. The **Modern Naval Conflicts Series** is a NWS Team-designed next generation comprehensive naval wargame covering the hypothetical major naval battles of WW3 with the ability to create unlimited custom scenarios.

Game Features: (expansions will add additional time frames, regions, navies, etc.):

six 11" x 17" full color cardstock maps covering over 1.5 million square nm of the GIUK naval theater.

25nm map hex scale and 5nm-scale tactical formation display for resolving closer range combat.

Time frame/area for the first edition is 1970-1980 / GIUK AOA with other time frames/locations planned for future editions.

Rapid fire combat resolution allowing players to handle even large naval engagements in just a few hours.

Forces will included: United States, United Kingdom, Norway, and the Soviet Union. More countries planned for published expansions.

Detailed data for 140+ ship/submarine classes, 100+ aircraft types, and 70+ land units included.

Full color professionally printed and mounted 560 - 1/2" aircraft, ship, sub, etc. combat unit counters

50 page rules manual. Scenarios are available on the CD-ROM included with the game.

17 cardstock sheets with color-coded Reference Tables covering all dimensions of sub, surface, and aerial combat, sensors, and electronic warfare.

CD-ROM with complete unit data/record sheets, scenarios, and other files (All in PDF format).

2 ten-sided dice.

Very flexible design that can be played as a board game or with miniatures.

Rules, counters, and other materials will be useable with all other MNC series games. \$35 <http://www.navalwarfare.net/>



Red Sash Games

Yellow Jack: Sea Lords Vol. III – The War of Jenkins' Ear 1739-43

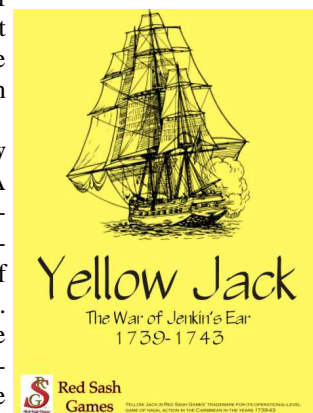
Ear 1739-43 covers the War of Jenkins' Ear (1739-43), fought between Spain and Britain; the game focuses on the Caribbean theatre.

Operational in scope, **Yellow Jack** is suited for two players. A third player could be added to supervise the French. The game includes scenarios for each year of the war, plus a campaign scenario. Additional scenarios cover the period from 1744 to 1748 simulating the merging of the war with the War of the Austrian Succession; there is also an extended campaign scenario covering the years 1739-48.

As the British you are using armed force to win a trade war against Spain. While ravaging Panama and the Spanish Main you must prevent Spanish counterattacks against your primary base at Jamaica and must deal with the diversionary struggle being waged in Georgia and Florida.

As the Spanish you are trying to maintain your empire against British aggression, and especially, to maintain the flow of bullion to Old Spain, where it is vital for prosecuting other campaigns.

Yellow Jack includes 720 counters and 12 x 12 x 18 inch map panels. \$215 <http://redsashgames.com/>



Schutz Games

Czechoslovakia Defiant! Historically Czechoslovakia's President Benes accepted the terms of the 1938 Munich Agreement and handed over the Sudeten zones and with it the republic's best hope of remaining independent. This game gives the players the opportunity to fight out this key 'what if' campaign using an adapted version of the Fall of France system.

The political rules allow for the strong possibility of initiating a regional war as neighbouring countries are dragged into the

conflict. Numerous optional rules are also included to allow players to customise play to players' tastes. \$30
<https://sites.google.com/site/schutzegames/product-list2/czech>



Udo Grebe Gamedesign

Fortress Sevastopol October 1941: After the initial success against the Russian "Bear" in the summer of 1941, the German advance slowed down. Hitler advised the commander of the 17th Army, General Erich von Manstein, to take the Crimean Peninsula and the important port of Sevastopol before the winter weather would set in.

After a quick, successful campaign with the final conquest of the Crimea as its goal, the German Wehrmacht should have gained itself a good stepping stone for the next summer offensive to reach the most important oilfields of the Caucasus. Also the mighty Black Sea Fleet would be dislodged to the far away port of Batumi.

But history took a different turn. The initial assault failed to take the fortress. The Russians counterattacked in the winter with some success. And so Manstein's final conquest of the mighty Crimean fortress lasted until July 1942, when there were no more Soviet fighting formations on the Crimea.

Fortress Sevastopol is a simulation of the German assault on the Crimean Peninsula. The Germans had to advance to Sevastopol as quickly as possible. Eventually the mighty fortress will have to surrender before the snow falls, which would be a great pleasure for the "Fuehrer." If not, you will have to wait until spring to receive more reserves and finally capture Sevastopol before the game ends.

If you play the Russian side: stay cool! Try to avoid losses in the initial onslaught. Collect units and reserves in the winter months for an eventual counterstrike at the German weak points. If this is unsuccessful, go for entrenchments and fight for every meter in Sevastopol til the end.

Fortress Sevastopol uses an easy to learn game with an area movement and combat system. A similar system was already used in games like **Breakout Normandy**, **Monty's Gamble - Market Garden**, or **Storm Over Stalingrad**.

Fortress Sevastopol is issue number 8 in UGG's Command & Strategy magazine series. €40 <http://www.ugg.de/>

Vento Nuovo Games

Moscow '41 is a wargame covering the German Army Group Centre offensive aimed to seize Moscow, after having successfully defeated several Soviet armies in the great encirclement battles at the frontier and established two bridgeheads on the Dnieper.

Although based on a historical event, the two players can modify the course of the operations.

The game is recommended for two players but has excellent solitaire suitability. €60

http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/41

Victory Point Games

España 20: Volume 2. The Napoleonic 20 Series features games of only modest complexity, each with a focused scope and low unit density (typically fewer than twenty pieces per side). The dramatic, fast-playing turns feature compelling historical narrative told through random event cards and the exciting ebb and flow of military units maneuvering and engaging in battle on the map. Replete with the surges, lulls, and "friction of war" that gives a great feel for the parry-and-thrust of a Napoleonic grade battle as armies close to bayonet-point to see which will break first!

Rudi Garcia's **Talavera 20** recreates the major battle which occurred near the city of Talavera de la Reina on 27 to 28 July 1809. One player commands the French army under Napoleon's brother, Joseph, the self-proclaimed King of Spain, and the other commands the combined allied armies of Great Britain (under Sir Arthur Wellesley) and Spain (under Captain-General Gregorio de la Cuesta). After his attempt to liberate Madrid from the French was repulsed, Cuesta's army fell back to Talavera, which was covered by the British. Starting with a daring night attack, Joseph repeatedly attempted to push the allies out of their superb defensive positions, to no avail. As the French, can you find and exploit a weak spot in the allied lines? As the allies, can you hold your shaky alliance together and fend off the French (all the while keeping a nervous eye out for a second French army that might unexpectedly show up behind your armies)?

Bussaco 20: Second Edition, from designer Lance McMillan, features the battle occurring on 26 September 1810, during the early stages of the French invasion of Portugal. One player commands the French army of Marshal André Masséna, while the other controls Sir Arthur Wellesley, Viscount of Wellington's combined British and reconstituted Portuguese army. Historically, a distracted Masséna launched a series of uncoordinated frontal assaults straight up a steep ridge into the teeth of the British defenses, suffering heavy losses before Wellington elected to disengage and fall back to Lisbon. \$49
<http://www.victorypointgames.com/espana-20-2.html>



Empires in America 2nd Edition was created by veteran designer Joe Miranda on the French and Indian War. With solitaire gameplay action, you must command the beleaguered colony of New France, from Halifax to the Ohio Valley, while Britain and her American colonies press in from all sides as war rages from the fortress of Québec to the Monongahela. Employing Leaders to command opposing Armies, **Empires in America** presents a new focus on the important historical personages of this era such as Montcalm, Wolfe, and even a young George Washington. These Leaders establish their reputations as their fortunes wax and wane on campaign across the far-flung frontiers of colonial America.

Now in an upgraded boxed edition, which includes the first edition content along with the expansion kit. \$33

<http://www.victorypointgames.com/empires-in-america-2nd-edition.html>



MAGAZINES

Against the Odds #46 includes **No Middle Ground**, by Paul Rohrbaugh, which covers the most decisive actions on the northern front of the 1973 Arab-Israeli Conflict.

There are three scenarios, from the opening Syrian attack to retake Golan, to the daring Israeli counter-offensive that drove into the heart of Syria and took the war to the doorsteps of Damascus. Plus a Grand Campaign game that covers the entire campaign for the Golan.

Each copy of **No Middle Ground** includes a 22" by 34" map and a full sheet of colorful die-cut counters that represent brigades from the Syrian and Arab Allies' armed forces and the battalions of the Israeli Defense Force. Air units on both sides are potent weapons but must dodge the enemy's AAA and SAMs. Map hexes are 4 kilometers across and each turn represents 8 hours. Plus a well illustrated rulebook and charts, complete with designer's notes and historical commentary.



Rules for **No Middle Ground** include, among others, Time-on-Target artillery barrages, Combined-Arms tactics, Improved Positions, Minefields, Airborne and Commando assaults, as well as optional

units that could have been deployed by both sides. The interactive, chit-pull formation activation recreates the chaos of battle while still allowing players to deploy and fight their armies. \$33 <http://www.atomagazine.com/Details.cfm?ProdID=141>

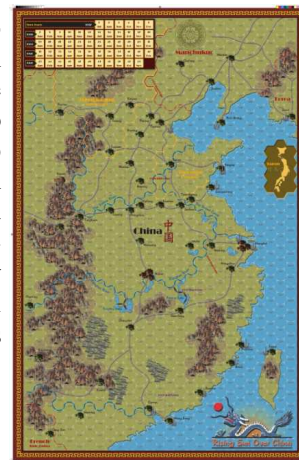
Modern War #25 includes **October War**, a wargame of the 1973 Arab-Israeli War. There are two Theaters of Operation: Sinai and Golan, both portrayed as a point to point system (since most of the major actions were fought over key points or lines of communications). There are two players in the game, one commanding the Israelis and the other the Arabs, and the game emphasizes critical factors of the conflict but allows for large units to break down into smaller units, representing organizational flexibility and cohesion. The game is driven by the drawing of event markers which represent major tactical and strategic factors that affected the course of the campaign historically. \$60

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW25>



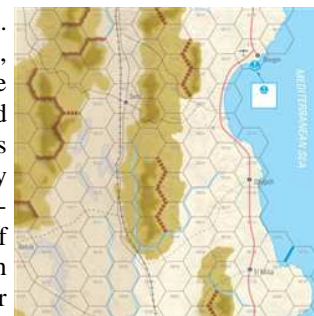
Paper Wars #83 includes **Rising Sun Over China**, by John Gorkowski, which simulates the Japanese invasion of China prior to World War II on a table top map scaled at 50 miles per hex with division-level playing pieces and monthly game turns. The simple I-go-U-go game mechanics keep play fast and focused while additional rules evoke the feel of 1930s China. \$42

<http://compassgames.com/index.php/paperwars/issue-83-magazine-game-rising-sun-over-china.html>



Slingshot 306, May/June, contains articles on The Vikings of Man, by Mick Hession
It's a Long Way to Tibareni (3), by Alastair McBeath
When Push Comes to Shove, by Richard Taylor
Clash of Warlords, by Gordon Lawrence
Late Roman Army & the Notitia Dignitatum (3), by Luke Ueda-Sarson
Pharsalus Battle Day Reports, by Phil Barker, Mick Hession and Simon MacDowall
A Note on Goliath's Kidun, by Dave Beatty
<http://www.soa.org.uk/joomla/>

Strategy & Tactics #300 includes **Desert Fox Deluxe**, a combination of two previously published games covering parts of the North African campaign—**Desert Fox** and **Trail of the Fox**—expanded with additional rules, units, and maps to cover the entire war in the North African desert from the Italian invasion of Egypt in 1940 to the final Allied clearance of Africa in 1943. The map scale is 10 miles per hex, turns cover one month each, while units are mostly regiments and brigades, with specialist battalions and a few Italian and Vichy French divisions. The turn sequence is built around a pair of move-fight impulses for each player, with separate phases for events altering the situation (like the frequent Commonwealth campaigns elsewhere in the Middle East), application of air and naval power, and initiative determination. Logistics is the paramount consideration given the vast distances. Fast and furious action alternates with quiet periods as both sides strive to build up forces and supplies. \$65 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST300>



World at War #49 contains **Operation Gertrud: The German invasion of Turkey**, a speculative two-player wargame about a German invasion of Turkey during the Second World War. While the historical course of events during World War II precluded any likelihood that the Germans would invade their erstwhile ally, it is conceivable that a different turn of events could have precipitated a German Blitzkrieg into Turkey. The Turks were concerned about this possibility, and they endeav-



ored to remain neutral during the war. Unlike the First World War, the Turks could not hope to hold Istanbul in the event of a war, and any incursion by one side (Axis *or* Allied) would certainly invite an incursion by the other. The Turks were most concerned about Soviets, but if Hitler had conceived a notion of invading Tur-

key, the Germans' most daunting challenge would be the Allied response, not necessarily the Turkish Army. The Turks had been underestimated during the previous world war, and so it's anyone's guess how well they could have faced up to the Wehrmacht and Luftwaffe. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW49>

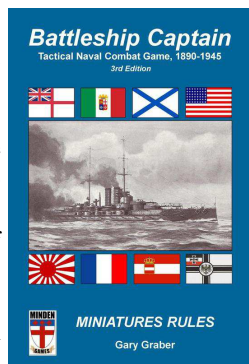
BOOKS

"Battleship Captain," 3rd Ed. is Minden's tactical naval rules system. The system emphasizes historicity and playability. Using any of the popular scales—such as 1/2400, 1/3000, or 1/6000—players can simulate Minden's tactical naval rules system that simulates surface naval battles occurring from 1890-1945, the golden age of the battleship. Ships are rated individually and authentically.

The rules come published as a book. Its 110 pages contain everything you need to play—save for a pair of two six-sided dice, some measuring tapes, and sufficient floor or table space. The core instructions common to the entire 1890-1945 period provide the basic game system. Specific rules applicable to each of the three distinct eras represented—the Pre-Dreadnought, Dreadnought, and World War II eras—give added detail and characteristics unique to that period, whether that be gun range, sailing formations, torpedo effectiveness, or any number of other factors. Optional rules cover a myriad of topics, such as weather, merchants, mines, shore bombardment, command control considerations, ammunition expenditure, and more, which add layers of realism to the game without sacrificing playability.

"Battleship Captain," 3rd Ed. is a complete miniatures gaming system. The book (8.5" x 5.5" format) is illustrated and contains standard and optional rules, all game tables, over thirty scenarios, individual ship ratings (over 375 comprehensively rated warship classes from 20 nations, 1890-1945), Designer's Notes, system rationales, and detailed examples of play. You may play the game using your own miniature ships, or you can create your own, using the 108 1/3000 scale facsimiles provided within the book's pages. Ship types include battleship, pre-dreadnought battleship, coastal battleship, battlecruiser, armored cruiser, heavy cruiser, light cruiser, protected cruiser, destroyer, destroyer escort, frigate, corvette, merchant, and armed merchant cruiser. \$25; counters are \$28

http://minden_games.homestead.com/BattleshipCaptain3.html



Book Reviews

Lately I've read several military books but am just now getting around to "reviewing" them. Omar DeWitt

Commander, The Life and Exploits of Britain's Greatest Frigate Captain
by Stephen Taylor
Faber and Faber ©2012
354 pages, illustrated £10

I don't remember hearing of Edward Pellew before I bought this book. He was a contemporary of Nelson in the Napoleonic wars, and he rose from quite humble origins. He would probably be more warmly remembered if he hadn't been so irascible. There were senior officers who thought well of him, but politics moved them around, and some politicians who disliked him were always around.

However, he was knighted, became first Viscount Exmouth of Canonteign, and rose to admiral at the attack on Algiers. His favorite time was commander of the *Indefatigable*. Frigates took prizes, which produced extra money for officers and men. They worked independently, no constant supervision.

There are a few descriptions of sea battles, but the book is mostly about Pellew's life.

The Vaagso Raid
by Joseph Devins, Jr.
Chilton © 1967

222 pages, photographs, maps. \$4.50 when I bought it.

On December 27, 1941, the British raided Vaagso Island, off the Norwegian coast.

This book describes that raid (naturally) and the formation and use of the commando group that made the attack. Aside from planning the ground attack, the navy had to get them there and protect them from German boats; the air force, at maximum range, had to protect them from the Luftwaffe.

Across the water from Vaagso were several large guns at Maaloy. These were attacked early and were taken very easily. Devins describes the attack on the town of South Vaagso in detail. There was also fighting against two German boats and against the artillery down the fjord.

The raid was a success; the subtitle called it "The commando attack that changed the course of World War II." I doubt that it changed it very much, although it got Hitler's attention and gave him the fear that the Allies would invade Norway.

A fairly interesting book.

The Sword and the Pen, Selections from the world's greatest military writings.
Edited by Adrian Liddell Hart
Prepared by Sir Basil Liddell Hart
Thomas Crowell, Co. ©1976
331 pages no maps or illustrations

Sir Basil died before this book was put together, but he had outlined the form of the book. His son completed the task. It is made up of short (some only one page) passages of longer writings of warriors from Thucydides to Douglas MacArthur. They write about specific battles and general tactics. I found it lacked focus and didn't finish the book.

Of Living Valor, The Story of the Soldiers of Waterloo

by Barney White-Spunner

Simon & Shuster ©2015

470 pages. Maps. Illustrated

Another book on Waterloo?? Yes, but done in a different way. The battle is described, but it is told from the view of individual soldiers. Something of their before-battle lives is told, and so is their actions on the battlefield, and after.

I enjoyed the book.

If any of you would like any of these books, I will be happy to mail them to you for the cost of postage. Email me, and I will let you know the cost after I mail them. Omar DeWitt



It is with much embarrassment that your editor has realized (due to letters from other members) that he has not included the Reinforcement list since LAST YEAR! A gross oversight.

12.4 REINFORCEMENTS

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

- | | |
|----------------------------|------------------------|
| 1825 Brazier, Andrew J | Torphins, Banchory, UK |
| 1826 Foster, William L | Franklin, TN |
| 1827 Kilpatrick, David | Atherton, Australia |
| 1828 Thomason, Jeffrey S | Boise, ID |
| 1829 Gulick, Wesley M | Stockton, CA |
| 1830 Carpenter, John A | Lodi, OH |
| 1831 Eliason, Charles W | Punta Gorda, FL |
| 1832 Harvey, Eugene P | Ellenton, FL |
| 1833 Mills, Cole A | Keene, NH |
| 1834 Boutilier, Herb | Smyrna Mills, ME |
| 1835 Gianino, Robert | Sarasota, FL |
| 1836 Jefferson, Ross A | Boerne, TX |
| 1837 Helm, Stuart | Maple Park, IL |
| 1838 Melnick, Wayne | Enola, PA |
| 1839 Taylor, David J | Liverpool, UK |
| 1840 Hodges, Jeremy D | Hamden, CT |
| 1841 Bauska, Brad R | Walla Walla, WA |
| 1842 Tippett, Mark L | Lewistown, IL |
| 1843 Collman, Robert B | Faversham, UK |
| 1844 Scheffrahn, Matthew T | Flint, TX |
| 1845 Berkhout, Keith | Hampshire, IL |
| 1846 Albright, William | Lakeland, FL |

WBC from Jeff Miller

Okay a quick recap.

The facilities are a great improvement over the Host location.

A few hiccups as normal: a roof leak ruined a **Waterloo** game, no AC in several locations until about mid week, WiFi not the best in a lot of locations, one building and the vendor location required running through the downpours. There was also the fire alarm going off in open gaming during the auction.

Food costs were higher, and the budget option at Foggy Goggle did not get rave reviews. Very little in the area in the way of nearby alternatives. It is a ski resort tucked away in the mountains of course.

Staff were great in addressing the issues and very helpful during the week.

Couple issues with the check-in process with rooms not being ready until after 5 or so. Had quite an upset wedding party that could not check in on time to get ready for the wedding. In my case they checked me into the wrong room which required another trip to the front desk and moving luggage to the right room.

So, all in all a few issues, which they will hopefully improve on next year.

The turnout was 15% down on pre-registration. No update on walk in traffic, although have the feeling that may be more of a drop based on the location. Hopefully the numbers will start going back up next year.

The gaming was great as normal with the usual friendly crowd!



Wooden Ships and Iron Men

Upcoming Events

Aug. 12-14, Austin, TX

BOARD GAME BASH
<http://www.boardgamebash.com/>

Aug. 13, Watertown, South Dakota

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

August 18, Rokakh St 121, Ramat Gan, Tel Aviv, Israel

DRACONICON: TEL AVIV
<http://www.dragoncon.co.il>

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, Phillidelphia, PA

FILLYCON
cassandra.j.lowe@gmail.com

Sept. 1-4, Colorado Springs, CO

TACTI-CON
<http://tacticoncolorado.com/>

Sept. 2-5, South Sioux City, NE

TRI-CON FALL 2016
<http://tristategamers.org/>

Sept. 2-5, Sterling, VA

TCEP 23: TAD IS MY SHEPHERD
<https://barkingmad.org/>

Sept. 2-5, Seattle, WA

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

September 2-5, Los Angeles, CA

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

Sept. 10-11, Washington, DC

WASHINGCON
<http://www.washingcon.com/>

Sept. 16-18, Scranton, PA

BETACON 2016
 Andrew Sussman at
Betaconstaff.pa@gmail.com

Sept. 16-18, Topeka, Kansas

TOPCON
<http://topcon.us/>

Sept. 17, Burleson, TX

(BAM FEST) BURLESON ARTS & MANGA FESTIVAL
<https://www.burlesontx.com/1206/Burleson-Arts-Manga-Festival>

Sept. 17, Newark, DE

VERSUS CON
<http://versuscon.com/>

Sept. 30-Oct. 2, Tucson, AZ

RINCON 2016
<http://rincongames.com/>

Sept 30-Oct 2, Calgary, AB Canada

FALLCON
<http://www.fallcon.com>

Oct. 8-9, Macon, Missouri

EXTRA LIFE @ MACON
<http://www.extralifeatmacon.com/>

October 13-16, Essen, Germany

ESSEN INTERNATIONAL SPIELTAGE
<http://www.merz-verlag.com>

Oct. 14-16, Noble, IL

NOBLE CON
<http://noblecon.weebly.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>

From the Editor

As you may remember, this is an election year for AHIKS. Our President is stepping down and we need a replacement. So far as I know, no one has yet shown interest in running for that position. The other current officers will run for reelection; as a member, you, too, can run for any office against an incumbent.

AHIKS has been in existence for 50 years. This is true because a few of the membership have accepted the responsibility of becoming an officer. This is not a high position in the world. The pay is rotten; people in the street do not bow; some wargamers will ask, "What's an AHIKS?" Still, we have been lucky so far. Someone has (usually) stepped forward to volunteer. Give it some serious thought and let us know.

In the October issue we will name the candidates for the election and include any words they would like, to support their candidacy.

The December issue will include the ballot. It will also include requests for information from you. The officers get very little feedback, and we would appreciate more.

Bob Best, our former Secretary, will take over the vacant post of Vice President. Welcome back, Bob.

Your editor has completed his move into smaller accommodations. The address was in the last issue. The new phone number is 505-962-4077. The email address is unchanged.

Does anyone know what happened to the Charles Roberts Awards? Looking on the internet I found only that they were not awarded in 2013 and 2014, and, I assume, 2015.

Many thanks to Art Dohrman, Jeff Miller, and Tom Thornsen for their reports on the annual WBC. The reports are much appreciated. The photos on the page with the reports are from the authors. Again, thanks!

As Bob Best notes in his article, Mark "Faz" Fassio passed away a few days ago, finally losing his long fight with cancer. He and I played several games together. He was unfailingly an excellent player who could explain the rules clearly. He was always in good cheer. Clearly he was an optimum opponent. His death is a very sad occurrence.

This is an email he sent in May:

Omar: Our recent spate of gaming has enabled me to see you, Bob B and other officers in a renewed light -- one of admiration and gaming comradeship. I appreciate, and savor, the games and the time spent talking over cyberspace.

I hope to be around for awhile yet -- but it's all up to the vagaries within my own body. There will always be some doubts and 'what ifs' regarding the choices made from hereon in, but I think this "kamikaze approach" of "decision—no turning back" is the right route for me at this stage of my life.

I really wish we could've done a *Trenches of Valor* scenario or two; you would've enjoyed the game, trust me. But maybe someone else will rise to the occasion. Of course, if my projected plans hold true and I have "good days" that enable me to have the time and energy again to play, well...just keep the game handy <grin>.

My very best wishes to you and Sue as you make this moving transition, and I hope to read of many more "*Michelin Four-Star Travels with Omar*" in future *Ks*.

Faz

Prize Received!

June 8, 2016, at home in Bogart, GA: I received my selected prize from winning the 50th Anniversary of AHIKS raffle today. I eagerly rushed to the front door as the postal carrier arrived with a package. Yes, it was a shipment from Brian Stretcher, our Treasurer and a fellow participant in the ongoing **Silent Victory** campaign. As I retrieved the shipping box I was surprised at the weight. I wondered what could generate the weight of GMT's **The U.S. Civil War**.

I was shocked at the announcement in issue 51-1 of *The K* that I had won the 50th Anniversary raffle. My being lucky among AHIKS members is usually not the case, as can be verified by my gaming die rolls.

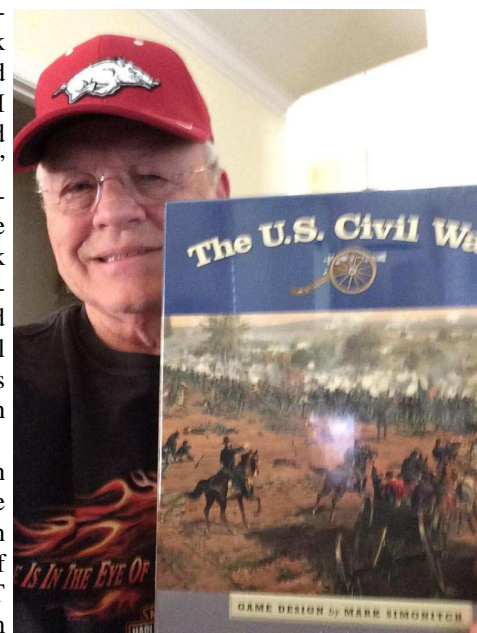
Thanks to Duncan Rice for running the contest, and to Brian Stretcher for the leg work in acquiring and forwarding the game.

When I removed the shrink wrap and opened the box, was I pleasantly surprised again! The 5/8" counters and markers look great. The rulebook is on slick paper and the mapboards are mounted and not the normal folding paper maps that you get with games these days.

In anticipation of the receipt of the game, I have been reading the rules of play on the GMT site. While I am engaged in two games **The Russian Campaign** and one game of **Squad Leader** and the online **Silent Victory** campaign, I am eager to play a PBEM or Vassal game of **The U.S. Civil War**. Anyone out there eager to teach an "old dog" some new tricks just send me a match request. I should be ready to play in a couple of weeks. It will probably be some easy wins for you.

Thanks again to AHIKS and especially to Duncan and Brian.

Jim Williams #1276



Margie and Faz.

Flodden 1513, Scotland's Greatest Defeat

by John Sadler, Stephen Walsh

Osprey Publications

Reviewed by Duncan Rice

This review originally appeared on the Armchair General Website <http://www.armchairgeneral.com/castles-battles-and-bombs-book-review.htm>

Anyone interested in the long conflicts between England and Scotland will want to know about the Battle of Flodden. James IV is often criticised because of his loss at Flodden. It is a large part of why Scotland is not its own nation today. It is also the topic of *Flodden 1513: Scotland's Greatest Defeat*, a new addition to Osprey Publishing's *Campaign Series* of books.

The book has an excellent collection of photographs, drawings, and maps. However, there are some problems with these. The photos are interesting in themselves but they are difficult to relate to the subject. Country of origin describes armour and weapons. For example, a Swiss style helmet, an Italian Brigandine, or German field armour. But it is not clear whether these are examples of what the English, Scottish, or both used. There is also a photograph and very short discussion of the massive Scottish cannon Mons Meg given as an example of how the Scottish out-weighted the English in poundage of shot. However, it is a poor choice because Mons Meg was not at Flodden.

There is also a minor problem with the maps. They are aligned with North facing the bottom right of the book. This can be a little disorienting at first.

The illustrations, by Stephen Walsh, are quite good; however the reader needs to be aware that they are an artist's rendition and not primary sources, but they are an excellent inclusion. The illustrations describe the battle well and include a numbered legend that describes the figures and action. The book cover is a reduced version of one of these.

The book goes beyond discussing the actual battle of Flodden. There is a brief discussion of the Anglo-Scottish war of 1513 and its origins. The author links the Anglo-Scottish conflict to the French invasion of Italy in 1494 and the eventual need for Scotland to decide between its agreements with England and France, as they became conflicting. I would have liked this section to be longer than six pages. It is good background, but the author could have demonstrated the links between events better. It is a good introduction for the uninitiated but leaves the reader wanting more.

The section describing the commanders is also quite brief but there is continuous examination of them throughout. The author deals mainly with James IV of Scotland and Thomas Howard, Earl of Surrey, Second Duke of Norfolk. He counters the idea that James IV was an inept leader. James IV made errors at Flodden, and the author points out that personally leading the Scottish troops is often considered one of James IV mistakes but also expresses his recognition that this was necessary and was actually a strength. He also points to the government James IV left behind as an example of his strong leadership. We are left with an impression of how these men came across, physically and temperamentally.

The actual battle takes up most of the book, and it makes some interesting and surprising points. Firstly, the battle of Flodden was not necessary for the Scottish. The Scottish had achieved their goals, and the campaign would have been a success if they had dispersed rather than met the English at Flodden. There is a good comparison of weapons and tactics. The most surprising revelations are in the discussion of imbalances in the field. The Scottish had adopted Swiss methods of battle, they had greater weight of shot for their cannons, and they held the high ground. But these things, counter-intuitively, were disadvantages for the Scottish. This is the most interesting and well written aspect of the book.

Flodden is an important battle for the history of warfare. It was one of the last battles where the longbow played an important role. It was one of the first battles in which the cannon played a large part. It is also an excellent study of how imbalances in the men, leaders, equipment, and ground effect an outcome. Flodden was also decisive for the future of Scotland. It was an unnecessary battle for the Scottish and claimed the life of their King, James IV.

Flodden 1513: Scotland's Greatest Defeat has some failings. The graphics need more precise description and the background is vague. However, the discussion of the actual battle is excellent and more than makes up for the weak points. There are quite a few things to be learned about the leadership of James IV and how imbalances that appear to be advantages may actually be disadvantages. Failure to examine and recognise this was decisive at Flodden. Overall this is an excellent book but too brief. I enjoyed it and learned a great deal. I came away wanting to know more but was still quite satisfied.

★★

From the Vice President

Bob Best

Today is August 8, 2016. As you all know, the AHIKS Vice President's position has been vacant for a number of months now. Well, no longer. Our President, Ken Oates with the blessings of your Executive Committee nominated and approved my appointment to the Vice President's position this past weekend.

So, let me introduce myself to the membership. I'm Bob Best, your new Vice President. I think AHIKS is a fun place to game and our members are The Greatest! I have made a number of friends here in AHIKS since I joined back in the late 1970s, and I hope to make many more as we move into the future. I like playing games. Many of you might remember me from the **Silent Victory** Campaign game that is currently running on the AHIKS Forum or from the many games I have played on the Forum. Others might remember that I held the AHIKS Secretary position for seven years before retiring from that position and turning the reins over to our current Secretary Pete Menconi who stepped up and is doing a stellar job performing those duties now. For those of you who don't know me (and those of you who do), feel free to contact me if you have any comments, questions or problems here in AHIKS and I will see what I can do to help you. My contact information is on page 12.

A moment ago, I mentioned our current Secretary, Pete Menconi, stepping up to take over the Secretary's duties when I had to resign for personal reasons last summer. Pete is now providing some of that "new blood" I mentioned in my final column as Secretary. I mention this because it is election time for officers here at *your* AHIKS, and I have not seen anyone throw their "hat in the ring" and announce their interest in running for any of the Executive Committee positions that are up for re-election.

Our President Ken Oates has said he is not running again for President, so the position will be vacant after January. That position needs to be filled.

AHIKS needs members who are motivated and have fresh ideas to continue to move AHIKS forward. I am sure there are such members among you who will volunteer to help guide AHIKS' course in the coming years. Anyone who is interested in being active in charting AHIKS' course into the future should contact a member of the Executive Committee about running for office. If you are interested, check out the AHIKS bylaws posted in the Members Only section on the AHIKS Website. The election process is laid out there.

I move on to a sad note. While writing this I received a message from member Mark Fassio's wife, Margie. Mark, who has been fighting cancer passed away about an hour ago. Mark was a long time member of AHIKS, a true Gentleman and an excellent gamer. I was proud to call him My Friend. My thoughts and prayers go out to his family. Mark will truly be missed. Rest in peace, My Friend.

★★